

Godzilla: Singular Point Jump

Version 1.0.2



Welcome to the world of Godzilla. Though this is a bit different from other ones you might have visited. There are no giant monsters created by nuclear bombs here. Instead it takes place in 2030, and explores... the invasion of a higher spatial dimension onto the 3d world we are all presumably familiar with.

It will become a story of temporal manipulation, higher dimensional materials allowing for seemingly physics breaking effects, and of course giant lizards stomping destructively across Tokyo. Hopefully you like your kaiju with science references.

Either way things are about to get tossed up and into the air for this world, and you'll be there for all of it. So take these to help you on your journey.

+1000 Catastrophe Points

Good luck and good jumping.

Location and Time:

The events of the story take place mostly in two paths. Yun Arikawa and Otoki Factory remain in Japan throughout operating out of Nishio City. Mei Kamina finds herself traveling to various locations outside of Japan such as London and India.

You may appear in any location shown appropriate to your in jump background and origin. If you choose to drop-in you will instead simply emerge from the sea like so many other interdimensional intruders.

Either way you arrive a few hours before Yun Arikawa and Haberu Katou investigate the supposedly haunted mansion and kick off the entire plot.

Age and Gender:

If you're a drop-in, your age and gender are the same as they were at the end of the last jump. Otherwise your age and gender are yours to decide as appropriate for your origin. If you took the Old drawback and a human origin you're at least 70 years old.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

You may choose to take any origin as a Drop-In, doing without an in jump backstory and simply appearing from thin-air into the setting.

Factory Worker (Free): You might be a coworker of Yun and Haberu at Otaki Factory, or else you work at another factory of some sort. Wherever you work you seem to have a tendency to pick up odd jobs, and people think you'd make a good ghost hunter for some reason.

SHIVA Conglomerate (Free): You seem to have been scouted by the SHIVA conglomerate as a new hire. Or maybe you're just a PhD student of some sort. Either way you seem to know a lot of references to non-pop culture, and might even have a gift for understanding supraphysical phenomena.

Artificial Intelligence (300 CP): It would seem that you are a Naratake A.I. designed by Yun Arikawa, or another equivalent artificial intelligence. Someone has just installed you on a smartphone, laptop, or into a robotic body that you have either purchased here or brought with you.

Archetypal Being (Special): You are something out of this world. Or well... even in this world you're something out of it. You are a kaiju, and like the other kaiju of this version of Godzilla you are a creature that incorporates the Archetype into your biology. You must buy a Monstrous Form below, and only Archetypal Beings may buy them.

Monstrous Form:

If you took the Archetypal Being origin, you must buy one of the Monstrous Forms below. If you did not take the Archetypal Being origin you may not buy a Monstrous Form. You may only buy one monstrous form.

All monstrous forms possess significantly greater healing capabilities than normal animals, though, unless otherwise noted this is in the matter of tens of minutes to hours to heal a wound that would have been mortal on an ordinary animal (and not healing instantly fatal ones at all).

Regardless of the Monstrous Form purchased you will not be dependent upon red dust to live, nor will you produce it (unless you took the **Singular Point** perk).

Rodan v 1 (100): Rodan, as it first appeared in the series, was a large pteranodon-like creature. Somewhat clumsy in both flight and on land, it was large enough to tower over humans when standing, and capable of ripping the grating off of the Jet Jaguar prototype, and to dent the metal robot. While its strength, speed, and durability are unimpressive, rodan possesses the ability to fly, produces radioactive radon, and is capable of detecting radio waves.

Rodan v 2 (100): The second version of rodan was smaller, and possessed less raw power, but was more agile than the first. Roughly human height when on the ground, they continue to possess the ability to detect radio waves.

Kumonga (200): The spider kaiju kumonga, in this version is somewhat less than 3 meters long, and while possessing 8 limbs is less spider-like in its general appearance. Its front legs are tipped with (non-spinning) drill-like structures which can be used to stab or bludgeon foes. While weaker than Jet Jaguar Prototype, or Rodan v1, they are agile creatures and capable of spinning webs with which to contain prey. A kumonga's true form, however, is the blue slime inside of it, which is able to harden to reform its exoskeleton if damaged, making them extremely difficult to kill as this slime must be destroyed or will only be slowly whittled away one layer of exoskeleton at a time; however they do require their gills behind their eyes to breathe giving them a single, noticeable weak spot that cannot be easily regenerated.

Hanenga (250): The hanenga is a winged variant of the kumonga capable of flight, but otherwise identical.

Kamanga (250): The kamanga is a variant of the kumongo which instead of the drill-clubs possesses a forelimbs which end in a massive pair of scythe-like blades. These blades were sturdy enough to parry blows from the spear of Anguirus which cut through most kaiju - and steel - with ease and seem to be an equal match for it in sharpness and durability.

Anguirus (300): Standing several meters tall at the shoulder, and with a back which rises higher still - even discounting its protective plates - and reaching a length of approximately 20 meters, you are a large, powerful beast easily able to contend with Jet Jaguar in raw power, and even send it flying with a blow from your tail, or likewise flip over trucks with casual ease. All the while you are fast enough to run down cars and pick up trucks, and the plates that rise from your back are sharp enough that they could be fashioned into anti-kaiju weapons or slice through steel. But your physicality is not your only power. You possess the ability to see a few moments, seconds at most, into the future and by vibrating your plates can create a protective energy field which can deflect projectiles such as bullets or explosive filled harpoons; it is possible for something to get too close to be deflected this way, especially if it has the means to course correct (such as a giant robot pushing it against you before detonating it), and can only be kept up for so long.

If you possess the **Singular Point** perk your ability to see into the future from both it and this race will be improved allowing you to see further with smaller concentrations of the red dust.

Black Rodan (300): You are a substantially larger version of the Rodan v2, several times larger than v1 as well. Your body is surrounded by a haze of black smog, and you seem to be able to build up for some form of fire breath. Within the red dust, the army decided against trying to battle you, but Godzilla's 3rd form was able to casually one-shot it.

