

Kaiju No. 8 Jump

Version 1.0.0



This is a world much like your own. While we don't see much outside of Japan – we're told California and other countries exist – what we see of Japan is much the same as in your world. Video games and arcades still exist, Japan still has a Self-Defense Force instead of a military, Tokyo is still the capital, and it seems to be very similar.

Except for the creatures known as kaiju. In this world monstrous beings known as kaiju are spawned by a poorly understood process, and they routinely attack the cities of mankind. They're thought to be linked to energy released by tectonic plates and their movement, but these terrifying monsters wreak havoc in ways that earthquakes cannot compare. But humanity has developed organizations and forces to battle them – California has a high end school for such eradication though we're only given detail on Japan – such as the Defense Force. The members of the Defense Force wear combat suits built from the muscle fibers and other body parts of kaiju to augment their strength, speed, and physical capabilities, as well as the force of their weapons, to battle kaiju.

Normally the story of this world would focus on a certain Kafka Hibino. You will be arriving here the same day that a strange larval kaiju forced itself down his throat and transformed him into the titular Kaiju No 8. By default you will be staying here for 10 years, even though the main story seems to take somewhere around a year – and that's with the 3 months gap between his merger with the larva and things really beginning – with an epilogue a few months later. Still there's a whole wide world, and a whole host of kaiju to deal with. For that reason you probably need these:

+1000 Choice Points

Good luck, and good jumping.

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.

Civilian: You are a civilian of this world. You are an ordinary person, perhaps one with dreams of joining the Defense Force. You seem to have experience working as a kaiju cleaner, but whether you still are or have found some other means of employment is up to you. If you have the **Kaiju** perk you are not a human, but some form of kaiju, and this origin becomes primarily for discounts as opposed to your past.

Defense Force: You are part of the Defense Force, the elite force which defends Japan from kaiju. Or maybe you're part of an equivalent force from some other country. Maybe you're not part of the Defense Force *yet* and instead are currently attending a subjugation academy or working with a more traditional military force such as the Self-Defense Force. The 3rd division is holding exams for new recruits in 3 months, you could sign up then. If you have the **Kaiju** perk you are not a human, but some form of kaiju, and this origin becomes primarily for discounts as opposed to your past, or maybe you're a failed kaiju that's being kept as a pet like Mina's tiger.

Mysterious Being (Drop-In): You have no past in this world. You have no memories in this world. If you are even a creature of this world, you are a kaiju sprung forth and newly born. If you don't have the **Kaiju** perk then you are a drop-in, appearing here from another reality with neither memories nor past. If you took the perk you can still be a drop-in, but you will also have the option to be a newly born kaiju.

Location:

You will be arriving in Japan somewhere in or near the Tokyo region and appropriate to your background. Generally this will be your place of residence or employment, though if you took the **Kaiju** perk or are a **Mysterious Being** you will be arriving somewhere isolated in the countryside within the Kanto region as opposed to the metropolitan center itself.

Age and Gender:

If you dropped-in your age and gender are the same as at the end of the previous jump. If you did not your age and gender are whatever is appropriate for your origin. As a Kaiju you potentially do not have a gender – those seen to reproduce seem to be asexual – and your age is possibly measured in hours to days as they tend to be eliminated fairly quickly, though we see some that are around 400 years old.

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.

Any perk that affects 'kaiju' will affect kaiju and other kaiju-like monsters in future jumps (such as dragons) even if they are not technically kaiju.

Cooking School (50 CP): You're an excellent cook. You might not know how to manage sous-chefs and assistants in a kitchen, but in your personal cooking skills you could pass for a chef.

Well Drawn (50 CP): People around here look good. Oh maybe not perfect 10s or breath-takingly gorgeous, but even Kafka, past his physical prime and in less than the best condition, is fairly buff, conventionally handsome, and at worse has elements of a dad bod. This makes you have the looks to fit into the Subjugation Squad. You're not making a fortune off of your looks, but you're definitely above average. And like Isao Shinomiya you'll keep looking pretty good into advanced age, aging gracefully and in a manner that leads towards a dignified appearance.

What do you mean this perk exists just in case someone buys a single companion and has nothing to spend the other 50 CP on?

Climbing the Wall (100 CP): Like the rising stars of the Defense Force, you learn quickly when under pressure. This requires intense, gruelling effort and dedication, as well as something major driving you. The threat of danger works best, something like the threat of a country-destroying super-kaiju outbreak, but other things can still help; like the need to catch up to a friend to support them during said outbreak. But with these immense pressures you are capable of learning at several times normal speed. With the proper pressures you could rise from being a rookie to a position like platoon leader – usually held by experienced veterans – in months instead of years.

This increased learning speed works for everything with sufficient pressure, though how common life or death stakes to get the maximum out of it will be in other fields can vary. In addition this gives you a talent for combat in general, and guarantees that you will be able to make it to the levels of unleashed combat force necessary to be a captain in the Defense Forces eventually; just in case you were worried.

Relax (100 CP): When one is dealing with a job that involves a mixture of constant training and preparation and periods of intense, life and death action, and the stress of having the lives of thousands or even millions on your shoulders, it is necessary to know how to relax. Thankfully, you do. You excel at relaxing on your days off and letting the stress melt away. No matter how tough and brutal your life is, when you have a day without that, you can stop, relax, and enjoy it, letting your mind, and body heal. This works best when you can go out and just experience life with some friends – maybe go shopping or camping or hike to visit a mountain shrine – but it still functions if you're alone and unable to leave your room; you can always read a book, take a nap, or just eat some good food. Whatever you do, your attempts to relax and rest seem to be generally boosted and more effective, and have a way of healing your psychological wounds and scars.

Princess Prodigy (200 CP; requires Climbing the Wall): There are those who can climb the wall, and then there's the likes of Shinomiya Kikoru. You're not in the former group, but the latter. You are a true prodigy. Even without pressure you'll learn at speeds like that granted by **Climbing the Wall**, and under pressure the rate you learn will only climb. When the pressure climbs, though, the speed at which you learn increases further, and when actually faced with a life or death situation – such as fighting one of the strongest kaiju ever seen with no chance of help coming – this is sufficient that you can make noticeable gains over the course of a fight, skipping ahead to be not merely 'talented' but arguably the greatest of all time. It might even be possible to surpass what were thought of as true limits this way.

However unlike **Climbing the Wall** this perk's effects only apply to combat skills. It does however give you an incredible talent for combat, and guarantees you will be able to eventually reach the very peaks of use of combat suits and this world's techniques.

Indigestible Will (250 CP): Even absorbed by Kaiju No. 9, Shinomiya Isao was able to still fight back against it, holding it back until it was destroyed even after his will and consciousness had seemingly faded. Of course, being eaten and fading away is a game over for you, so we'll make a little compromise. Now your will exists within your powers and abilities. Whether they absorb you, steal your powers, copy them directly, or even make a clone of you, your will infects these attempts to make use of your capabilities. It doesn't render it impossible for them to do so, but clones take on elements of your personality and morality, copied powers become difficult to use in ways that you'd greatly resist potentially failing when they'd need them most, and even absorbed into a being you can continue to fight within it, forcing them to dedicate a portion of their will

and power to keep you under control and giving you the opportunity to completely lock up their bodies.

While this affects directly copied powers, it doesn't affect them if they merely learn to duplicate them. If someone uses some power to instantly copy you precisely through some sort of photographic reflexes which allow them to automatically replicate any motion they see perfectly it'd apply, if they had a weapon that gained abilities from those it defeated it'd apply, or taking a piece of your flesh to build a weapon that imitated your powers by using it as the basis of the machine, but more mundane methods such as learning the same techniques, building up their body to be as strong as you, or studying your powers and isolating why they work and building a machine completely unconnected to you wouldn't see this affecting them.

Monster Materialist (300 CP): You have an extensive expertise in the creation of all the gear used by the Defense Force made from kaiju bodyparts. From their special suits to their custom weapons – including railguns and mini-mechs – to the exceptional Number Weapons, you know how to make it all.

But this goes beyond that. Creating weapons from the materials of monsters was simple science. Any person of this world could – in theory – learn to do it. You are able to apply these techniques to other supernatural or paranormal entities you may encounter in future worlds. Turning other monsters that go beyond traditional physics into technology which replicates some of their powers and abilities. This may take time and effort, but as you learn you'll find more and more of the basic underlying principles which unite these monster materials.

Civilian Perks

Clean Up Squad (100 CP): Kaiju produce a lot of biohazardous materials. Even a dead kaiju can be dangerous. But cleaning it is a job someone has to do. You're an expert in cleaning up the remains of kaiju, and thoroughly removing the dangerous materials they leave behind. This skill is fairly applicable to cleaning up other forms of hazardous wastes and materials, and just making sure that a place is nice and spotless if you're willing to put in the effort. Of course kaiju remains also need to be removed with care because they are valuable and can be put to use, so you're also good at carefully dismembering things for future harvesting.

So Nervous I Overate (100 CP): Your stomach is made of iron or something. You could spend a day cleaning up kaiju guts, literally dealing with shit-filled intestines of revolting giant monsters, and it'd not kill your appetite or upset your stomach. You're generally able to ignore terrible stench, and the natural disgust at revolting materials biological or otherwise.

This does also prevent stress from hitting your stomach either. You can still get nauseous by eating too much, or motion sickness, but stress and disgust won't impact your appetite or ability to digest your food. Keeping a healthy diet is important to survival.

Kaiju Anatomy Expert (200 CP): Perhaps you spent a decade cutting them up and disposing of their remains, but you have become an expert on the anatomy of kaiju. You know where common species have their cores, where they have their reproductive organs that release afterbeasts if not neutralized, and even things like where they have armor on one side or the other. This even extends to their behavior to notice when something is abnormal; like how wyverns don't work in groups so if they are that implies some greater manipulator or how ant kaiju don't usually come up to the surface. Even when these things are changed up, or you're dealing with novel kaiju like those of the daikaiju class or that receive numbers, you're good at putting things together based on how kaiju normally function.

While this information won't directly update in future jumps, you will find yourself talented at identifying the anatomy and biology of kaiju and kaiju-like creatures (such as dragons) as well as quickly recognizing the behavior patterns of animalistic kaiju and kaiju-like creatures. You won't know how the ones with human-like minds think, but you'd be quick to realize if they were faking animalistic behaviors.

Unneutralized Target (200 CP): You're good at escaping neutralization. The kind of good that means you could join the Defense Force as a kaiju, and even use your powers as one on multiple occasions during Defense Force missions and not get caught. Partially this is a good sense for knowing when you can use your powers without being seen, and partially this is just luck at getting such opportunities or using them when they present themselves. This won't help if you actively transform in front of people you know are watching you. It does more to help you avoid accidentally transforming in front of people or makes it more likely for people to be looking the other way. This isn't limited to transformation into a kaiju or just avoiding the Defense Force; you're good at hiding the use of powers or abilities from anyone in this way.

It also helps you to know when you've lost pursuers to change forms so you can maintain your secret.

Pillar of Strength (400 CP): It's one thing to be strong, either emotionally or physically. It's another to be a source of strength for your friends and allies. Kafka was not always powerful, but even before becoming Kaiju No 8 he was a source of strength for Mina, Reno, and everyone he met.

Like Kafka you seem to exude an aura of reliability. Even as a 32 year old man who has failed to get his life together and who is an incurable goof, you seem to have something about you that makes people feel they can rely on you. If you start doing things like saving their lives, and helping them when they're in need this will of course grow immensely, more so than those things would normally do. But this isn't what being a pillar of strength really means.

Those who grow to see you as a trusted friend and ally seem to be able to draw strength from you. This isn't some power or energy transfer, but that the mere idea that you are fighting alongside them, or might be coming as backup, or even just that you won't be coming to save them because you have faith in them, becomes a source of emotional strength for your allies, reinforcing their wills, and generally helping them perform better. While this won't share powers and perks in a general sense, your allies do seem to inherit a portion of your willpower and emotional strength, including that from perks.