Manda (300): The largest kaiju other than Godzilla, a manda is a great sea serpent over 200 meters long. While not able to fly, their bodies can be moved in impressive ways, raising themselves almost completely out of the water and straight up.. They possess short clawed limbs, and powerful jaws capable of harming Godzilla in his terrestrials or initial ultima form - both of which were capable of resisting airdropped missiles and bombs. However they lack a similar level of durability, and are mostly constrained to the water.

Zenbunga (300): Combining elements of the hanenga and kamanga, the zenbunga is a flying kumonga with powerful scythe-blades.

Salunga (500): Standing slightly over 20 meters tall, you are now an ape kaiju similar to Salunga. You possess great strength, enough to tear through fortified buildings, rip your way into bunkers, or tear open reinforced blast doors. You possess great agility, enough to put a normal ape to shame, while also being massively larger. You possess the ability to charge your body with electricity. And all of these pale compared to your durability and ability to heal. Anti-materiel weapons simply bounce off of you, and even larger explosions do little. Skewering you through several times over with massive spikes would not kill you, or even leave you significantly wounded, merely holding you in place until you managed to break them. Even such a spike thrust through your head would do you no lasting harm, and you could walk with spikes piercing through your body in multiple places completely unaffected by the wounds. It's unclear what it would take to actually bring you down, or do lasting damage to you. Maybe burying you in hundreds of meters of stone and metal would do you in, or a really big bomb.

Godzilla (800): You are, physically at least, a potential rival to the king. While you will not be a singular point like Godzilla, and you will not bring massive amounts of the red dust with you like Godzilla, you possess a body similar to its.

You will begin in an aquatic form called Godzilla Aquatilis. Hundreds of meters long, you are a massive, aquatic creature capable of leaping out of the water to completely clear ships or biting a manda in half. In this form you possess no significant special abilities other than your immense size, strength, and durability, as well as swim at speeds closer to specialized racing boats than to the likes of battleships, and to dive deeper than submarines.

After a few days in this form you will be able to emerge onto land in a new amphibious form, similar to Godzilla Amphibia. In this form you are somewhat awkward on land, crawling on all four legs, and somewhat slow. However you still possess similar strength, durability, and size - though your height is quite low for Godzilla. You possess the ability to exhale a freezing cold gas (-20 degrees celsius) which is highly flammable and capable of being ignited into a massive fireball. This will form a black, armored chrysalis around you to protect you while you transform into your next stage; though you do not need to do this if you do not feel the need to armor yourself.

After a few days in this form you will transform into a hunched bipedal form somewhat over 30 meters tall, though significantly longer from nose to tail. In this form you are significantly more maneuverable on land, and possess some new abilities. The first of these is that your blood can be controlled and manipulated, weaponized in the form of tentacles capable of smothering air-dropped bombs. The second is that you possess a

form of atomic breath. This manifests as a large blue ring of energy which forms in front of your open mouth and is then launched from it, and is strong enough to take out a giant rodan in a single blow or destroy buildings. In this form you also now possess significant regenerative capabilities, able to heal wounds such as those inflicted by having multiple bombs dropped on you in mere moments - once your blood has returned to your body after being used to strike back at the fools who struck you.

Finally after a few days in that form you will obtain your final form, though not your absolute power. Standing about 50 meters tall, you now resemble a more recognizable and standard form of Godzilla. You are stronger, and more durable now, and your regenerative capabilities are enhanced. Finally you possess the true ability to wield atomic breath. Though it takes some charging time you can fire a beam of blue energy which can cut straight through buildings, leaving molten slag in its wake. Over the course of a few more days you will grow to approximately 100 meters tall, and as you do your strength and durability will continue to increase, and your atomic breath will strengthen with it.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Fixed Point (Free): You existed at the point you inserted into this jump. As something from outside of this reality, modifications to the past before that point cannot stop that. If through time travel or temporal manipulation your in-jump background would be killed before the beginning of the jump, or prevented from existing, you would still insert into the jump simply as another individual. Details of your past may be able to be changed this way, but your purchases cannot be.

Acclimation, Adaptation, & Adjustment (100): To survive one must adapt. Whether that's the kaiju, guiding their own evolution between iterations, humanity learning how to deal with the kaiju, or even artificial intelligences adapting to new bodies or learning to cooperate between various temporally spliced iterations of themselves. As such, you are good at adjusting to new situations. When dealing with new situations and circumstances you are able to change your own behavior, tactics, and in general adapt to the new conditions significantly quicker than average. This won't let you adapt to something you could not adapt to at all, however, only making it quicker and thus easier for you.

One Fit Geek (100): When you're dealing with kaiju it pays to be physically fit. You might not spend so much of your time working out that you become known for it, but you're fit enough people might think you did. You've got the stamina to run from kaiju, the balance not to immediately fall when running down one's back, properly armed you might hold back or even beat a rodan or kumonga, and you're generally rather physically fit. You won't be winning the Olympics, but you'll be capable of pulling off some things that better fit an action hero than a science nerd.

People Skills (100): In a world of spies, geniuses, and kaiju, sometimes it's nice to actually be able to talk to other human beings like a normal human being. You have the basic social skills of an extrovert. This won't make you a master diplomat, or leader of men, but you can talk to people fairly easily, and generally without anxiety from the task. This also provides you a small boost to your charisma in general; you're just a sort of likable guy even if you're something of a muscle head who can't singlehandedly revolutionize science, technology, or our understanding of xenobiology.

Person with Guts (100): It's all well and good to have the physicality to survive wandering through Tokyo after Godzilla has laid claim to it, but if you don't have the guts to do so then it's only good for running away. You however are brave, courageous enough to stare down Godzilla himself without freezing up if you thought you had a reason to. You won't freeze up in the face of danger, or find yourself breaking and running just because a kaiju presented itself to you. You've got the guts to match old man Otaki himself.

Factory Worker Perks

Handy Man (100): Otaki Factory might build robots primarily but it seems to take on some rather odd side jobs like investigating haunted mansions. And now so do you. Or at least you seem to attract them. When people have something they need done as a sort of one-off odd jump you will seem like a good potential choice, whether it's to build a robot, investigate a haunted house, or fight a kaiju.

Quite a Resume (200): You're something of a genius. This doesn't provide you with social intelligence, or make you an equal to Yun or Mei in their fields of specialty, you could follow along with them in a conversation, and you are good at deductive reasoning, logic, and comprehending and understanding scientific subjects. You're smart enough to be considered a genius, and even a touch of a prodigy.

Robotics Worker (400): You'd not be much of a worker at a factory that builds and repairs robots if you weren't good at building robots. Though you go rather a bit beyond the minimum. Sure you can build industrial robots and even design new ones yourself, but like Otaki himself, or Yun, you would be capable of taking civilian technology used for industrial robots and building a piloted mech which could go toe to toe with some of the lesser kaiju here, and to continue to upgrade it to keep up with threats like the kumonga and swarms of rodan, though even you will probably need something more than modern civilian technology if you want to build something that could fight Godzilla.

There is good news on that front. Remember how a civilian built mech could operate well beyond what would be expected? Well this applies in general to when you build (mostly) humanoid machines for the purpose of battle. Any humanoid robot or mech you design and build will be stronger, faster, more durable, and just generally better than it should be.

A.I. Designer (600): Yun created the Naratake AI, a strong artificial general intelligence which was able to - with sufficient time and computing power - reprogram itself to be better. You are now his equal when it comes to AI. Given he created a communications AI capable of developing quickly into a kaiju slayer, writing scientific papers from a researcher's notes on fish that swim backwards through time, or figuring out how to encode messages from the future instructing how to use the Orthogonal Diagonalizer to make a mecha able to fight Godzilla to the point of being able to disrupt a universe destroying catastrophe with no sign that he had large, corporate backing or high end resources, imagine what you could do with the resources available to you?

SHIVA Consortium Perks

Well Read (100): From poets like Blake and Emerson to religious texts like the Book of Revelations and the vedas, or stoic apocalypse legends, it seems like a requirement to work for the SHIVA Consortium is to be rather well read. Even Mei, who wasn't quite working for them yet, had a good bit of familiarity with Japanese folklore.

Well, you won't be left behind. Philosophy, folklore, myth, poetry, literature... you've got a wide base of cultural knowledge, and poetic references for almost any situation. This skews more towards the anthropological and high art than pop phenomenon, but you'll find this updating in future jumps so that you always have an appropriate, cultural reference to make.

Intelligence Operative (200): There's a lot of shady things going on with the Shiva Consortium. Internal factional strife as the corporation itself remains split between trying to stop the catastrophe and to make a profit, and even externally sending out spies or being spied upon by the government. Well it'd be a shame if you didn't have what it takes to get in on the job. You are now trained in corporate espionage and espionage in general, with the skills necessary to play the spy. Or if you want to be a little less shady you could probably use these skills to be a freelance journalist. Whatever you do with these skills, you are capable of investigation, and deceit.

Biologia Phantastica (400): You are an expert on the biology of imaginary creatures. This extends beyond being able to create internally consistent rules for fictional creatures. You are something of a xenobiologist, able to accurately theorize about how animals will develop under conditions significantly different than those of Earth, or alternate laws of physics. This helps you especially with predicting the biological functions, abilities, and requirements of supernatural or paranormal creatures, or those which developed under different physical laws.

Computational Chemist (600): It's one thing to understand the biology of imaginary creatures, but what about replicating the materials of such a world? You are an expert in figuring out the properties of paranormal, supernatural, or physics breaking materials, or those that function outside of the reach of classical physics. More than just figuring out these properties, you are skilled at manipulating, replicating, or working with such objects. You might be able to use a sample of a higher dimensional material to create a device which would allow you to manipulate said higher dimensional material in more than 3 dimensions. Of course you will most likely need something that breaks physics to create these materials to begin with. Still this does extend to working with more

‘mundanely’ supernatural or paranormal materials such as many fictional metals, and even the likes of physically theorized stable transuranic molecules.

With the right tools and capabilities you might be able to determine the underlying principles of these materials and alter them to suit your needs, or even create new previously only hypothetical materials. It is also possible for you to teach others how to work with these materials potentially allowing you to produce them in bulk, though if the materials require magic to be worked or other special properties humans lack, this perk will not directly allow you to teach those properties to people if they could not already be taught them.

Artificial Intelligence Perks

That is How the Story Begins (100): At the beginning of each jump, you will get a very muddled, vague, and confusing summary of the final events of the jump at the beginning of the jump. It's pretty incomprehensible without hindsight, but maybe you'll get some small clue that could prove useful.

Physiological Adaptation (200): You are able to adapt to changes in your physical form almost instantly. Transferred your consciousness to a robot from your previous existence as a smartphone? You'll be running around just fine and maybe even doing acrobatic leaps. Learn to roll about on three wheeled legs only to lose one in battle? You'll adapt your balance to 2 legs in moments. Suddenly absorbed otherworldly materials to grow 90 meters? You'll have no issue immediately throwing down with an eldritch god in the form of a giant lizard. You'd think that this would be a bit disorienting, but you seem to react to all this, and other changes to your physical form, just fine. This won't protect you from being petrified, and if you're put in a form less capable of movement you'll still be less capable of movement, but you will at least be able to adapt to it quickly and not be clumsy on top of physiological limits.

Upgradable (400): Whether you're biological or mechanical, you are thoroughly upgradable and modifiable. Attempts to modify and upgrade yourself go far more easily for you than usual, risky experimental surgeries being far less risky, your body is less likely to reject grafts, or takes easily to cybernetic modifications.

Beyond merely having complications and issues with attempted upgrades being mitigated and minimized, these upgrades simply function better for you, because they seem to scale off of your Jumper nature and perks. Cybernetics, synthetic organs, and other similar modifications that would upgrade a human's body will upgrade yours similarly, and even those which would be a downgrade - such as a pegleg replacing your natural leg - will be closer in function and capability to your body. In short, modifications to your body scale to you.