Secret Weapon (400 CP): You possess the ability to create secret techniques using your existing combat abilities. By honing such a technique to perfection you seem to be able to bring out more than 100% of your power when using it, while using less power than normal for a 100% power attack. The exact amount of power depends upon how well known the technique is and how often you have used it. If an enemy manages to figure it

out completely it'll just work like normal, but even if only your allies know about it you'll see diminishing returns. Similarly each time you use it, it will weaken even if no one other than you survives to tell the tale. Eventually if you use one enough it'll just be like any other attack. You can create as many techniques as you want, though they'll each take time and effort to perfect, and they do need to be different from each other.

Human Heart (600 CP): The human heart, the human spirit, is a great source of strength. Even as a kaiju Kafka is able to draw on his willpower and determination to push beyond his limits to protect his friends and his dreams. And now so are you. You are able to draw extra strength and power from your emotions, determination, and willpower, lending additional weight to your blows, pushing your abilities above their normal maximum, and granting yourself the ability to press harder and beyond your normal capabilities.

This also provides you with a great deal of willpower to draw upon for this. The sort of willpower that might allow you to learn to control the berserker fury of an army of 400 year old angry ghosts for a time, or even without practice manage to divert it to crushing your own core to keep yourself from being dragged along into killing the father of a friend.

Finally, since this is the human heart, should you somehow lose your humanity, once per jump, this human spirit will allow you to perform a miracle to regain it. For example if you sacrificed your heart to form a kaiju core and fight on to protect your friends even knowing it meant never becoming human again this miracle might allow you, just once, to turn that core back into a human heart.

Onryou (600 CP): You have become a kaiju, but a very special kind of kaiju. Perhaps a strange parasite plunged down your throat and fused with your body transforming you into one, or perhaps it was just your benefactor's will, but you have somehow acquired a bubbling source of pitch black, hate-filled energy inside of you which allows you to transform into a kaiju while retaining your humanity.

Unlike the **Kaiju** perk this does not change your base form for the jump, and is not an alt-form. Instead you are able to change your form into that of a kaiju built on the same scale as your original form. You'll be a little bit larger, but you'll not be some towering beast of destruction (unless you buy **Immense Size**). This grants you access to the **Kaiju Form Builder** section of the document, but instead of building an alt-form you are creating a transformation that can be applied to your existing alt-forms with a speed taking only instants, such that you could change into the form and back in the middle of

combat to avoid attacks; though changing back is harder requiring some effort of will and harder still when strong emotions are triggering your fight or flight reactions so it can be hard to deactivate in combat. You can even only transform certain parts of your body, giving you a reduced form of the benefits of this kaiju transformation and allowing you to access certain of its powers without fully assuming the form. You will also gain **Fortitude Level - Daikaiju, Kaiju Detection, and Regeneration Disruption** for free, and **50 KP** you can spend freely.

But these are not all the powers this form possesses. Born of centuries old warriors slaughtered by kaiju, it possesses a mass of bubbling black energy filled with hatred. This hatred can be used to fuel emotion based powers that can be fueled with hate and rage, and even without them, you can allow it to wash over you. The more of this energy you tap the more it can enhance your kaiju abilities, though drawing too heavily on this will see it pushing you into a furious berserker state, and this is an inefficient method of using emotion (**Human Heart** will give much better returns). You are also inherently a kaiju born to slay kaiju, and you will find that while in your kaiju form your strength, large as it automatically is as a **Daikaiju**, is even greater when applied against kaiju; this even applies to energy projection and other attacks – as long as they originate from you and not some summoned being or weaponized tool – you make against kaiju and similar monsters. Simply put, your attacks hit harder and deal more damage against kaiju as the hatred of these dead warriors fuels them.

In this kaiju form you possess a core like all kaiju. It is from this core that you regenerate and heal your wounds. While some kaiju can be taken down by destroying their heads or enough of their bodies without destroying their core, you're definitely not in that class, though regeneration does cost you energy and eventually you can run out of the power to regenerate. Your core is your only essential organ. And even if it is destroyed, once per jump you can sacrifice your humanity to transform your heart into a new core. You'll be unable to deactivate this transformation from that point forward, and even if you managed it you'd die because you lack a heart to survive; though this will be undone at the start of the next jump. However by fully accepting your kaiju nature, and ridding yourself of your humanity, you have obtained greater power. Your body will grow somewhat in size, and possibly change in appearance, and you will gain an increase to your Fortitude Level to the step beyond daikaiju. However there will be no turning back. The transformation cannot be undone (until the end of the jump), and even if you possess the ability to shapeshift and take on a human form as a kaiju, it will be constantly pushing you back into kaiju form, pressing your body into the shape. It might be possible for

some miracle to restore your humanity, but if so this super form is lost until the next jump.

Defense Force Perks

Physical Excellence (100 CP): You're ripped. Or maybe you're a lightweight waif of a girl with no visible muscles. It doesn't really seem to matter with you any more, as regardless you are at the peak of humanity in terms of physical capabilities. There might be individuals who can run faster, lift more, or have better endurance than you, but you are near the top in all aspects of physical performance, and given the normal trade offs that exist you are higher in all of them than really should be possible.

Subjugation Schooled (100 CP): It seems you went to an elite subjugation college, or maybe were a rising star in the military forces before you decided to swap over to the Defense Force. Either way you are trained and skilled in combat. Whether it's fire arms, swords, and even unarmed combat you are a highly proficient practitioner, good enough to be marked out as a rising new star of the Defense Force. This includes training in military platoon and squad tactics, as well as basic proficiency in the various styles of armed and unarmed combat used by the Defense Force in their kaiju subjugation efforts. Finally you will begin with the ability to unleash around 15% of the combat power of a Defense Force Combat Suit. 30% is the big hurdle which stops most people, but anything over 10% is very impressive for a fresh recruit, and if you're already above 10% scaling that wall should certainly be possible.

By paying an additional (undiscounted) 100 CP your combat skills see a significant improvement. You can already unleash ~45% of the power of a combat suit making you already at the level of a Platoon Leader, and your other combat skills are likewise increased to that of a veteran member of a squad. This puts you roughly at the level of Shinomiya Kikoru at the beginning of the manga.

By paying another 100 CP this increases to the low 80s, and combat skills increase to an average Vice-Captain. We unfortunately don't get many showings of them as Soshiro Hoshina is the strongest Vice-Captain and the best in the history of the Defense Force in his specialized field and is better than Captains except that he is unable to rely on guns like most do. You could still reliably fight a honju alone and win.

By paying a final 100 CP (300 CP plus the base cost of this perk total) you can unleash about 98% power and could be counted as one of the strongest captains; Mina might be better than you at sniping and Hoshino better at melee, and the Director General Shinomiya might possibly be better than you, but you are roughly equal to Gen Narumi or Shinomiya Kikoru at the end of the manga and could fight a daikaiju alone, and with a numbers weapon you could be expected to win against a numbered kaiju.

Show Results (200 CP): In the 1st Division, there is only one rule that matters: show results. You can be a gamer who wastes your paycheck on Gundam figurines and then begs subordinates for loans to cover basic expenses, you can be insubordinate and brash, but if you show results that all can be forgotten. And now it works in other places as well. Your eccentricities, and bad behavior is surprisingly easy to overlook as long as you are competent at your job. If you're good at your job, even causing media scandals with your insubordination won't touch you. And if you're truly amazing at your job, you can expect to rise to the top despite poor behavior, pushing off administrative work to your underlings, and generally being a prima donna with a bad attitude. Yes this happens to an extent anyway, but you'll find that it's reinforced for you, and that it is easier for you to rise based on skill and merit against prejudice, discrimination, or entrenched power structures based on heredity.

Squad Coordination (200 CP): A captain can take on a honju alone, but for everyone else it requires a full squad. And when there are daikaiju involved, even a captain might not be enough. When this happens the answer is teamwork. And while you might not be able to take on a daikaiju alone, you are great at teamwork. You are adept at gelling your fighting style with that of others, and finding ways to use your abilities to create openings and chances for others to use theirs. You might not have the power needed to hammer through a daikaiju to destroy its core, but you could quickly figure out how to use your abilities to constrain its movements so that the person who can will hit.

Instructor (400 CP): The new generation of rookies were promising and talented, but credit needs to be given to their instructors. Without the older generation teaching them none of the new generation would have nearly reached their potential in time. You are highly adept at training others, and passing on your skills with great speed and efficiency. This requires intense and grueling training, and a great deal of work and dedication from those under you, and often one on one training, but those you dedicate your time to teaching will learn these skills at a much greater rate than under normal instruction. This only works until their skills have reached close to your own, but you seem to bring out the best in those you train as if just by training under you their talent as well is increasing to approach yours.

Universal Compatibility (400 CP): Shinomiya Kikoru was compatible with not one, not two, not three, but four of the 7 Numbers Weapons. You take this a step further as you are compatible with all 7. You're likewise compatible with any other weapons or items that are limited in who can use them with similar restrictions of 'compatibility' that you may encounter in other jumps. While this won't always give you the necessary skills, or

physique to use them, you will have the neurological capability if it is possible within your species, and any other special flags necessary for their use.

This also allows you to make use of multiple such items that normally can only be used one at a time simultaneously. If these items would normally create a disastrous strain on the body which would break it down – like Number Weapons – this strain is reduced, it will still be greater than using one alone, but it will be less than it would be for other individuals. This can even allow you to use two normally antithetical weapons or tools at once, though this will still most likely be difficult and strain your body.

Given how combat suits and number weapons interface with your nervous system and body, this also makes you much more compatible with symbiotic lifeforms, biological grafts, and even cybernetic prosthetics in general.

Artillery (600 CP): There's something unique about Mina Ashiro. She brings out more power with her guns than her released combat power alone accounts for. It's now something no longer wholly unique to her. When you use ranged weapons you seem to receive a noticeable boost to power. This is more sizable with weapons that you bear a connection to or power directly, like the Defense Force's weapons where you might turn their normal rifles into something that creates massive destruction through multiple walls behind the target, but even with a more normal handgun you could find yourself hitting like with a high-powered rifle. This even applies to biological ranged weapons like the energy projection or breath weapons of kaiju, and even to spells. Properly armed you could bring force worthy of being compared to the thunderbolts of the king of the gods, and could take down powerful honju, or even daikajiu, in a matter of shots.

Awakening (600 CP): Kaiju No 1 possessed the power of pseudo-foresight, allowing it to see the electrical activity in the nervous system of opponents and process it at a speed to react to it, a power which became the foundation of Weapon #1. Gen Narumi managed to evolve Weapon #1's pseudo-foresight to take in changes in temperature, electron movement, and even more aspects of the world around him and process it at speeds such that it became like he was truly seeing the world able to predict the movements of even things such as hydrokinetically controlled water.

This won't give you foresight, but like Gen Narumi you are capable of taking the abilities of a weapon or item you are bonded with, and pushing them into an evolved state. This will require a great deal of time and effort, Gen Narumi was a prodigy who absorbed skills at speeds far greater than normal and still took years, and will put a great deal of strain on your body and brain to use. It will also only work with items that possess some

sort of bond with you more than the sentimental; this can be a link to your nervous system such as the Combat Suits possess, a physiological bond, a psychic one, a mystical one, or even just the bond that exists between you and any item you purchased directly from a jump document. When active, though, you will find that the item in question's powers and capabilities see a noticeable evolution in function like the change from #1's pseudo-foresight to Gen Narumi's ability to "literally see the future" (which was admittedly still a hyperbole). This can even change physical aspects of the item in question; Number Weapons #1 had its eyes change color something that Kaiju #1 had been incapable of, though the exact changes will depend upon how its traits evolve and what your bond with the weapon is.

This does however express a great toll on you. Gen Narumi's brain couldn't last a minute with his, and while you're likely to be capable of greater strains, and not all items will be as strenuous to use this with as something like a Numbers Weapon which already shaves years off your life when used at full power, this will be harsh. Even more, you can only do this with one item at a time, even if you could survive using multiple this way simultaneously. If you also have **Universal Compatibility** this limit is lifted, though the strain could still prove lethal (though it will reduce the strain as well).