Digital Lifeform (600 CP; Free for Artificial Intelligence): You have become a truly digital existence. You are the equal of one of Yun's Naratake A.I.s in your capabilities as a program; capable of extremely complicated mathematical equations performed at inhuman speeds, 3d modeling an object from it being rotated in from a smartphone's camera, of hacking industrial robots via a wifi connection while remaining on a laptop, and given time and sufficient computational power far more. You are a strong artificial general intelligence.

Just as importantly you are not tied to your hardware. You are able to transfer your consciousness from one container to another. While changing it might have some influence on your thought processes and individuality - living as a smartphone is quite a different experience than being a robot capable of moving in the world, and having better hardware will let you think faster - you will still be yourself, with all your perks, powers, and jumper status not directly and specifically tied to your physiology following along with your consciousness. This won't apply to back-ups you make, unfortunately. To help you with this transfer if you happen to be existing in a physical body instead of something capable of directly linking to a computer you will be able to transfer your 'data' into a machine you are touching as if you were plugged into it.

Archetypal Being Perks

Otherworldly Presence (100): The creatures born of archetype stand out compared to the rest of the world. They are things that should not be, and it's visible with them at a glance; almost like they were animated in 3d and everything else was animated in 2d. You share this otherworldly quality, which leaves it impossible to mistake you for being normal or natural. It's almost impossible to pinpoint the exact wrongness from inside of a reality, but you stand out as other and different - especially to higher beings - as if you were drawn in an alternate style.

You can toggle this on or off as you desire.

Bioforming (200): The rodans require the red dust to live, but the red dust is spread by kaiju, meaning the longer the kaiju are in the area the more it is adapted to support their life. This isn't unique to kaiju, but the scale at which they do it is immensely faster than normal animals.

Now you do something similar. You don't necessarily produce the red dust but your presence changes the environment around you to better fit your biological requirements. Your presence will change the atmosphere around you into something you can breathe, it will influence the climate towards that which best promotes your life, and you will even find microbes and flora beginning to develop and grow in the area which form the basis of your natural ecosystem. You may choose to bioform the area into a system which is less than your ideal, though it must still be within a hospitable range for you to live in.

This will take time, and the more extreme the changes are the more time it will take. Atmospheric gasses will develop first and most quickly, though depending upon atmospheric conditions may be moved away (if you're floating in empty space you won't form a breathable atmosphere, if you're at the bottom of a valley that limits airflow exchange it'll happen faster than if you're somewhere that it will be blown away more easily), with microbes and flora taking days remaining stationary, and climate changes taking substantially longer. The larger you are the more quickly it will take place.

Jumper Ultima (400): Godzilla went through 4 forms, beginning as a massive aquatic creature, only to emerge on land, and shift like a tadpole to a toad into an amphibious form. This form soon cocooned itself to develop into a fully terrestrial form which would later further evolve into its final form which had a more classic Godzilla look, and which then moved to wait and grow to full height over the course of days.

You now possess a similar life cycle. Each of your alt forms now possesses the ability to go through a series of evolutions into 3 new more powerful forms. This is a process that takes time, about a week to change from each form into the next and several days after obtaining your final form to reach its full power. This evolution is performed for each alt-form separately, and does not come with a way to reverse itself meaning that a change from one form to another is permanent for that alt-form without some outside ability to undo it; all alt-forms will revert to their original pre-evolved state at the end of a jump or post-chain upon traveling to a new reality via your spark. You may pause any evolution at any point, and the final change takes mere moments with no noticeable change between stages until it is ready to change completely, meaning you could reach the moment before a change between stages and change in the middle of a fight. However the final stage will not immediately reach full power, taking several days to grow to full size and strength after the change.

The exact nature and changes of these forms will depend upon the alt-form being changed. There are some certainties and guaranties. Each form will be generally more powerful than the one before it. The forms will look increasingly unique and distinctive, leading you further and further from the base alt-form. If you spend the week-long process of evolution with a goal in mind the form will typically be more suited to it, though some things may just be too niche, bizarre, or too far away from your current power for this to help with; you won't be evolving the power to warp spacetime unless you already had a related power. Certainty number two also means you won't be evolving forms that are good at blending in with the base species.

Singular Point (600): Well you might not be a true singular point. All of the singular points are one singular point, after all, and you don't seem to be manifesting in multiple locations. Still you possess some of the traits of a singular point. First off you are able to produce the red dust. The amount you produce seems to scale with your size, but even as a human you would produce a noticeable amount, and as a kaiju as large as Godzilla you would be able to coat a large city like Tokyo in it with just your presence. You possess some ability to control this cloud of red dust that you bring with you. While this is not at the level of an Orthogonal Diagonalizer, or to do things like an Orthogonal Diagonalizer does such as transforming the red dust into penetrating red crystals, it is enough to control the flow of its motion, gathering it in a heavy cloud around yourself, or dispersing it, even pulling it in to armor yourself somewhat,, and given time you may learn how to change its phases and create materials from the red dust via this manipulation. You may stop (or start) this red dust production at any point, though this won't destroy the extant red dust.

Beyond bringing the basic material for archetypes with you wherever you go, potentially in quantities which are toxic to breathe in for humans, you warp spacetime with your presence. On its own this warping is small allowing you to see a few instants into the future, or potentially even doing something like doubling up an attack by making it pass through a certain location twice. However, the greater the density of the red dust around you the greater your ability to warp spacetime. Build it up highly enough and you will find internal angles of triangles no longer add up to 180 degrees, and your ability to perceive the future or influence the past will increase. Do note that spacetime can only survive being warped so far; Godzilla Ultima possessed the ability to cause a 'reality error', which could have destroyed the world and possibly the universe itself, and now so do you.

This all comes from being partially a higher dimensional being yourself. As such you possess some ability to interact with other higher dimensional phenomena through physical means.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Gas Mask (200): This is a simple, see through mask with air-filters on the sides at the bottom. It covers your eyes and face, and fits snugly against the skin. This gas mask will filter out any toxins in the air allowing you to breathe normally and freely. That is assuming there is enough of the gasses you actually need to breathe for you to breathe; it won't let you breathe underwater or in the vacuum of space.