Mysterious Being Perks

Curiosity Not Empathy (100 CP): You possess the ability to turn off your empathy making you incapable of sharing the feelings of another and feeling their plight as your own. This renders you above most appeals for mercy or kind treatment. You can even toggle it off towards certain species or groups without turning it off completely. It takes a small amount of time and mental effort to turn back on or off however.

Playing Human (100 CP): Whether you're a kaiju utilizing the memories of devoured humans, or a god-like being from other worlds, it can be hard to pretend to be human as your emotions and patterns of thought diverge from those of humanity. You however are good at putting on a facade of normal human behavior, at least for the sort of short term or casual relations you'd have with coworkers or others who are not true intimates. No matter how far you stray from normal human mentality, if you try and play at being human so long as you don't let people get too close they won't realize you're a sociopathic inhuman monster wearing human skin. This won't stop other means of detecting this if you're physiologically different, just keep your behavior from showing that you're something inhuman.

Disaster (200 CP): How many members of the Defense Force are orphans due to kaiju? How many scars do they carry? Even outside of the Defense Force, Kaiju #6 has left deep memories, and the Daikaiju of the Meireki Era inspired so much pain and anguish that the vengeful spirits of those who died in their failed attempt to eradicate it haunt the world to this day. And now you share this trait. You excel at causing damage which leaves emotional and psychological scars. When you destroy and wreak havoc, it sticks with the survivors, and they will not forget it. And your reputation even seems to ripple out, as if the survivors carried the fear of you as an infection. This won't ensure people are too quaking in their boots to face you – we see many overcome these emotional wounds or even use them to drive them to face kaiju in the future – but your reputation as a living disaster will spread far and wide with relative ease.

Kaiju (200 CP): You are not entering this world as a human. Instead you are entering as a Kaiju. This is your default form for this jump, and post-jump this kaiju form will become an alt-form. To determine the exact abilities of your kaiju form, please consult the Kaiju Form Builder in this document. You also gain 600 KP with which to purchase powers and abilities in the Kaiju Form Builder.

Kaiju Creator (400 CP): Kaiju #9 seemed to have single-handedly created a method of manipulating the mysterious energies behind the creation of kaiju, and customizing the end results. You are similarly capable at manipulating them and using them to create kaiju to your designs. This gives you an understanding of the creation of kaiju far in excess to any human of this world.

This won't ensure these energies exist in future worlds, but you will find that you are gifted in the art of the creation of monsters, especially but not limited to kaiju. You will find that techniques and methods to do so come more easily to you, your creations are more energy efficient to make, and it is easier for you to customize their capabilities and to create more powerful creations.

Partial Transformation (400 CP): Like many of the kaiju in the series you possess the power to transform part of your body independently of the rest of it. This can allow you to transform only part of your body into an alt-form you possess, such as sprouting the wings of a winged alt-form while human, or transforming only your legs into those of a kaiju to use their great strength. This is quick enough to use in the midst of combat, and can be used to demonstrate the scale of either alt-form, allowing you to manifest a giant alt-form's limb at the scale of your human body or at that of the full giant; though transforming to a massively larger limb will take somewhat more time as additional mass appears and forms.

This can also be used for other transformations you may possess that aren't alt-forms. You could, theoretically, use a supermode with only one limb, or some elemental transformation ability you possessed. This can reduce the energy cost of such transformations; it costs less energy to keep one arm super powered than your entire body.

Chessmaster (600 CP): You are proficient in creating plots and schemes. Like how Kaiju #9 managed to create a plan and kaiju for dealing with and countering every showcased ability of the Defense Force, you are highly adept at creating plans around the known abilities and behavior of your opponents. The more you know about your enemies the better you'll be able to plan around them, but you're actually good at making rather resilient plans; no one target defeating the kaiju intended to bring them down was a point of failure for Kaiju #9's plan, not even all of them being defeated. It'll take some real luck, fate, or superior power from your opponents to destroy your plans, and possibly all three.

I've Already Seen That Trick (600 CP): It is very hard to hurt you with attacks that you have figured out how they work. Once you understand how an attack functions and is used – you don't need to know what the science behind it is, just how it functions as an attack – you can dodge it exceptionally well and counter it with almost unnatural ease. Once you're familiar with someone's shooting style you could casually swat their bullets from the air, at least with a touch of superhuman durability, or dodge their shots. Changing up the attack – such as revealing you can fire your finger cannon out of any finger, switching a gun from semi-automatic to full auto, or even changing from freezing rounds to electric ones – can negate this, at least till you recognize that form and can defend against it just as well. Once you know an attack you are just much harder to hurt with it.

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.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Mont Blanc (50 CP): This is a Japanese-style mont blanc from a professional bakery. You get a new one each day. Maybe you'll share with Hoshina.

Tiger (100 CP): This is a large tiger in the color you desire. Actually a failed kaiju, it has vastly superior physical abilities compared to a normal tiger, and can regenerate though doing so takes a good deal of effort from it. It is fiercely protective and loyal to you, and strangely well-behaved and obedient for a cat, much less a tiger and/or a kaiju, behaving in ways more like a well-trained dog, though it is still ultimately an animal. Counts as a follower/pet not a companion.

Divine Thunder (200 CP): This is a replica of Mina Ashiro's railgun Keraunos. It shouldn't exist yet, being something built in response to the potential catastrophe represented by Kaiju #9 after the revelation that he created Kaiju #10. Normally this railgun would require Mina's special power with guns and high end released force to function, but since you're paying CP for this it will merely not be as powerful without those attributes but where an ordinary Defense Force member could fire it.

Mina was able to bring down a daikaiju in 3 shots without initially knowing the location of its core, and was able to match the Meireki era daikaiju's more powerful version of Kaiju #2's electromagnetic beam with shots from this weapon. Unfortunately as powerful as this weapon is, it has some limitations.

First, it's massive. The railgun is normally mounted on a building, with a large external power source. Second, it damages itself with each shot requiring the barrel to be swapped out. You'll have multiple such barrels, and get replacements for those you use regularly, and the act appears to be automated, but it will wear out and break barrels fairly quickly with heavy use, and the system will overheat if used at the highest powers and speeds available.

Uniorgan Supply (200 CP/400 CP): Most of the Defense Force's technology is based on the uniorgans of kaiju. This is a catch all term for the body parts of kaiju that possess their special powers. But by purchasing this you will get regular shipments of kaiju body parts that are suitable for the creation of combat suits, and weapons.

For 200 CP the supply is enough to steadily outfit new platoons, though you won't be getting enough for an entire division simultaneously, but by the end of a decade you probably could. It includes honju as well as yoju remains; you might get a daikaiju's remains once a decade and even then it won't be at the level of an identified kaiju fit for a proper numbers weapon. Still you probably get the stuff to make a custom weapon at least once a year.

For 400 CP not only is the supply increased heavily such that you could equip entire divisions from a single shipment, and to fully equip the Kanto region of Japan by the end of a decade, so too is the quality of uniorgans supplied. You'll probably not be getting 7 number weapons grade uniorgans in a decade, but you'll be guaranteed to get at least one, and most likely 2 or 3 and possibly more. Don't expect something equal to Number 6 even once a decade, though; once a century might be considered lucky. Custom weapons will be more common, at least.

Civilian Items

Hazmat Suit (100 CP): This is a high quality hazmat suit. Probably meant for cleaning up kaiju remains – the cleaning supplies and heat-chainsaw that comes along with it definitely are – but it actually works for other biohazards. The filters in the mask will keep poisonous gasses and airborne pathogens, and the suit is resistant to acidic substances. It will generally protect you from most chemical and viral hazards while worn.

It also comes with the basic tools used by Iida Cleaners in cleaning up kaiju remains, including a heat-chainsaw for cutting through their bodies.

Underground Shelter (200 CP): This is an emergency shelter built into the ground. Designed as a safe haven from kaiju attacks, it's not impossible for a daikaiju, or even a honju, to tear its way through given time, but it can resist blows from most daikaiju at least for a time, making it a fairly well reinforced bunker and likely able to resist bombardment and bombings. The shelter comes with its own power and water supply, with a system for air ventilation including redundancies in case some vents are blocked. It's of course made so as not to flood as well. It's fairly large, able to hold hundreds of civilians, though there won't be much privacy as it's mostly a large, single room.

The Shelter will insert itself into future jumps, still with its own power and water supplies, and can even be used to carry and store items between jumps, though living things won't be carried over through it.

Cleaning Squad (400 CP): This is a team of cleaners in a trio of cleaning vans. They are fully trained in cleaning up dead kaiju, and will even deliver parts to locations you assign (though they have no special ability to do so if they can't be accessed by vans). These cleaners are highly capable, competent at their jobs, and dedicated to their duties. This can mean cleaning up and disposing of bodies of monsters, or cleaning up after disasters. They won't repair places, but they'll move rubble and clean up. They will arrive shortly after you call them wherever you are, fully equipped to clean up after the disaster.

However they won't do things outside of their job of cleaning. So don't expect them to fight for you or even give you a ride somewhere. And given they specialize in cleaning up after disasters, they might clean up your house after a storm caused a large tree to smash it, but they won't be simply cleaning your room; they're not maids.

Mysterious Larva (600 CP): This is a small bug-like kaiju, similar to the one which force fed itself to Kafka Hibino. You can imbue it with one of your inhuman alt-forms and your combative urges, feelings, and desires – hatred, rage, desire to protect others from, etc – towards a certain enemy. You may also imbue it with Perks or Powers you possess, though the greater the total power of these perks and powers the stronger the combative feelings which need to be imbued into the creature.

Once this is done the kaiju will seek out an individual which matches the will to fight imbued into it, having a desire to fight the same foe; the more desire to fight you put into the creature the more the individual will need to possess to be compatible. The kaiju will then force feed itself to the individual granting them the ability to change in part or in full into the imbued alt-form. By doing so the individual will gain the abilities inherent in the alt-form as well as the perks and powers imbued into the creature, though the more they transform the greater portion of those abilities they will possess.

Defense Force Items

Combat Suit (100 CP): This is a combat suit of a design similar to, or identical to, that used by the Defense Force. Created from the muscles, and cells of kaiju, this suit is heavy and difficult to move in. However, by linking with the suit, the wearer can unleash the suit's combat power granting superhuman strength and speed, along with a defensive shield capable of blocking and blunting attacks allowing a normal human to survive a blow from a kaiju that leaves them in a crater without any serious injuries.

The amount of unleashed combat power, and thus power that can be drawn from the suit, varies by wearer. Training can increase this amount, but most wearers will never surpass 30%. Sufficiently high levels of unleashed combat power put a strain upon the wearer and can cause the suit to 'overheat,' a condition which causes bleeding from the nose, ears, and eyes, though this only is demonstrated at unleashed combat powers in the 90+% range.

The suit takes full biometric wearings from the wearer and can be set up to automatically send them via radio, allowing for a centralized command to track the wearer and monitor their condition. This even includes the unleashed combat power used. You can turn these messages off if you want radio silence.

Comes with a knife, hand gun, and assault rifle made in a similar fashion and designed to be used with it, capable of being released similarly to increase their power to overcome the defenses of kaiju. Ammunition for the guns replenishes automatically, but it does not include the special rounds such as the electrical or freezing rounds used by the Defense Force.

This gear will repair and maintain itself when not in use.

Specialized Ammunition (200 CP): This is a stockpile of the specialized ammunition used by the Defense Force. These are magazines containing kaiju uniorgans to give the bullets explosive, freezing, or electrical effects – blowing things up with excessive force, creating ice to immobilize targets, or overloading them with electrical shocks to prevent them from functioning at full effectiveness. You receive several crates of this specialized ammunition, and it will resupply regularly.

You may also choose a type of this ammunition from the three available. You will find that any firearm you possess which has resupplying ammunition may automatically resupply in that variety of this specialized ammo at the rate they'd supply their normal ammunition (or even as a modification of it).

If you purchase this item multiple times you will get larger stockpiles and the ability to change which type of ammunition is automatically resupplied in other weapons in your warehouse.

Custom Weapon (200 CP/300 CP): Wielded by captains and vice-captains, as well as some of the platoon commanders beneath them, this is a custom weapon created from a kaiju's uniorgan, usually a honju. While a far cry from a proper Numbers Weapon, these weapons provide higher power and often have special qualities or abilities based on the kaiju they were made from.