Smart Phone (200): Getting reception can be tricky when you're going thousands of feet underground to find a supercomputer built around a singular point, the atmosphere is filling with toxic red dust, and infrastructure is being taken out by kaiju. Well this is a smart phone which will always get reception no matter where you are. It won't be able to call interplanetary distances unless there is such a (functional) system for it to connect to, and it won't ensure others you're trying to call have reception, but you will always have reception. Comes with a very generous (and free) data plan.

Factory Worker Items

Jet Jaguar Prototype (100): This is a copy of Jet Jaguar. Or at least Jet Jaguar before the A.I. Yung was placed within it and it was rebuilt and upgraded to no longer be piloted. This is a small mech, only a few meters tall, built on your choice of stubby humanoid legs or three wheeled legs, and with a grate over its cockpit. It possesses 3 fingered hands, and a back mounted battery pack which provides it with power. While far from an equal to the likes of Jet Jaguar PP, or Godzilla, it is still strong enough to fight a rodan equally, or given an explosive harpoon gun potentially take out Angirus.

Gyro Z (200): A modified Honda Gyro Canopy used by the workers of Otaki Factory. This is a 3 wheeled, 2 seater motorcycle with a covered canopy - even if the sides are open. It has been modified, though, a battery pack placed on the back with two antennae that produce radio waves which can attract rodans. Or well in your case these radio waves won't be limited to the radio wave monster rodan, but attract paranormal creatures of animal-like intelligence in general.

While this vehicle does not have infinite fuel - or battery life for its radio - it will refuel, recharge, and repair itself when not in use, fully refueling and recharging over 8 hours, and fully repairing even from totalled over 24.

Control Tablet (400): This is a simple tablet computer. And it will function as an ordinary tablet. However it can be used to remote access and control any CP purchased computer, robot, mech, or vehicle you possess. This does have a limited range if just using the tablet itself, though it can use this ability over wi-fi connections even if the targeted item does not possess the ability to receive wi-fi signals simply as long as they are within range of the signal.

Only you will be able to use this tablet to control your devices, other users - or hackers - will find that it simply does not work for them.

Message from the Future (600): At the beginning of each jump you will receive a coded message from the future. Its contents are extremely unclear, but deciphering the puzzle is a feature, not a bug. This message will guide you to overcome one major challenge during the jump, potentially something that would normally be impossible for you. It won't help you with anything past this challenge which would otherwise have stumped you, and the message will not become clear till the last possible moment for it to be of use, but you will find yourself deciphering pieces of the message in such a way as to guide you to perform the lesser tasks that you need to do to overcome the challenge.

In effect this will ensure you can overcome one challenge each jump which would otherwise be insurmountable to you. However it does have some limits. You must - assuming you took the right actions from the beginning of the jump - be able to overcome it, and it must be something that you could eventually figure out how to do if you continuously repeated the jump from the start till the challenge with nothing more than an obscured guide to lead you through it.

SHIVA Consortium Items

Eclectic Library (100): This is a small, private library full of books on a wide range of academic subjects and topics. All major academic fields seem to be covered, though it seems to be focused more on social and hard sciences over humanities. While not all specific subjects are covered it does have a wide-range of subjects. It seems to focus most on either broad overviews of the base subject - i.e. physics in general - or particularly advanced and niche subjects.

At the start of each jump this library will update to contain books from the new setting. These won't be anything unique, or even overly rare, but it will provide you with a basic library of study materials for whatever passes as academic fields in the setting.

Spike Bazooka (200): Well it's not exactly a bazooka, and it doesn't shoot spikes. It is similar to the weapon used by BB's assistant against Salunga that launched an orthogonal diagonalizer which triggers to turn the red dust surrounding it into red crystalline spikes. Similar because what this launches isn't quite an orthogonal diagonalizer, and it does not require red dust to work.

It fires a canister which explodes causing a mass of red spikes to manifest from the air, skewering and stabbing into everything that is in a rather significant area. While it's closer to the use against Salunga in the open air, and does not match its much more expansive use when in the (more densely red dust filled) pit that Salunga had been kept in for some time, this is still more than a 10 meter blast radius of red spikes which could skewer and pierce even a powerful kaiju which can ignore anti-material weapons and explosives.

You only get one shot, which restocks hourly.

Godzilla Skeleton (400): This is the skeletal remains of an earlier iteration of Godzilla. While not as large as Ultima will eventually become, it is a form of a singular point itself. While it is not sufficiently developed to create a supratemporal computer like SHIVA around it, it does mean that it is a sort of soft point in the spacetime continuum and will make an easier reception point for extra-temporal travel or communication if you have another means by which to do so. Beyond that it continuously produces red dust. While not even close to the amount produced by the living Godzilla or even Salunga it is still enough to keep you continuously supplied with this higher dimensional material for whatever purposes you find to put them too. Alternatively maybe you could use it as the base of a robot. Just whatever you decide to do with it, try not to cause any catastrophes.

Supratemporal Computer (600): This computer was built around a spacetime anomaly. It uses this spacetime anomaly to greatly speed up its calculations and processes by performing the calculation - or a part of it - and sending it back in time to a moment after the process began. While SHIVA's was able to work all the way up until the catastrophe or even backwards in time, yours is a bit more limited, only possessing a 3 hour temporal range, much like they had remaining when they reached the super temporal calculator. Yours however is not linked to the singular point, and will not help contribute to causing the catastrophe or breaking spacetime. This still leaves it as a computer which possesses the ability to perform hours of calculation in a fraction of a second.

Artificial Intelligence Items

Mini Robot (100): This is a small, about waist-high, wheeled robot similar to the robot which housed Pero II once Mei had begun to work with SHIVA. It possesses 2 small arms, and the ability to uplink with computers via wired or wireless connections.