Examples include Gen Narumi's gunblade with multiple forms for easier firing or use as a sword and capable of doing both at once, Shinomiya Kikoru's axe – with its ability to rocket boost itself and release energy on impact, Hoshina's twin swords which were simply extremely exceptional swords, and many other throughout the series. You may choose your own custom weapon as long as it is in line with the existing examples, including a paired weapon (such as two swords meant to be wielded together, or a pair of gauntlets).

Custom weapons typically require a certain release strength to use effectively both to allow for making use of the special qualities provided by the kaiju's uniorgan, and to provide the raw strength and force needed to swing around such large and heavy weapons. Yours is, of course, made for you, so you shouldn't have to worry too much, if you're not capable of wielding it yet, it's within the capabilities of your talents with effort.

This weapon will repair and maintain itself when not in use.

If you want something like 1st Division Vice-Captain's miniature mecha or Mina's huge cannon that can take out major kaiju from extreme range the cost will increase to 300 CP (before discounts). These custom weapons tend to have greater restrictions on their use, and barring levels of capabilities similar to theirs will likely be somewhat weaker.

Numbers Weapon (400 CP/600 CP): The Numbers Weapons are specialized combat suits created from the most powerful of kaijus. These suits put much greater strains upon the bodies of the wearer, potentially shaving years off of their life with regular or intense use, and cause a release of neurotransmitters inside of the brain causing a surfacing of the user's own basic desires and nature, but the power is substantial. Each of these combat suits possess powers and abilities derived from the kaiju that it was created from, providing the user with increased abilities compared to an ordinary combat suit and allowing a wearer to potentially go toe to toe with daikaiju alone.

Examples include: Numbers Weapon #1 which possesses a series of eyes which are capable of seeing the neural activity of others allowing for the prediction of their actions in a form of pseudo-foresight; Numbers Weapon #2 which possessed an extra powerful shield (even by the standards of a numbers weapon), increased power, and a variety of sonic and electrical attacks; Numbers Weapon #4 which possessed increased speed and the ability to project wings of energy to allow for flight and greater acceleration and velocity; Numbers Weapons #10 which possessed a tail capable of being used as a weapon, and with smaller tendrils inside of it capable of being used to manipulate objects like a hand, seemingly high stats across the board, and the Kaiju's intact intelligence, and Numbers Weapon #6 which possessed extreme cryokinetic abilities, as well as a series of aerial drones capable of being used as projectors. Weapons #3, 5, and 7 also exist, but are not shown being used by the Defense Force in other regions of Japan.

You may copy an existing Numbers Weapon other than #10, take one (other than #10) from its canon wielder, fill in what #3, 5, or 7 would be, or even have a weapon made from a slightly below identified level daikaiju, or from a daikaiju of Fortitude Level 9.0+ from a country other than Japan. There are two limits, however. A weapon near or at the power of #6 costs 600 CP (before discounts), and cannot be self-aware (like #10); if you want a sapient suit see the companions section.

If your Numbers Weapon does not include a built in weapon like #2, or #6, then you will get a free Custom Weapon of the 200 CP level (if it does it will be the equivalent of such a weapon); if you purchase multiple Number Weapons you only get 1 free Custom Weapon and only if all lack a built in weapon. If you purchase multiple Numbers Weapons you may choose to have them hybridized into a single suit, though fully utilizing it may be a truly immense strain requiring superhuman capabilities to survive (or Universal Compatibility).

This 'weapon' will repair and maintain itself when not in use.

Of course Number Weapons normally stand out, and are usually only held by Captains or the only individual who is compatible with it. You may choose to not receive this item immediately and just have a guarantee that you will be given it when it would be appropriate for you to acquire one, or at the end of the jump if that never happens.

Princedom (600 CP): You are the heir of a major defense contractor. You, or your family, don't necessarily own the entire company, but you or your parent directly owns the plurality and if you have other family members probably as a group a significant majority. This company won't follow you to future jumps, but you will find yourself as

heir to a major defense contractor in future jumps, with all the wealth, political influence, social clout, and connections that comes with the position; if you're a drop-in you'll acquire it soon after arriving. In this world it may be Izumo Tech or a rival company that provides similar kaiju derived weapons. Even in future worlds it will usually specialize in any setting specific technologies.

Mysterious Being Items

Registration for a Monster (100 CP): This is a family registration, a photo id, and all the necessary paperwork to prove that you legally exist. It will update to the current jump with each jump you take even incorporating itself into records. If you don't drop-in this may be for a second, fictitious identity. This won't stop people from going back to manually check and see if you were actually born there, or make people remember you, but it should be enough to pass as a legal entity.

Drone Kaiju (200 CP): This is a copy of one of the kaiju used by Kaiju #9 as his Third Wave. A mostly humanoid giant, its fortitude level is high enough to be qualified as a daikaiju. It is capable of levitation and (relatively) slow flight, with great strength, and the ability to produce energy blasts from its mouth. However it is somewhat slow, and they were dealt with with more ease than some honju. This may be in part because it has no mind of its own, instead being mentally controlled by, in this case, you as a sort of remote drone.

If purchased along with a **Geothermal Vent**, **Kaiju Creator**, and/or **Kaiju Commander** you receive 3 times as many Drone Kaiju up to 27 times with all three purchases.

Yoju Bomb (400 CP): This is a large group of preondactyl kaiju that have fused together to create an explosive mass. You can call it to your location with a shout, teleporting it into the air above you, and it will proceed to destroy itself in a massive explosion after a short period. Once it does so it will not be replaced until the start of the next jump, though if it is destroyed without it blowing itself up it will be replaced more swiftly.

Geothermal Vents (600 CP): This is a cavern located at an area with high geothermal and tectonic activities. This can be in a deep sea trench if you want it to be hard to reach, or somewhere more accessible if you'd prefer. What matters is that kaiju in this world are created due to energy released by tectonic activities, and from this cavern you can control and manipulate the process of kaiju creation from the tectonic activity in the region.

Kaiju #9 was able to, from a similar cavern, put a near stop to kaiju activity in Japan for months, while building up a large force of daikaiju including several that crossed into the range of identified kaiju.

It will insert into an appropriate area of each jump, making use of the local tectonic activity to fuel the creation of kaiju. While this won't give you his knowledge or skills in kaiju creation, it will allow you to use this cavern to influence their creation. It will also ensure that the surrounding tectonic activities can still create kaiju in future worlds.

Kaiju Form Builder:

To access this section you must either have the **Kaiju** or **Onryo** perk.

If accessed through the **Kaiju** perk this will grant you a kaiju alt-form. You can choose the exact details. The form can be bipedal, quadrupedal in which case you may choose to have up to eight legs, or serpentine; if you want wings, extra arms, combat tentacles, or the like you will have to pay extra for them. You will have a head with a mouth and some level of claws and fangs are free. Your size will be based upon your purchased Classification with yoju being relatively small – between 3 and 10 meters – honju being 10 to 40 meters, and daikaiju (including Immeasurable) being 25 to 80 meters. Compressed Form or Immense Size can change this range; and generally there is a correlation between larger size and increased strength and durability, but reduced ability to maneuver at high speeds in combat.

If accessed through the **Onryo** perk your size will only be slightly greater than it is outside of the form, and barring other upgrades purchased here your body plan will not change from that of the form you are entering it from.

If you possess both may have purchases applied to only one of your **Kaiju** alt-form or **Onryo** transformation, or both. However, the **600 KP** you gain from the Kaiju perk can only be spent on abilities that are applied to your Kaiju alt-form and only it not the Onryo transformation as well.

All kaiju demonstrate certain abilities. They possess superhuman strength, durability, and speed. They are capable of quickly regenerating wounds, though it requires quite a bit of energy which means you can run out of the power to do so. They each also possess a core which if destroyed will kill them and stop their regeneration.

Any ability that affects ‘kaiju’ will affect kaiju and other kaiju-like monsters in future jumps (such as dragons) even if they are not technically kaiju. With any ability that gives you extra limbs the limbs will work with your body, being placed in a position which somehow has all the necessary musculature and range of movement, and your brain is fully wired to use them all at once.

KP (50 CP): Abilities in the Kaiju Form Builder cost K(aiju)P(oints) instead of CP. You may purchase 100 KP for 50 CP, and may make this purchase multiple times.

Fortitude (Varies): Kaiju are rated based upon the measured difficulty to eliminate them. This is their Fortitude Level. Those with a Fortitude Level of less than 6.0 are classified as yoju. Those with a Fortitude Level of 6.0 up to 8.0 are classified as honju. Those with a Fortitude Level of 8.0 or higher are daikaiju, with those that have a Fortitude Level of 9.0 or show special capabilities being further categorized as identified, or numbered, kaiju. The abilities available in this Kaiju Form Builder are generally described at the Daikaiju level; if you are below them you will showcase lesser abilities from them where appropriate (Second Head will give you a second head still, but the power of your Breath Weapon will be less as a honju).

Without other purchases you will be a rather weak example of your classification. You'll have abilities in the general level of the scale, but most kaiju of any rank – especially above yoju – demonstrate additional powers or some above average capabilities.

For free you are a kaiju of the yoju classification. Yoju show minimal heightened physical capabilities, and lower regeneration than higher classifications meaning that while destroying their core is the easiest way to kill them it is easier to kill them without doing so.

For 200 KP you are a kaiju of the honju classification. An entire platoon is expected to be required to successfully subjugate a honju, or a single vice-captain or captain. Your regeneration allows you to quickly regenerate from major wounds, such as closing up your throat moments after someone cuts their way through it.

For 400 KP you are a kaiju of the daikaiju classification. Even the best small kaiju elimination expert in the Defense Force might have trouble facing off against a daikaiju alone, and you are a serious force of destruction. Even a human sized daikaiju is extremely powerful and dangerous. Quickly regenerating major structures such as limbs is possible, but draining. This level is free with Onryo (even for a kaiju alt-form if they also bought Kaiju).

For 1200 KP you are a kaiju on the scale of Kaiju #6, the Meireki Era Daikaiju, or Kafka's form after transforming his heart into a replacement core. Your size and the power of your abilities are simply beyond the level of other daikaiju. This won't necessarily give you a Fortitude Level of immeasurable – that is enough power that this world's technology cannot be expected to kill you – but you will be on a scale generally above most other daikaiju, with your powers as a kaiju noticeably boosted above the norm. This tier of power can only be purchased for a kaiju alt-form; though onryo transformations can obtain it through the sacrifice of their heart.

Amphibious (50 KP): You are designed to function both on land and underwater. Your sensory organs are adapted to be able to easily shift between the mediums, you are able to breathe underwater and above water, and so forth.

Extra Head (50 KP): You possess an extra head. It comes with teeth, eyes, and sensory organs. It doesn't come with an additional brain or mind, however. You may take this feature multiple times.

Extra Mouths (50 KP): You possess a number of additional mouths across your body. They possess sharp fangs and teeth, and can open and bite into things that come to them. You can choose the specific placement of these mouths, maybe you want elbow mouths or palm mouths, maybe you want to place them across your entire torso. You may take this feature multiple times.

Flesh Wings (50 KP): You possess a set of fleshy growths that stretch from your back, splitting apart and forming an array of flesh reminiscent in appearance to wings, several not very flexible tentacles ending in bulbous growths, or the flesh growths that came from #9's back in his early appearances. They don't do much on their own, but can be used as projectors for various abilities purchased here. Any abilities that allow you to use certain body parts to project energy, fluids, or fire off bullets of flesh, can be projected from these 'wings' in addition to whatever body part(s) chosen in the feature itself.

Tail (50 KP): You possess an extra limb in the form of a non-prehensile tail. This doesn't have to be placed where a tail normally would go, it can be a lashing tendril, but it will continue to possess a tail-like form and shape – a long, heavy, lashing tendril.

If you chose an ophidian body plan you'd have a tail for free, but it'd be your main form of mobility. You may take this feature multiple times.

Wall Climbing (50 KP): Some kaiju, especially those resembling arthropods, can, despite their size, climb walls and surfaces like an insect. This gives you that ability.