If you are an Artificial Intelligence you could use this robot as your body. Otherwise, while it will not possess a Naratake A.I., it will possess a functional, if dumb, AI allowing it to be programmed for basic tasks such as cleaning, as well as a remote control with a video link for the purposes of using it as a remote controlled drone.

Spear of Anguirus (200): This is a metal pole onto which the plate-like spike of a kaiju was tied firmly into place. This spike serves as a spear, or really more naginata or glaive, head, creating a large, curved blade, with a spike at the top. This blade is strong enough to cut cleanly through steel like a katana cuts through a tatami mat, or to cut through kaiju in a similar manner.

This spear can also be resized to be a proper size for you to wield it as a weapon, or for any humanoid mecha you possess to wield it as a weapon, with a few moments of concentration and focus. If you change your size while carrying the spear it will automatically change its own size to match your new scale.

Jet Jaguar Beta (400): Now this is a mech. About twice the height of the Jet Jaguar Prototype, or a little shy of 10 meters tall, its torso, head, and arms are similarly designed though it lacks the grated cockpit and is fully enclosed, and its torso is perhaps a touch thinner and taller, similarly its arms may be a touch longer. Its largest difference is its long legs which provide most of the doubling in height.

While it does not show substantially greater strength than the prototype, it possesses substantially improved mobility and agility. While even its arms seem to move more fluidly and quickly, it is again its legs which is the greater difference. It is capable of running quickly, and performing startling acrobatic leaps, able to leap higher than even its own height, while flipping over a target turning upside down and landing again on its feet.

While the canon Jet Jaguar Beta does not show itself to still possess a cockpit, yours will possess a cockpit in case you wish to use it as a piloted mech.

And while it would be a bit unfair to give you this early, once Godzilla Ultima has obtained his full size, or 41 days have passed, it will be able to massively increase its size

to match that of Jet Jaguar PP. At this point, approximately 100 meters tall, it will be strong enough to go blow to blow with Godzilla Ultima for at least a short period, though his breath can still prove devastating to it. While it will be somewhat less agile and mobile at this scale, it will possess power and strength to make it, unarmed, a threat to the kaiju of this world. Even Godzilla itself seemed to take this machine seriously. You will also be able to reverse this change in size, shrinking it back down to its smaller mech size.

Orthogonal Diagonalizer (600): The Orthogonal Diagonalizer is a device, the 13th phase of the archetype, which is able to manipulate and control archetype in a vast variety of ways, though given the sheer magnitude of options out numbers particles in the universe finding the effective codes, much less the correct code, is not an easy task.

Your orthogonal diagonalizer is somewhat different. While it can theoretically be used to manipulate how higher dimensional matter interacts with 3 dimensional space - effectively turning or changing the angle of intersection - it can also replicate the Orthogonal Diagonalizer's final use in a much more generalized form. This device can be used to shut off connections to other dimensions and realities - whether higher or just parallel - in an area completely cutting them off from traditional reality and potentially killing creatures that rely on these connections. The range of this effect will depend upon the scope and scale of the connection and your proximity to it; used in close proximity to Godzilla Ultima in a cloud of red dust you could shut down all connection across the entire world, maybe universe, at least for a time, but used at a rodan you'd probably be affecting only a few city blocks. This will also prevent these connections from being re-established for a span of time, again ranging from minutes to potentially years depending upon how large and intense the connection was in your proximity. Alternatively this can be used to enforce traditional physics, shutting down paranormal and supernatural effects and abilities, and abilities in a city wide area for a time.

With time and effort you could learn how to use it to only shut down certain supernatural effects and abilities, or alter the range and duration that it functions on. While this will be easier than brute forcing a password with a number of possible combinations outnumbering the particles in the universe, this will not be easy even for supercomputers.

Unfortunately the Orthogonal Diagonalizer is a one use device. To help you out with that, however, you will get a new one 1 year after using the original.

Archetypal Being Items

Mysterious Broadcast (100): Godzilla, Salunga, Jet Jaguar... many beings in this world have their own songs, and that's without getting into the mysterious song that kicks everything off. This is your very own song. At your discretion it will play on radios across an entire country when you are present, being broadcast through some inscrutable means from higher dimensional space. You can't change the frequency it plays on, so you can't use it to jam radio broadcasts effectively, but anyone listening to the right band will hear it. In addition you may have it play in the background in your immediate proximity when appropriate, though only you and observers from higher realities will be able to hear it. If you have the Singular Point perk you may broadcast it audibly from your body.

Body Lice (200): Well not quite. For one they're a fair bit bigger than body lice. Probably. These are insectoid creatures which live on your body. They are scaled such that if you were a 100 meter tall - and 250 meter long - kaiju they would be approximately the same size as a human, making them somewhere over a centimeter in size if you're a human.

This colony of hundreds, possibly thousands, of these insectoid kaiju lives on your body without harming you. However they are very protective of their home and will attack and consume properly sized invaders. While some things will still be too small for them, don't expect them to be eating germs, they will serve to deal with parasitic insects, or if you're a full kaiju they might even work to attack and kill human intruders. They won't be much of a threat to something on the same scale as you, but they might still swarm against such a being biting and clawing it.

Red Sea (400): This is a patch of ocean somewhere in the world, which has turned oddly red. This might be from the red dust rising up and mixing with the water, but it doesn't seem to be. You at least can't isolate red dust from it. What this water does do, however, is much like the red seas which presaged Godzilla's coming and from which the rodans, mandas, and possibly even Anguirus emerged. That is it spawns bizarre life forms which defy portions of physics. Yours will not be limited to just what showed up here, but will continuously create new species of kaiju. While most will be on the level of rodans, kumungas, or mandas, occasionally something like Anguirus, or even Saluga will emerge. Maybe once in a while you might even see something that could physically contend with Godzilla himself; though they'd not be a singular point capable of causing a world destroying catastrophe.

This portion of the ocean will insert into an ocean or sea in future jumps. You are also able to return this portion of the sea to normal, allowing it to revert to a natural color and stopping it from generating kaiju, or reactivate its red nature though it will take some time for it to begin generating kaiju again and it will generally begin with the weaker life forms taking more and more time to build up to the strong ones. Whether you intend to tame them, use them as raw materials, or just unleash them on the world, this is your sea.