Compressed Form (50 KP/200 KP): Some kaiju are particularly small. #8 might be a special case, but #9 was originally smaller than a human, and grew only to approximately human size, and many of his creations were mostly human scale. For 50 KP you are one of these smaller kaiju as well. This comes with a reduction in raw power and durability, but even at a human scale a yoju the size of a child would be stronger than a human, and a daikaiju would still be able to overpower a platoon commander and casually dominate them in a fight. While this reduces your strength and durability, it does give you an increase in speed, or at least ability to maneuver and react in combat if not over all travel

speed. You can choose a size somewhere between a full sized kaiju and a human if you want for a mix between these features; a 5 meter daikaiju would be closer to a human sized one in capabilities than to a 25 meter+ one. For 200 KP instead of being this small, your kaiju form is capable of changing between this scale and the larger scale of your general classification. With Malleable Form you can even choose a size in between, but without it you will be locked only into the two extremes.

The 50 KP version cannot be purchased for an onryo transformation. The 200 KP version however allows them to shift between kaiju scale and whatever scale their initial form was.

False Core (50 KP/250 KP): You possess a biological structure inside of your body which looks like a core and is capable of fooling scanning devices into believing it is a core; usually this will be situated at a more exposed location so that it is easier to detect and thus found and targeted first.

For 250 KP you have several of these artificial cores throughout your body, the exact number scaling with your size. Numbers Weapon #1's pseudo-foresight might manage to find your real core, but it'd be a challenge even for it at a honju much less a daikaiju, and the Defense Force's sensors wouldn't be able to perform the task.

Bladed Limbs (100 KP): One or more of your limbs end in hardened blade-like structures. This could be mantis-like arms, having an arm that literally ends in a sword, or a tail designed for cutting. Whatever your choice the blade is extremely sharp, the limb is tougher and harder than normal. Taken with the 100 KP version of Malleable Form you can reshape these blades back into normal limbs and vice-versa, with the higher levels of Malleable Form you could even reshape them into other types of blades such as into an axe-head instead of a sword or even a piercing spear.

Centaur (100 KP): You possess a bipedal torso (with arms) rising up from a quadrupedal (or ophidian, or arthropod) body instead of choosing between biped, quadruped, and ophidian.

Chemical Excretion (100 KP): You are able to concentrate foreign chemicals inside of your body and spray them out through some body part(s). You select what body part or sets of body parts when purchased – such as glands in your mouth, your nipples, your fingertips – though Malleable Form can be used to change it should you take that feature.

Extra Arms (100 KP): You possess an extra pair of arms. You may take this feature multiple times. The biodynamics of the limbs will work somehow.

Extra Eyes (100 KP): You possess a number of extra eyes across your body. You can choose the number and placement.

Finger Gun (100 KP): You are capable of concentrating flesh from your body, and firing it out at high speeds like a bullet. These bullets can hit hard, similar to those fired from the Defense Force's weapons. When you take this ability select a body part or set of body parts (such as fingers) that these bullets are fired from; it doesn't have to be fingers, but #9 used them.

Inhuman Flexibility (100 KP): Your body is impossibly flexible. Things like turning your spine and limbs more than 360 degrees are quite possible for you.

Kaiju Detection (100 KP; free with Onryou): Kaiju emit distinct energies which can be traced. You are capable of detecting these energies. The stronger you are as a kaiju the more sensitive this sense and longer its range. You can even learn to recognize individual kaiju. The more powerful the kaiju the stronger its signature. This will continue to detect kaiju (or kaiju-like beings) even in future jumps where they do not normally release energies.

Leaping (100 KP): Your legs are particularly well designed for leaping, allowing you to make exaggerated leaps even as a giant kaiju. The stronger you are the larger these leaps will be.

Roar (100 KP): Gathering your energy and concentrating you can release a loud roar. This roar creates a short ranged shockwave that can damage the ground and objects very nearby, but it is best at blocking or disrupting ranged attacks, shattering small projectiles and threatening the cohesion of energy blasts. It'll take timing and skill to use effectively, however, and requires a good bit of energy itself – more the more powerful the attack you're trying to deflect – but it can be useful to protect yourself from a hail of weak attacks or even help shield people behind you.

Striking Tongue (100 KP): Your tongue is capable of stretching out like a frog's, extending at very high speeds and being capable of being used as an offensive striking weapon. This is also a very flexible organ, capable of twisting and maneuvering with relative ease.

Malleable Form (100 KP/200 KP/400 KP/+100 KP): For 100 KP you possess the ability to modify your form by turning on or off any body parts you have purchased in this kaiju form builder. You could make mouths appear or disappear, retract your extra

arms, or otherwise alter your form. This can even allow you to change where they are placed.

For 200 KP you are capable of shifting around portions of your body and even changing your mass somewhat. You could enlarge your legs to get more power from them to run faster, or your arm to hit harder. You could even turn an arm into a tentacle, stretching it out further and reshaping it into a crude striking weapon or even a crude manipulator, though turning a tentacle into an arm with a hand would probably be impossible. You could change the proportions of your arms, or stretch your fingers outwards, maybe make yourself unnaturally tall and thin. You could even grow minor body parts, like spikes from your ankles to anchor in the ground. You won't be creating anything fine tuned or overly powerful, and you won't be replicating someone's features, but you are able to shift your body about in various ways.

For 400 KP you can incorporate elements of the environment into your body and form. You could merge a tentacle with a mass of rubble to create a crude, cutting axe, or maybe you could pull stones into yourself as a form of makeshift armor.

If you have **Parasite** then for an additional 100 KP, spent at any of these levels, then you may freely mix aspects of other beings you have incorporated into yourself through that feature, instead of permanently incorporating them into your form. At the 100 KP level of this ability this is just manifesting their traits, or transforming limbs. You could even grow wings, but you won't be growing a second pair of arms or an extra head unless one of your alt-forms already has a second pair of arms or a 2nd head. At the 200 KP level you could actually grow a head for each alt-form you possess, or a pair of arms, though you'll have to handle placing them somewhere they will work, ensuring you have the musculature structure to support them, and dealing with the cognitive demands yourself. At this level you could also fully take on their form should you choose. This upgrade is free with **Partial Transformation**.

If you have **Partial Transformation** then for an additional 100 KP, spent at any of these levels, then you may freely mix any number of alt-forms with your kaiju form (or body in Onryou Transformation). At the 100 KP level of this ability this is just manifesting their traits, or transforming limbs. You could even grow wings, but you won't be growing a second pair of arms or an extra head unless one of your alt-forms already has a second pair of arms or a 2nd head. At the 200 KP level you could actually grow a head for each alt-form you possess, or a pair of arms, though you'll have to handle placing them somewhere they will work, ensuring you have the musculature structure to support them, and dealing with the cognitive demands yourself.

Extra Core (150 KP): You possess a second core somewhere in your body. This won't let you regenerate either core if they're destroyed, but you can continue to function until both cores are destroyed. You may purchase this feature multiple times to have additional extra cores.

Acidic Spit (200 KP): You possess glands producing an acidic substance which you can project through some part of your body. Normally this is in your mouth, allowing you to spit out acid whose scale of destructiveness rises with your power and size as a kaiju. A honju might could destroy an intersection and major parts of several houses around it with a flood of this acid. A yoju might flood a room, and a daikaiju might melt through skyscrapers or city blocks. A daikaiju's will be more acidic, and harder to resist and dilute than a honju's, but all levels will casually melt through most construction materials. A kaiju in compressed form (or at human size in an onryou transformation) will naturally have substantially less volume to project and thus less destructive output.

This doesn't have to come from your mouth. If you have Flesh Wings they can project it as well as wherever you select, but you could squirt it from your nipples, palms, or some other organ/appendage, or pair; if you want a bombardier beetle butt feel free.

Burrowing (200 KP): Your kaiju form is designed to dig and burrow through the ground. This won't be nearly as fast as walking or running through open ground, but you are capable of digging at a decent speed through the ground and with a sufficient fortitude level or strength could even dig through reinforced command bunkers.

Core Shield (200 KP; discounted with Shield): You possess a defensive forcefield wrapped around your core, meaning that even if someone manages to eat away at your body to expose it, and wears out your regeneration by repeated damage, slows it, or outspeeds it, they will still have to deal with a shield of energy. Hard enough blows can shatter it, and repeated blows temporarily weaken it till it can be broken, but it will provide another, powerful line of defense over your core itself.

Jet Thrusters (200 KP): You possess certain openings across your body which can be used to propel force out of them. This force can be used to propel you, launching you high into the air by projecting it from your feet, or even giving a great deal of additional force to your blows by projecting it from your palms. Who knows what other ways it could be used than those used by Kafka.

Tentacles (200 KP): You possess several tentacles or vines emerging from your body. While they don't have the fine control of fingers, they can be used as manipulators, or

offensive weapons. You may purchase this feature multiple times increasing your number of tentacles and their manual dexterity each time.

Armored (200 KP/400 KP/800 KP/300 KP): You possess extra thick armor. As a honju this armor would be sufficient to stop most Defense Force members from hurting you without targeting places where it does not cover, though custom weapons or Captain level unleashed combat power can overcome this, and if you're immobilized they might be able to hammer down through this armor. A daikaiju would be that much harder to hurt.

For 200 KP this armor is limited to a certain direction, such as only covering your front or a shell that covers your back. It will still be possible to reach your core from other directions. Malleable Form's 100 KP version can toggle this on and off but not change its directionality; the 200 KP (or 400 KP) version can change its directionality, but it will still only cover one direction at a time. It won't cover your limbs either, merely your torso and head.

For 400 KP this armor is more like a crab's shell or an insect's exoskeleton. Your joints remain vulnerable, and there are gaps in your armor, but it covers the majority of your body.

For 800 KP this armor covers your entire body, simply making you extremely difficult to hurt or harm. Even as a honju, captains would have difficulty bringing you down, and as a daikaiju you'd be a true monster.

For 300 KP you may take a lesser version of this armor all across your body. As a honju a platoon commander would still be able to get through it with standard weapons, but it'd mitigate the damage somewhat. Even as a daikaiju, it won't stand up against anti-armor weapons – such as Kikoru's axe or Mina's cannon – available to the Defense Force, but it would make it noticeably harder for Narumi or Hishina to cut you deflecting their weaker blows and requiring a heavier or firmer strike.

Enhanced Regeneration (200 KP/800 KP): Your regeneration is faster and more energy efficient. It will still eventually run out, but it is significantly faster and better; more than 1 step upwards as a kaiju.

For 800 KP this becomes much faster. Regenerating your entire body at once would still tire you, but even reduced to just your core you could in moments – it just might be best not to stay around to let them destroy it a second time – and your regeneration is generally fast enough to mean that it's near impossible to expose your core for any meaningful amount of time.

Enhanced Speed (200 KP/800 KP): You possess substantially greater reflexes and speed than most kaiju of your class. As a daikaiju, in compressed form you could match the best close combat experts in the Defense Force, and surpass them, in raw speed. Someone with Numbers Weapon 4, made from the fastest kaiju ever, might be able to beat you in raw speed, and superior skill could potentially keep up or overcome you. In a full sized form your combat speed would be slower but you'd still be extremely fast, and your quick reflexes and actions will make dealing with you substantially harder.

At the 800 KP version even as a full sized daikaiju you could completely dodge the blows of Defense Force Members with over 90% unleashed combat force. Your speed is truly absurd and if you don't beat Kaiju #4 for the title of the fastest kaiju you at least give it a good run for its money.

Enhanced Strength (200 KP/800 KP): You possess substantially greater raw physical strength than most kaiju of your class. As a daikaiju, even in Compressed Form you would be leaving craters in the ground with your strikes, sending humans through buildings, or doing substantial damage to reinforced training rooms meant for Captains and Vice-Captains to spar in at full power, and you'd be substantially stronger at full size.

At the 800 KP version even in compressed form you'd be as strong as a full size kaiju with the lower level version. A single punch could blow away yojū with casual ease, and taking out a honju in a single punch would be possible. At full size you are a creature of absolute destruction casually tearing through the world like it was made from wet tissue.

Flight (200 KP/300 KP/500 KP): You are capable of flight. By default this is winged flight, possessing a pair of great wings which propel you through the air.