Rodan Swarm (600): But maybe you want something more controllable. This is a small army of rodans, at least several hundred of them. While they are the smaller second variety, and can be taken down with small arms fire, they're still tens of thousands of dangerous animals. And they seem to obey your will. While you possess no special ability to observe and micromanage them, you can direct the swarm to act with your thoughts, sending them to a city of your choice, ordering them to split, or more.

In addition to their sheer numbers and use as an army of kaiju fodder, these rodans possess a version of the **Bioforming** perk, causing environmental changes to the area around them to cause it to change into one more ideal for you to live. While if judged individually they each have this perk to a far lower level than the actual perk would give, as a swarm they are comparable to what might be obtained by a fully grown Godzilla Ultima, or similarly scaled form, able to convert entire countries to be at least survivable in days. If you have the **Singular Point** perk they will also be able to produce the red dust. This won't be on the level of Godzilla Ultima, but closer to that of Salunga. Still they are significantly more resilient when surrounded by the red dust; while an army could still take them down, it would require more than submachine guns.

This swarm will regenerate 3% of its number each day as long as there is at least half of the swarm remaining, dropping to 1% when there is less than half of the swarm. If the swarm is completely wiped out it will take it 1 year to return at 10% strength.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character other than Godzilla. Godzilla costs 300 CP instead.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Novelization (Toggle): There was a novelization of the book. It expands on Godzilla, revealing it's part of a serial universe killer. Well supposedly. The book hasn't been translated into English. If you'd rather go to the novelization than the anime though this is an option. It won't change the power of your options purchased here, though.

Short Stay (Special): The story takes place over 41 days in May and June, with the final ending scene taking place some time, probably days, later. If you don't want to stay for the full decade you can choose to reduce your stay down to as short as 3 months days; whether the catastrophe was in 3 hours or a matter of weeks was up in the air, and this isn't intended to let you simply hide away and wait for it to happen after you leave. However if you do so you only get ½ the normal CP from drawbacks you take.

6 = 9? (+100 CP): You possess an extreme case of mathematical illiteracy. Even basic addition or counting will be difficult for you, and you might manage to eventually do multiplication with pen and paper, but you can expect to be incapable of any significant math skills on your own. Just remembering numbers will be hard for you, and you might even misread the order of multi-digit ones.

Barbell (+100 CP): You're pretty clever, right? Right? Well you might be, but this is a world of geniuses and you're not one of them any longer. You lose access to all scientific skills or abilities from other jumps and settings, as well as any intelligence boosts, having your intelligence reduced to at most the same level as Haberu Katou. Of course Haberu Katou is far from stupid. He's just surrounded by super geniuses while being merely smart.

Information Not Transmitted (+100 CP): Your metaknowledge of the setting is lost. You will remember nothing about Godzilla: Singular Point or its plot. You might still be aware of Godzilla from other media. Hopefully you won't mess up the temporal web that allows humanity to survive.

Jumper Aquatalis (+100 CP): You, and any companions you possess, arrive in this world without access to your warehouse, items, followers, pets, powers, perks, and so forth, reduced only to your body mod. Over the course of 2 months you will re-acquire access to your out of jump powers, perks, items, and so forth. This drawback grants full CP when taken with Short Stay.

Low Social IQ (+100 CP): You are socially inept. Like Yun you probably want an AI to talk to people for you. Unlike Yun, even a realistic chatbot would probably do a better job. Your social skills have been reduced to those of a total recluse, and you lose access to any charisma boosts you might possess as well as anything that helps you to automatically understand people's goals, desires, and feelings (powers to understand languages are fine).

Old (+100 CP): You are old. You are at least in your seventies, and while you can be in decent health for a seventy year old, you will find that you're not immune to the ravages of time. You're more stuck in your ways than you normally would be, you're slower, you're not as strong, you tire more easily, your body is sore... You're old. Even any supernatural or paranormal powers you possess, and non-biological abilities seem to have declined somewhat with your age. You won't be useless, but you will be a little worse at everything. If you're an archetypal being or non-human you'll still appear physically aged for your kind and suffer these effects even though they may be ageless creatures. If you're an AI, or otherwise able to change bodies, this will follow you into every body you enter; you upload into a computer and its tech will degrade a generation or two, you become a robot and its servos get a little rusty and less powerful.

Bottom Line (+200 CP): What is wrong with you? Events are building up to the apocalypse, one that might be mere human extinction or possibly the complete breakdown of the laws of physics, and you're thinking more about how you can profit from it than how to stop it. You seem to have been infected with a terrible corporate greed, one which will make you place the accumulation of wealth and social position over everything else. If you're a kaiju this will instead be a desire for more and more territory and dominance over other forms of life.

Catastrophic (+200 CP): Congratulations you possess all of your out of jump powers, abilities, and items. This is still a lockout drawback. Just like Godzilla and the red dust you - and your companions - are disruptive to the fabric of spacetime, and this increases whenever you use an out of jump power, perk, item, metaphysics, physics, even followers, pets, and using your warehouse key. A little bit won't do too much. But you will find that the more you use them the more reality begins to warp around you in ways that are distinctly not beneficial to you. And if you go overboard you will cause a reality error which will destroy spacetime and more importantly cause you to fail the jump. Of course as long as you stick only to in-jump purchases this won't happen, and you can use a little of out of jump stuff. Still just in case you may choose not to have any followers, properties, etc you want not to insert as their presence will automatically count towards causing this catastrophe. As a heads up, using anything powerful enough to simply

one-shot Godzilla will be powerful enough to break spacetime as well.. If you take Short Stay, you may not also take both this drawback and Jumper Aquatalis.

Dust Dependent (+200 CP): Normally even if you were a kaiju, even a rodan, you would not need the red dust to live (despite it being integrated into the biology of all kaiju). You however now require it in a decent concentration. While this will be minimal in the beginning - you'll just need to stay near the red tide - after the 2nd generation of rodans would normally first appear you will find that you will need a substantial amount like a rodan does or die in a similar time frame. This is a problem as the means to stop the catastrophe which would normally be used neutralizes all red dust in the world, and if that happens it will kill you instantly. Of course, depending upon what else you bring to the table, maybe you could survive the catastrophe

Just Another Kaiju (+200 CP): Even if you're not an Archetypal Being, you can expect the world to treat you like a kaiju. Any attempts you make to communicate intelligibly with another creature will fail, even sign language or writing somehow coming out garbled from you. You might be able to communicate you're peaceful by not destroying people when they attack you, but people seem to have a great difficulty in understanding that. Furthermore you are recognizably inhuman, no matter what form you take you will be something that is immediately recognizable as inhuman, and any powers or abilities you possess which would make people ignore your bizarre traits or simply accept you despite them seem to have failed you (more general charisma still functions). Thankfully this doesn't seem to affect your interaction with other kaiju.

If taken with **Low Social IQ** this now applies to other kaiju as well, and somehow you seem to have a tendency to piss off anything you meet. Expect other kaiju to attack you on sight, and while humans might not be as violently territorial, you can expect any militaries you encounter to consider you a top tier threat.

Yunless (+200 CP): Yun Arikawa does not and never did exist. This means that the Naratake AI never existed as well. And the song from the future doesn't exist. The kaiju will still be returning now, and the catastrophe will still happen on schedule. It's just that the means which would normally canonically stop it no longer exist. Oh, and the purchasable Orthogonal Diagonalizer? You won't know its code to shut down extra-dimensional influences until after 3 months have passed. Oh, and don't think you can just take this and sit out the catastrophe; if a catastrophic reality error happens which destroys life as they know it you will fail the jump. This drawback grants full points even with a Short Stay.

Godzilla Renegadus (+300 CP): Godzilla in this world would normally have 4 forms, though his evolution might not be complete. Now, though, he will continue to develop new forms. Unfortunately for you these forms seem to be increasingly tailored to countering and defeating you and your allies, potentially even evolving immunity to otherwise impossible to resist abilities or the ability to overcome your own immunities. Worse, Godzilla is targeting you directly, and even if you defeat or kill him he will always find a way to come back further evolved to fight you better, before long. He seems to be particularly good at circumventing means to keep him away and of finding you. If taken with Short Stay this will greatly speed the extent of his evolution, reaching Ultimatus in days, and instead of having potentially weeks, maybe even occasionally months of peace after defeating him, he will be back in days after any defeat.

Infantilism (+300 CP): In the process of installing updates and new perks you have regressed to mental infancy. You have the mind of a baby, and will retain it without developing beyond the mentality of a young child during your time here. Thankfully you seem to retain your combat instincts and reflexes to some extent, able to defend yourself in at least a basic manner if attacked.

Multiple Point (+300 CP): While there are several kaiju that appear, Kumonga, Mothra, Anguirus, Manda, Rodan, Salunga, Jet Jaguar, and Godzilla himself, there are many Godzilla Kaiju who do not appear. By taking this drawback you will ensure that all of the kaiju from both Toho and American Godzilla movies appear in a form based upon the archetype. This will ensure that Robogodzilla is completed by people not aligned with you, Hedorah shows up as more than just a cameo of Kumonga slime, that even rare kaiju like Battra and Gabara appear, and of course that Ghidorah - and a robot Ghidorah - show up. While some of these will show up as lesser species like the Mandas, and Rodans, you can expect several of them to be capable of causing a catastrophe just as much as Godzilla was, and at least some such as SpaceGodzilla and King Ghidorah will be more powerful than Godzilla was. And all of them can be expected to have strange new abilities. These kaiju don't necessarily seek you out, but they have a tendency to just happen to be in your area; even if you abandon Earth and go to another world or dimension they will appear there even if it would normally be completely inaccessible. This drawback grants full points with a Short Stay, but will ensure all of these kaiju appear within that period, and using the Orthogonal Diagonalizer to stop them won't prevent further ones from appearing, and reality will break before they all appear unless some of them are stopped.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

69th Jump by Fafnir's Foe.

Nothing from the novelization was considered or included in the jump. It's not been translated into English, and you should be able to do a jump based on an anime without reading expanded materials in the form of a novel, especially one not translated into English. There were some segments translated on VS Battles and people wanking from things they said the novel says, but fanwanking should be done responsibly, and these are sites which notoriously do not and are typically not accurate in their incomplete translations due to a tendency to cover up elements, ignore context, or take a character's belief about the universe being infinite because it was able to have anything happen as proof that it is canonically physically infinite. They fanwank very irresponsibly.

This does mean that what happens if the catastrophe does happen, what Godzilla really is, and more will require you to fanwank responsibly.

Judging from just the anime, the catastrophe Shiva predicted could be argued to have been Jet Jaguar shutting down Godzilla causing the connected singular point to cut out. Hence the Orthogonal Diagonalizer didn't have a code to prevent it, only to cause it... but Godzilla was causing spacetime to break down so it'd be more a catastrophe of a different flavor happening, and when drawbacks talk about the catastrophe taking place causing failure they are talking about Godzilla not being stopped or a similar reality altering event.

I could not find official sizes for the kaiju, and various size comparisons on youtube were inconsistent, so I decided to go vague.

The limits on Bioforming is that it can create an environment you'd be comfortable in, but defaults to one tailored to your well-being. It won't create a death world even if you want to turn an area into a death world, unless you can comfortably live in a death world without technological aid, and for a normal human it won't be creating a desert (whether hot or cold) or arctic conditions even though human technology allows survival in those, but if you were an ice dragon you could use it to create a frigid tundra (and probably default to it).

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Clarified/expanded on what Computational Chemistry did.

Version 1.0.2: Noted that Bioforming can be used for something less than your perfect but still hospitable to you. Fixed that Dust Dependent said you couldn't take it with Short Stay and Jumper Aquitalis, and that Catastrophic didn't say that (really just accidentally put that on the wrong drawback original whoops).