For 300 KP this is instead levitation. While significantly slower, it cannot be stopped merely by damaging or restraining your wings, and possesses much greater maneuverability in 3 dimensions, able to change direction with ease, hover, and generally not needing you to maintain forward velocity.

For 500 KP you can do both. By combining them you will be significantly faster than with wings, and while sudden changes in direction in ways impossible for wings won't be as fast, you can still do things like put on the brakes quickly while also flying straight up.

Breath Weapon (300 KP): You possess the ability to release destructive heat and energy from inside of your body through your mouth (or flesh wings if you have them). It's a sizable weapon, capable of laying waste to an entire city block at once as a daikaiju.

Electric Shock (300 KP): You possess the ability to release electrical energy from your body. This could be used to electrocute things touching you, or even be released as (relatively) short ranged arcs of electricity capable of striking at those around you in wild arcs. This won't match the raw destructive power of Thunderbolt (below), or even the Breath Weapon (above), but can disrupt enemies' movements, and can be maintained longer than the Breath Weapon.

Immense Size (300 KP): You are huge. You are up to 4 times the scale normally available to your kaiju class (up to 40 meters as a yoju, 160 meters as a honju, and 300 meters as a daikaiju). This brings with it a large increase to strength and durability, though you will be an easier target, and even will increase the power of abilities purchased here that project energy or other attacks. At the greatest size available you'll generally be close to the kaiju classification above you (other than daikaiju to the immeasurable class above it).

With Onryou it makes your onryou transformation default to increasing you to that size if you weren't already larger, requiring the 100 KP version of Compressed Form not to become gigantic when you become gigantic.

Shield (300 KP): You are capable of projecting a force field created by energy. This is capable of blocking attacks from outside of the field. It's possible to overcome it, wearing it down with sustained weaker attacks or breaking through it with a strong blow, but it will stop weaker attacks relative to your class, and provides you with an extra layer of protection and defense, and even if shattered you can project it again after a short time.

Sonic Shockwaves (300 KP): You are capable of projecting sonic shockwaves from your body. These battering and cutting blows of wind and sound are capable of extending the range of your blows, allowing your claws to 'cut' people who dodged the claws themselves, or acting as strikes of their own.

Destruction Text (400 KP): By focusing on a location in space you are capable of manifesting a series of text floating in the air. A few instants later this text will vanish releasing a devastating cutting force out from it in the direction opposite of you. While this lacks raw scale and scope compared to other weapons of kaiju, the penetrative power of this attack is perhaps supreme. And besides being an effective weapon for hitting hard it is good at sending those struck flying from it even if they are capable of resisting being broken in two. Unfortunately this can be disrupted if something strikes the text with sufficient force in the moments that it is there; even the strongest daikaiju's text could be cut by a skilled member of the Defense Force or shot down by their weapons. It's a

relatively inexpensive attack, however, not taking nearly as much energy as a Breath Weapon or Thunderbolt.

Kaiju Commander (400 KP): Maybe it's sonic waves. Maybe it's telepathic. You possess an ability that allows you to direct and control kaiju nearby. The stronger or more intelligent the kaiju, the harder it is to control. The strength based difficulty is based on relative power; a daikaiju would find it simple to control honju at least as long as they had animalistic intelligence, and in future worlds where kaiju aren't classified in these grades a similar power difference would be enough to command entire packs of normally highly individualistic and uncooperative kaiju and force them into a cohesive unit. The intelligence based difficulty does not however scale to your intelligence; while it's not impossible to control a kaiju of human-like intelligence, it will be extremely difficult through just this and require a substantial difference in power to even be possible.

Psychogenic (400 KP): You are capable of performing a mental assault. It can take time to link up with an opponent's mind, but once you have you can pull them into a battle of wills, forcing them to face you in a psychic realm where you can force them to face their inner demons, and psychological weaknesses. It's possible for someone to heroic willpower through this and break this connection, but you can completely circumvent physical power and make this become a battle of your psychic might against their will. This is of course more effective on enemies with psychological weaknesses to exploit – someone's need to prove herself to her parents could prove a valuable angle to target, even more so if they're dead meaning it's now impossible – but even then it is possible for those who have the will to move forward to overcome this. It's even possible to divide this attack up across entire crowds, though this will weaken the power against each foe.

Regeneration Disruption (400 KP; free with Onryou): Something about your blows suppresses and disrupts regenerative abilities. While it won't completely negate them, wounds you inflict take more energy from the body of your foes to heal, and even then noticeably slow regenerative abilities. Even the fastest regenerators could find it taking them time and effort to restore the protective layers of flesh over their cores after your blows.

Reproductive Organs (400 KP/1000 KP): One of the most common features of kaiju, though oddly rarely seen on daikaiju and absent on #9's more powerful creations. You possess a cluster of reproductive organs within you. If these are not destroyed you will release a mass of weaker after your destruction. As a yoku these will be smaller and weaker versions of your kaiju form built here, though rapidly reach your full yoku form if not dealt with. As a honju these will be yoku grade versions of your form. As a daikaiju

these will be yoju grade versions of your form, though will grow to honju if not dealt with. As an immeasurable daikaiju these will be honju from the start. They will have all the features you purchased here, but lack these reproductive organs. You may change their aesthetics, or choose to have them lack certain traits you possess.

This is not completely limited to your death. It will take a good deal of energy but you can cause these reproductive organs to spawn early. It will take a good deal of time to regrow these organs and produce another generation of residual beasts (yoju), but it is possible.

For 1000 KP you are more like a plant kaiju. In addition to these organs you are capable of taking in energy from the sun to produce a seed which when fully matured will create a larger mass of these lesser kaiju. The ones produced by this seed, however, are fully capable of growing to match your kaiju form (though lack your perks and powers outside of those from this builder), and will start closer to you in power.

Camouflage Field (500 KP): You possess the ability to create a field in which you can prevent information from leaving it. This lets you block off electrical communication such as radio waves leaving it completely, and you could even hide the light of a flare gun's explosion by projecting the image of what was there before. You won't be actively creating new signals, but you can maintain the existing ones, preventing what is actually happening from being observed similar to looping security camera footage. Even exotic and esoteric means of information transfer can be dampened. While not perfect and capable of being overcome, Kaiju #8's ability to detect kaiju only barely managed to detect #9 in a heated fight through this barrier, and failed completely before the distraction of a fight slightly loosened #9's control. Since you're paying points for this this will work on magic, telepathy, and other exotic communication means from other worlds like how it worked on Kafka's ability to detect kaiju.

Pyrokinesis (500 KP): You possess a great power and control over fire. You can create fire, cause combustibles to ignite, and even extinguish fires or guide the directions in which they spread. The more powerful your grade of kaiju the greater the scope and scale of these abilities, and the less combustible things need to be to ignite them.

Teleportation (500 KP/800 KP): You are capable of teleporting yourself. This takes a few moments, so you won't be dodging gunfire after a nearby gun is shot, but you could teleport quickly enough to keep even a highly skilled sniper from getting a good lock on you. Longer ranged teleportation will take more time, focus, and energy, and your rank as

a kaiju will increase the range you can use this at with ease; a daikaiju could easily teleport across a city, and probably with enough time and effort across the planet.

For 800 KP instead of teleporting you can create free standing portals that others can cross through. This takes a bit more focus and effort than teleporting yourself, but you could march an army through, or deposit your minions across a city.

Hydrokinesis (600 KP): You are capable of manipulating the movement of water, and telekinetically controlling it. You won't be desiccating people by drawing the water out from them, only free standing mostly pure water can be affected, but you could possibly pull it out of pipes. You can shape this water, use it as weapons, or move it in large masses. While this can be somewhat lacking in raw offensive power compared to a Breath Weapon or Destruction Text, you can control this water to attack at high speeds from multiple angles, or even move it to create protective walls and shields to deflect attacks. The ease, amount, range, and speed with which you can manipulate this water scales upwards with your rank as a kaiju.

Kaijumancy (600 KP): You possess a seemingly necromantic control over the flesh of dead kaiju. While the processes which create the Defense Force's combat suits render it inapplicable to this power, in its raw state you can make the flesh of dead kaiju dance, the edges of open wounds writhing and moving in response to this power, or corpses rising and moving to be used as shields around your form, or even fusing together. Beyond the simple manipulation of the dead flesh of kaiju, it is possible for you by exerting more of your power, to actively resurrect dead kaiju, even after their cores have been destroyed. This won't always instantly heal their wounds, but you can even increase their power by pressing yours into them. The range, and amount of power you have to use for this, will of course grow with your own rank as a kaiju. As a yoju it'd be difficult to revive a honju at all, and it'd not be getting much more powerful. As a daikaiju you could resurrect a honju and make it stronger, though you'd need to be relatively close and doing it to a whole army of them at once would be beyond you. As an immeasurable class, however, you might resurrect a dozen daikaiju at once. This resurrection isn't full and true, however, as they do seem to require your direction and die if you stop feeding them power, but they are still capable of fighting at your behest and do not require your full concentration to micromanage them.

Thunderbolt (600 KP): You are capable of creating destructive bolts, blasts, and balls of electrical power. As a more powerful kaiju firing them straight through (multiple) buildings would be easy, and even another daikaiju could be pierced. While other powers can defeat this for scope of destruction that it can inflict, only Destruction Text might

beat it out for sheer penetrative power, and it possesses much greater range and ability to strike multiple targets than that power. Even for a daikaiju this would normally be a single, overwhelmingly powerful shot at a time, but it is possible to learn to fire off multiple weaker blasts, and an immeasurable kaiju might even be able to rapid fire it if sufficiently pressed.

Cyrokinesis (800 KP): You are capable of generating and creating ice in great quantities. This seemingly breaks thermodynamics as you appear to be generating cold, creating freezing cold ice out of nowhere. The scale and scope of this increases with your rank and power as a kaiju. We do not see the scale of Number 6's power, but as a numbers weapon it was still enough to freeze over multiple low end daikaiju instantaneously. A weaker version of this power was replicated for the Defense Force's freezing rounds, which even in the hands of common Defense Force members can freeze up joints and limbs of honju and immobilize yoju. While you won't be making ice explode from within people, the scale, scope, and power of this ability is enough to make you a terrifying threat against your 'peers.'

Pseudo-Foresight (800 KP): You possess the fearsome power of pseudo-foresight. Your eyes are capable of observing electrical motion within the nervous systems of creatures. This allows you to see the electrical impulses which send messages to the brain and back again. You are able to almost instantaneously process this information and react to it, allowing you to begin reacting to the actions of other individuals before their own brain does. This works like a form of combat precognition against those you can see, allowing you to begin to dodge attacks before their body begins to move to make the attack. This isn't an invincible power, but it was enough to start the system of identifying particularly dangerous daikaiju, and in the hands of someone with combat abilities like those of Gen Narumi's it could appear to be so.

Parasite (3300 KP): Kaiju #9's greatest power is his ability to absorb entities and incorporate them into its being. It is a power you now possess as well. By consuming a creature you are able to incorporate them into your being, taking on their abilities, gaining full access to their memories, and even being able to use their skills. This does not require their entire body; consuming a numbers weapon, a tool made from the body part(s) of a kaiju that grants them their powers, would be enough to take on that kaiju's powers for example, though you'll probably need to consume their brain to gain a human's memories. This consumption goes beyond mere flesh as well, trapping the souls of those you consume, holding them inside of yourself unable to escape. Still this is a power that allows for the consumption of both humans and kaiju, adding their powers to

your own with no apparent limits on growth except the power of beings you can consume. Or almost no apparent limits. There are some caveats.

First, unless you take the upgraded **Malleable Form**, while you are able to manifest traits from those you consume, once you incorporate an entity the way you do so is fixed. You could grow the organ in question, or change your arm, but this doesn't come with the means to undo this change. Second, the souls of those you consume remain inside of you, and while this is a means of trapping souls those that are enough more powerful than you, or that possess strong enough will may rebel from within. Nothing in this world proved capable of escaping straight out, but Isao was able to interfere with #9's movements when #9 was accessing the abilities of Kaiju #2 (who he was neurologically linked to when they were consumed) and the Meireki-Era Daikaiju proved to be beyond #9's ability to maintain control over while also using their powers, and had to be sealed away.

If you possess **Indigestible Will** you can potentially use this power to take over beings from within. It won't be easy, and if you're dead before consumption you're still dead, but if something absorbs you into itself – such as through this power – you could potentially turn the tides on them completely.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 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). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may import them up to 2 additional times. The first time this will increase their CP stipend to 1000 CP, the second time this will increase their CP to 1200 CP. Importing a companion an additional time repeats the pricing of importing companions initially, however each additional time you import a companion must be done so separately. You could import 3 companions for 100 CP, and then import them a 2nd time for 100 more CP, but you could not import 1 companion 3 times by paying to import 3 companions as a group for 100 CP. You could, however, import 8 companions as a group for 200 CP, and then pay 100 CP to import 3 of those 8 a second time to give them more CP.

If you still 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 (50+ CP): For every 50 CP you pay you may recruit 1 canon character. Due to their sheer power and capabilities Kaiju #9 and the Meireki Era Daikaiju cost 200 CP instead.

Vice-Captain (200 CP): Whether you're a captain in the subjugation forces or not, this individual is someone who compliments you in a great many ways like how the vice-captains seem to compliment their captains. They naturally seem to adopt a fighting style that works to compliment your own and allow you to cover for each other's weaknesses, and their personality and nature as a person seems to compliment your own and even there they cover for your weaknesses.

If you lack the Kaiju perk, then they have the Defense Force background, the Climbing the Wall, Physical Excellence, Subjugation School (plus the first 2 upgrades), Squad Tactics, and Instructor perks. They also have a Combat Suit and Custom Weapon items. Finally they have your choice of: Princess Prodigy plus a Numbers Weapon; Universal Compatibility plus a Numbers Weapon; Artillery; or Awakening.

If you possess the Kaiju perk, then they instead have the Mysterious Being background, the Curiosity Not Empathy, Playing Human, Disaster, Kaiju, Partial Transformation, and Chessmaster perks. They will also have the Family Registry item. They have Fortitude Level Daikaiju from the Kaiju Form Builder. Finally they have your choice of: I Have Already Seen That Trick plus 400 KP; or 1000 KP. This KP value includes that granted by the Kaiju perk (after spending 400 KP on Daikaiju).

Weapon Companion (100 CP; requires you or a companion to have purchased a Numbers Weapon): Really more of a combat suit companion since the Numbers Weapons are their suits. By paying this you may grant sapience to your number weapon making it a companion. The better you both sync with each other the easier it will be to unleash combat force from this weapon. When you're working together well this reduces the strain of the weapon on your body, increasing how long you can use it without overheating (potentially even to longer than you could use a non-numbers weapon), and makes something like reaching 100% force a definite possibility. If the Numbers Weapon in question belonged to a companion, these benefits apply to them when wearing it.

You can alternatively use this option to merge an existing companion into a Numbers Weapon you or a companion purchased. They won't gain CP, but will gain a Numbers Weapon alt-form, and a form that serves as a merger of it and their previous living outfit form. You may take this option for free (instead of the 100 CP cost above) if the existing companion is already a living outfit, armor, costume, Marvel symbiote, etc.

Drawbacks:

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

Early Start (Toggle): You may move your start date up to 9 years before Kafka Hibino joins the Defense Force. This will put you arriving – at the earliest – somewhat after the appearance of Kaiju No 6 and the death of Kikoru's mother, and leaving – at the earliest – somewhat after the events of the manga. Any enemies from drawbacks (such as #9 or the Defense Force with the proper drawbacks) will be starting off just as dangerous to you as they would at the canon start.

Short Stay (Toggle): The manga takes place over a much less than 10 year time span, at least if you ignore flashbacks. If you'd like, you can leave a month or two after the events involving Kaiju No 9 and Japan's Defense Force are resolved once and for all, or at the end of Chapter 129 whichever is later. This will not force you to stay longer than 10 years if you manage to prolong this conflict over 10 years. Taking this toggle will half the CP you gain from each drawback you take except: 0%, Melee/Ranged Specialist, Miscalculations, One Percenter, They Can No Longer Be Proud, Wyvern's Pride, & Nine's Target. Taken with Nine's Target this will ensure #9 is impossible to defeat in any long term way before he would be defeated in canon.

0% (+100 CP): You do not get along well with the gear of the Defense Force, or really anything made of kaiju body parts. You can still use your own powers as a kaiju – though you won't be able to use those of others through Parasite – but your unleashed combat power with anything made from kaiju parts is 0% and you won't be improving it during your time here. Well ok, maybe, if you try real hard, you can reach 1% unleashed combat force.

Fading Away (+100 CP): You seem to have taken to being overshadowed. Somehow it's easy for the actions of others to steal the thunder and spotlight from you. Unfortunately this has become dangerous to you, as the less people are focused on your actions the more you seem to begin to fade away into nothingness. You can see it happening, becoming increasingly more translucent and transparent as it progresses. And if you should disappear you will fail the jump. If you don't want that you need to make sure that you stand out, and make an impact on the lives of others that can't be forgotten, and don't allow yourself to simply become a background character.

Fan of His Face (+100 CP): Whether you're a fan of Soshiro Hoshina's face, or just met a really creepy one, you have somehow had your hair locked into a bowl cut like his, as

well as having your facial expressions and features altered to more closely match his. You don't look exactly like Soshiro Hoshina, but you look like you're trying far too hard to look like him. People will find this unsettling and off-putting about you even if they don't recognize Soshiro Hoshina, and all the more so if they do.

I'm Sorry (+100 CP): Did you want to keep your powers and abilities a secret? Well too bad. While the whole world won't necessarily find out, you will find that early into this jump a situation will occur which forces you to reveal many of your powers and your out of context nature to both allies and enemies you would rather have not known about them. The general populace, or kaiju and kaiju exterminators the world over, won't necessarily know but enough will and you'll never be able to completely stamp out this knowledge. Hopefully you can convince them to keep your secret.

Kaiju Magnet (+100 CP): Kaiju can sense you over relatively large distances and are inclined to come towards you to attack you. They're also strangely resistant to any attempts you make to kill them. Sometimes it feels like extra are spawning just to attack you. Thankfully if this is the case they do seem to be almost entirely yoju and honju; this won't generate daikaiju just to attack you, though if one does come about regardless it might have extra yoju and honju along with it that want to make a meal of you and it is more likely to attack you if you're in the region.

Melee/Ranged Specialist (+100 CP): Choose hand to hand combat or long ranged combat. You suck at combat outside of it. If you choose melee combat, you will be unable to meaningfully use any ranged weapons; in a serious fight any and all you possess will fail, and be completely useless. Even outside of a serious fight your aim with weapons such as guns is terrible, and you'll be unable to get any unleashed combat force from them. If you choose ranged combat, you will be hopeless in a hand to hand fight, unable to fight with bladed or other melee weapons and you'd have trouble fighting your way out of a paper bag with punches and kicks. Even in the kitchen you are absolutely hopeless with a knife.

Miscalculations (+100 CP): It doesn't matter how good of a plotter you are or should be, you seem to make some glaring oversights. Your enemies have a super weapon they just haven't found someone who can wield yet? You won't make preparations for the chance that they do and they will; or you'll over invest in countermeasures for it in specific and they won't. Someone your plans are always at least somewhat flawed in ways your enemies can exploit. This won't ensure your plans fail, but just that they don't go perfect. Maybe you should rely on overwhelming power.

Relaxing (+100 CP): The world has just gotten a whole lot sillier. It almost feels like you're in a gag manga. This won't have an effect on the dangers of the jump, and the battles will be every bit as serious, but outside of those moments everyone has just gotten a whole lot sillier, much less serious, and a bunch of exaggerated character flaws that make normal socialization impossible. Everyone here is now a weirdo and you can expect their weird qualities to somehow find a way to get to you and grate on you.

The Funds Have Disappeared from my Account (+100 CP): You lose all access to out of jump sources of money, and inability to make money by selling out of jump items. If you want money you'll have to earn it here. Unfortunately, you also have a tendency to order junk off of Yamazon and blow through whatever money you do have on useless otaku stuff. If 100 CP seems low, just think of all the Gundam models you'll get and it's got to be worth it.

Sacrificed Humanity (+100 CP/+200 CP): You will find that at some point during your stay here (no later than 1/3rd through your expected stay) that you will be forced to sacrifice your humanity. When this happens you will become locked in a clearly inhuman form. By default this would be an alt-form or other inhuman form you already possess, but if you lack them you will be provided with one for the duration of the drawback. You will be unable to resume a form that can pass for human until the end of the jump. You will also find that any perks that would simply make people ignore your appearance or monstrous nature, or that would make them automatically trust you will fail you.

For 200 CP you will be locked in this inhuman form from the start of the jump. In addition you produce the same energy as kaiju making you register as such to sensors and detection methods. Where before you could build friendships, and a life which would help to shelter you from the fear of the world, or allies who trusted you with your life, now you will be thrown in as an obvious kaiju unable to hide yourself.

Wider World (+100 CP/+200 CP): Kaiju aren't a uniquely Japanese problem. We don't learn much about what they're doing elsewhere, California apparently has a good enough kaiju neutralization college that Japan sends its best and most promising rising star there and doing well there gives her celebrity status in Japan (though given who her parents were she'd have had it anyway, but initially that's why we're told she has it), and in some other country they were experimenting with implanting kaiju flesh into humans. Now you're going to find that events in other countries will spill over into your life. Something like #9 isn't necessarily going to hit every country in the world, but you can expect big enough events in other countries that you'll feel them regularly even if only as things like supply chain failures or refugees.

For 200 CP, kaiju as much of a threat to humanity as a whole as No. 9 will be common among these events. If not nipped in the bud you can expect them to become a threat to the world as a whole, and even if you're a kaiju yourself, don't expect them to be happy to share the territory with you.

You'll be My Prey (+100 CP/200 CP): You possess a love of combat and battle. You enjoy fighting, and you enjoy it all the more when fighting against the strong. You can control this to some extent, but even if you think you're rational, and reasonable, you'll be unconsciously looking for excuses to go toe to toe with the strongest enemies you can find, and enjoying the fights a bit too much.

For the higher value of 200 CP this has gone beyond something unconscious, or controllable. You seek to battle the strongest foes you can. You will charge into a mass of enemies simply to make the fight more challenging, always beeline for the biggest threat you can find, and it'll be an extreme act of self-control not to pick fights with allies who appear to be strong. The need to fight the biggest and the strongest you can find has graduated from a desire to an obsession, and you can expect it to influence your plans and actions at every level.

I Want to Know (+200 CP): You cannot understand humans. You might be able to figure it out in a mechanistic way, deciphering how they will respond to certain stimuli, but you are completely incapable of grasping the why of their actions or how they actually feel. Unfortunately you have an insatiable curiosity about humans, about how they will respond and why they do it. Expect to use humans as test subjects in inhumane ways while never grasping your total inability to learn what makes them human; even absorbing their memories and all won't help you truly understand.

Not an Iota of Respect (+200 CP): You have habits – maybe you're a total otaku who lives in a room full of junk and egosurfs compulsively, maybe you're middle-aged, persistently do nothing with your life, and act with all the immaturity of a teenager while hanging on to habits and desires usually cast aside at the end of elementary school – which makes it impossible for anyone to respect you as a person. They might respect the danger you represent, or your skills, but somehow your behavior will make everyone around you look at you with scorn as a person. Unlike Narumi and Kafka you can't overcome this by being cool, awesome, impressively skilled, or a reliable ally with a heart of justice.

One Percenter (+200 CP): Oh not unleashed combat force this time. No, this is your powers, perks, and even items from other worlds. All of your perks, powers, and abilities

from other worlds are reduced to 1% of their normal capabilities; for things that are impossible to quantify or infinite this means they'll only work 1% of the time. Even your out of jump items, pets, followers, and the like are limited to only 1% of their power and capabilities.

If taken with Jumper Hibino you no longer have 1% of your powers and abilities, but are completely locked out of your out of jump powers. You will not even gain an inhuman form unless you purchase one here through Onryou or Kaiju. In addition your previous companions, even if you paid to import them, are fully locked out of the jump; they may still purchase perks and items if you paid to import them, and if you imported a companion into a Numbers Weapon they will be its mind, but only after the jump.

The Thing About Catastrophes (+200 CP): Is that you never know when they'll strike so you always have to be prepared. But that is something you are definitely incapable of understanding. You are disastrously overconfident, and won't take proactive effort to get ahead of potential escalation, instead trusting in your existing power. Beyond just not taking proactive measures to get ahead, you have no taste for training or creating things like countermeasures, trump cards, or even adapting your fighting style. You have everything under control, what's the worst that could happen?

They Can No Longer Be Proud of You (+200 CP): Whatever you most desire in this jump will be permanently out of your reach; if your greatest desire is to befriend a certain character they'll hate and die, if you want to stand among the tops of the Defense Force for all of your out of context powers it will be impossible for you, if you want to make someone proud you will find that their pride is something forever out of your reach. You'll still get what you pay for, but if there's a companion you really want to recruit they will be unavailable to you, and you can expect even things like your favorite numbers weapon to be unavailable as well.

Wyvern's Pride (+200 CP): Like a wyvern type kaiju you seem to have an immense pride. At the very least you don't seem to comprehend the benefits of working with others, and will refuse to ally yourself with others, to delegate to allies, and to rely on your allies in a fight. You might still be able to be convinced to work in a group (or forced into it), but even then you won't actually work with the rest of your group, never taking their actions into consideration for your own, and seemingly completely incapable of cooperating with an actual plan or coordinating with others. Maybe they can plan around you, but you have a way of disrupting your allies' plans even when they are treating you as an uncontrollable wrecking ball, and getting in the way of your allies in any time you're working 'together.' It'd probably be best to put some distance between

you and them and go after different targets. This also means you're completely incapable of making use of the power of friendship, or drawing power from the resolve to protect your friends or loved ones. It seems you're a loner to the core.

Countermeasured (+300 CP): Your enemies have an annoying tendency to adapt to your powers and abilities. Once you've shown a technique or power in combat against an enemy they will intuitively learn how to counter it, even developing new abilities if necessary; any technique or power you possess which doesn't kill an enemy in one-hit won't be able to be used again against them without ramping up the power, or changing the technique. Your enemies even have an annoying tendency to be seemingly tailor made to counter your favorite tactics and abilities. And making it worse they seem to be sharing information as once you've used a technique or ability it becomes distressingly likely that future enemies – even if you wiped out the enemy it was used on and no one should know about it – will already have learned how to counter it and developed new powers as necessary. Not every enemy will come with pre-loaded countermeasures. Common yojū or low ranking non-starring members of the Defense Force probably won't, but narratively important enemies, or major players such as daikaiju or captains will almost always be able to counter at least some of your favorite abilities, and most if not all of the ones you've shown in the past.

Taken with Nine's Target this will further supercharge #9's adaptive abilities, and you can expect him not only to have countermeasures for the majority of your powers and abilities, but to have begun copying your out of jump abilities and powers.

Jumper Hibino (+300 CP): By taking this drawback Kafka Hibino you will insert into the jump as Kafka Hibino, unless you are a drop-in or have the kaiju perk in which case Kafka Hibino simply will not exist. Inserting into Hibino will not provide you with the strange larva which turned him into Kaiju No. 8. If you took Onryou, it may represent the original source of your powers though they may not be precisely the same as Kaiju No. 8's, but otherwise the ghosts of the Meireki era have faded and will not be there to aid you. Your out of jump items (including followers and pets) are completely locked out, as well as any companions you did not import, and your imported companions are completely locked out of access to out of jump powers/perks/items/etc though will have what they have gained here. You can access your own out of jump perks and powers, but only by assuming a sufficiently non-human form (either an existing alt-form or one that looks like Kaiju #8 but has none of its powers granted to you by this). When you assume this form you will give off all the signals and signs that a kaiju of your general power would. You must take Kafka's role, and ensure that humanity, and Japan in specific,

remain safe and are not destroyed by kaiju or something else, and that Kaiju #9's plans do not come to fruition.

Kaiju No J (+300 CP): Humanity has been made aware of you as a jumper. They know all of your powers and abilities, as well as your methods, psychological profile, and more. And while this might sound good if you're the heroic type – no need to hide things and they'll know you're here to help – or even good to break them into despair and teach them not to get in your way, they seem to be filled with an unstoppable desire to see your destruction. Maybe this information dump included irrefutable evidence that if your chain doesn't end the world will be destroyed? Whatever the case humanity as a whole sees you as the #1 threat to their continued existence, and as a foe that must be destroyed no matter the cost. They won't necessarily default to weapons of mass destruction, and it's not like humanity is suddenly a unified whole, but you are recognized as a threat to mankind on a scale beyond even Kaiju #9 and the Meireki Era Daikaiju.

If taken with Wider World at the 100 CP level this ensures that humanity bands together and works as an allied front putting aside national differences in the common goal of your destruction, and at the 200 CP level further ensures that every Defense Force in the world is at least up to the level of skill, competence, and plot armor as that of the region surrounding Tokyo. This will mostly replace the normal 200 CP level effect of Wider World.

Monster on the Inside (+300 CP): You have been parasitically subsumed by a kaiju, and you are now sealed within it, much like how the Meireki Era Daikaiju existed within No. 9. This kaiju that consumed you now possesses a great deal of your powers and abilities, and was already a daikaiju without them. You are unable to affect or influence them from the inside, merely being aware of what is happening as they use your powers, your memories, your skills, and everything that you once were to pursue their own goals. And you had best hope that they fail, because the only way for you to escape them is if their core(s) are destroyed. Thankfully while they have a great deal of your powers and abilities, they cannot make use of 100% of your might, so perhaps your companions – or even this world – could take them down and free you. If you don't escape before the end of the jump you will fail your chain. And taken with Fading Away their actions won't stop you from fading away, so best hope your friends are really quick in that case.

Nine's Target (+300 CP): Kaiju #9 knows what you are. It knows all of your abilities. And it is trying to absorb you into itself which if it manages to get you inside of itself you will be absorbed unlike the commander. And #9 won't be playing around and testing the humans this time around, but devoting itself to being properly prepared and ready for

fighting you. Also he has an annoying tendency to regenerate, and adapt, or be overtaken by some more powerful kaiju he had within himself, no matter how thoroughly you thought you killed it. Don't expect to ever permanently deal with him, and expect him to always be growing more powerful between confrontations, even seeming to incorporate powers and abilities from worlds you have previously visited.

If taken with Wider World the good news is that No. 9 becomes somewhat easier to permanently deal with. The bad news is that other similarly intelligent and powerful kaiju from all over the world will come to desire you and know about you in the same way, and they will potentially join forces, and destroying one only ensures that another will absorb them and take their place. If taken with Kaiju No J, Number 9 will be working hand and hand with humanity to destroy you. If taken with both humanity and kaiju have formed a unified front with the sole purpose of destroying you and you'll have both versions of the 200 CP Wider World operating at once.

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:

Jump by Fafnir's Foe

Kafka ends up being more than 1000 CP to build, because all the Captains and Vice Captain count as super powered within the setting and the best of the bests. But Kafka is in the end powerful enough to threaten whole groups of them. So 1000 CP ended up being more aimed at Kikoru, Reno, Mina, Hoshina, Narumi, etc, with drawbacks for Kafka. Equally #9 will require drawbacks, time, and a lot of parasitism.

Artillery vs Awakening: Artillery gives you more power from a gun. Awakening would increase the strain of using a gun, drawing on your own body in a substantial sense, and result in less raw power, but could provide other benefits than 'hits harder' depending upon the weapon and works on non-gun tools. For example with the specialized freeze ammo... Artillery makes it hit harder. Awakening could possibly give you control over how the ice forms, or make it release a lot more ice.

Uniorgan Supply is 'cheaper' than Number Weapon because Number Weapon you can import into, is CP purchased so will be repaired/replaced if lost (as opposed to the item being shipments of goods which will get you more shipments of goods), let's you pick your Number Weapon's power instead of it being pure potluck, and doesn't require the time and skill to make and maintain it. Geothermal Vent for a Mysterious Being is actually cheaper and probably better than the 400 CP Uniorgan Supply except you have to put in the work to kill the daikaiju, but even with nothing else it'd be spawning kaiju to supply you with uniorgans.

With no other purchases Daikaiju puts you roughly as strong and durable as one of the Third Wave, or with human sized Compressed Form #9 in his first appearance. #10 would have Enhanced Strength in his Compressed Form (not necessarily his full sized one tbh).

Kaiju #8 in addition to having all of the abilities that are part of Onryo, has the 200 KP version of Enhanced Strength (the 800 KP version is based on Kafka's showings, but he has a lot of things in addition working for this, such as his ability to draw on the ghosts' rage, vague implications of anti-kaiju aspect to his attacks which explains why against Isao he's closer to #10 in destructive output, and jet thrusters and actual combat training to get more force from blows), Extra Mouths (50 KP), Inhuman Flexibility (100 KP), Jet Thrusters (200 KP), Striking Tongue (though only used it once in chapter 2), Tentacles (only shown once in chapter 2; 100 KP), Malleable Form (he mostly sticks to the 100 KP level, but in chapters 2 and 8 shows the 200 KP level), Roar (I think only used once in

chapter 18; 100 KP), Chemical Excretion (though only used it in the Relax gag side-series; 100 KP), and Acid Spit (Relax again; 200 KP). I generally tried to make it reasonably possible to get what Kafka regularly shows (200 KP Enhanced Strength, Extra Mouths, Inhuman Flexibility, Jet Thrusters, 100 KP Malleable Form; 650 KP or 300 CP in addition to Onryou) along with the entire Kafka perk tree, and considered the others extras at best (though they'd add 600 KP or 300 CP). Some of these would have been useful during the main story so might have just been early installment weirdness. Leaping is sort of based on Kafka, but he arrives at it via Jet Thrusters.

Extra Core is loosely 'based on' the merged clone of #9 and an ant kaiju having 2 cores – one for the ant kaiju and one for the #9 copy – but mostly is just something that didn't feel too outlandish as a potential kaiju ability even if it never showed up.

200 KP Enhanced Speed was inspired by #10 and his better version, and #15. #15 kept up with, and even outsped, Kikoru at >80% release with Number Weapons #4 which was stated to be faster than normal. Meanwhile #12 was fast enough to give Hoshina trouble even as a giant, and #10 was dodging and parrying blows from him. Compared to Kafka's fight... Well it's not a 100% fair or easy comparison given Kafka wasn't trying to attack him, but Hoshina was fast enough to make dodging and running a non-option for Kafka forcing him to resort to breaking Hoshina's weapons with his superior strength. #10 was actively dodging him in the fight, and fast enough to make hitting him difficult for Hoshina; though admittedly that might be that #10 was a better fighter than Kafka. Still given #10 is larger than #8 by a good bit, I'm willing to separate their speed (even if it is ultimately more #15). The 800 KP version is loosely there for being #4, though that might be 500 KP flight+200 KP enhanced speed (and possibly Jet Thrusters). We don't actually see #4 in action in the manga so guesswork had to happen.

Electrical Shock is based on the shocking rounds the Defense Force uses not #2. Sonic Shockwaves is based on Weapon #2 as Isao used shockwaves thus, but #9 and the Meireki Era Daikaiju didn't really use it. The Shield, Core Shield, and Thunderbolt are all also based on #2 as #9 and the Meireki Era Daikaiju used those specifically from #2 and even as a weapon #2's shield was specifically mentioned and implied to be stronger (even though all suits have shields) and Isao shot the thunderbolt.

Pyrokinesis is just sort of something I made up, but we had ice, water, and lightning so it felt appropriate to have some form of fire.

The Parasite+Indigestible Will interaction is because in #9's flashback it actually appears to be that the Meireki era Daikaiju ate him given it was still alive after the fight with the

kaiju slayers that became the strange larva that made Kafka #8, and its looming over him massively larger than him.

Changelog:

Version 1.0.0: Released.