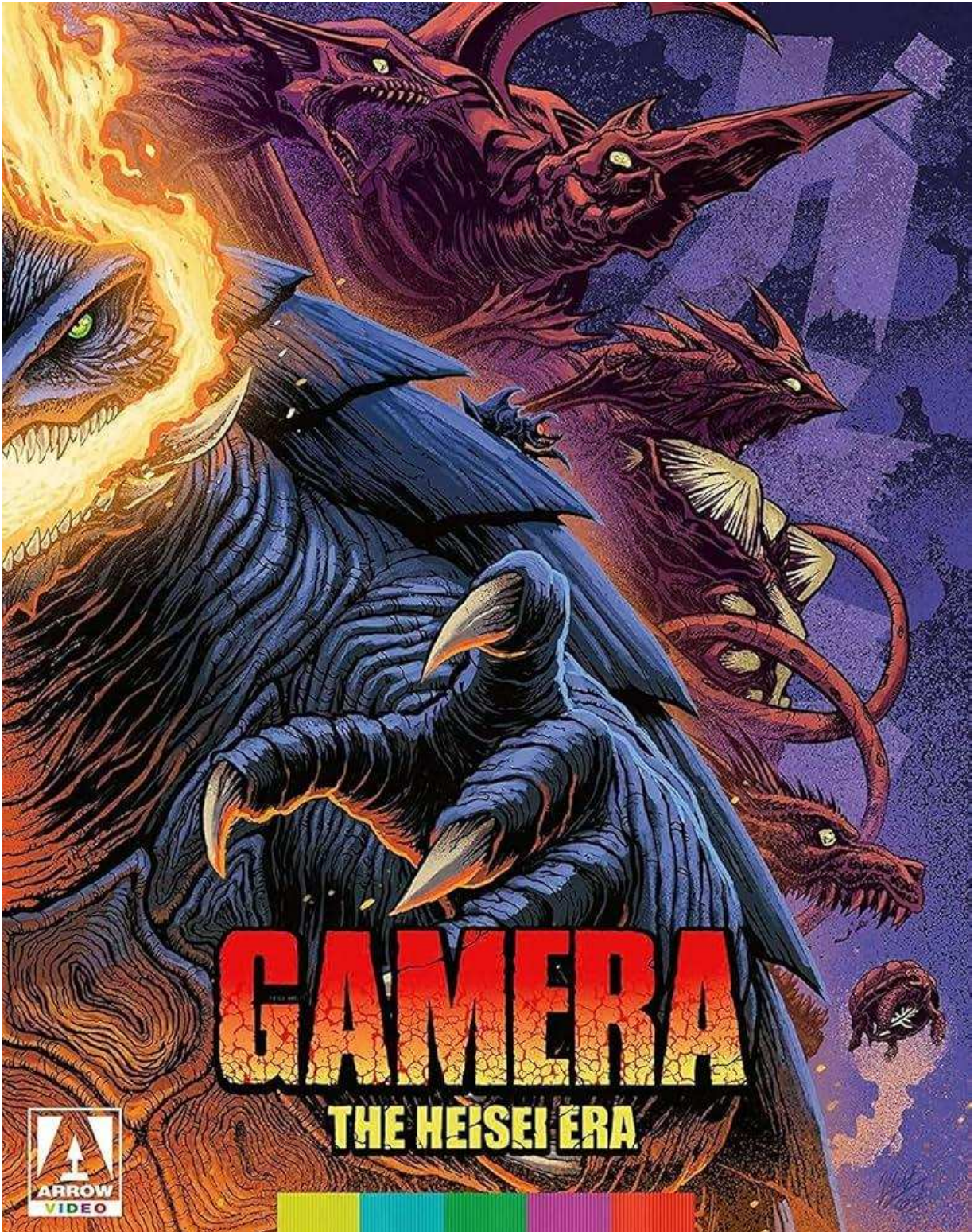


Gamera (Heisei Era) Jump

Version 1.0.0



This is a world much like the one you originally came from. The year is 1995, and humanity continues to ecologically damage the Earth they live on. Even now a ship is carrying enough weapons grade plutonium to build 100 nuclear bombs, or poison the seas for miles around. There are those who would blame this pollution and damage to the biosphere for the events to soon unfold.

On an isolated island an ancient cache of eggs is about to hatch, returning a great darkness to plague mankind. They caused the destruction of the civilization which spawned myths of Atlantis, and now they will begin to do the same to humanity as a bio-engineered terror capable of replicating without end. Thankfully the last guardian created by the ancient civilization will - if nothing changes - be awakened to fight them.

This won't be the last kaiju to appear here. Whether from space, or an ancient weapon even more dangerous and powerful than the gyaos, there will be other kaiju leading to a final battle a little under halfway through your stay here, with no shown victor upon which the fate of mankind rests. And of course even if Gamera wins that doesn't remove the root cause of the gyaos, or ensure other kaiju won't arrive.

This is the world of Gamera's Heisei era trilogy. You will be arriving at the start of the first film. You will be staying for 10 years, enough time to see the final battle, and even help the world pick up the pieces after and see what happens. There are other continuities in this era, and fan sequels or prequels, which may or may not be relevant to your stay. But to help you with your time here:

+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.

Any origin may be taken as a drop-in forgoing background memories and connections to this world, and keeping your age and gender the same as the last jump.

Otherwise you may feel free to set your gender as desired, and choose your age freely from the range appropriate to your background.

Human Origins (Free): You're a human. And a fairly normal one at that. You're a citizen of Japan, and will begin in a Japanese city of your choice, though wherever you go you're guaranteed to run into Gamera, gyaos, or kaiju related events at least once - even if it's just to be forced to evacuate. Your age varies based on your origin.

Descendant: You'd be unimportant if you didn't have some special spark that marks you as connected to the ancient Atlanteans in some way. Or maybe it's just a special connection to kaiju? Either way you are not quite an adult yet, still of an age to be in high school if not younger.

Scientist: You're a scientist. Maybe you work at an observatory, are an ornithologist, or perhaps you study turtles. Maybe you're more of an intern than an expert. Either way you have a scientific field you're employed in and are at least 18 years old.

Soldier: You're part of the Japanese Self Defense Force. You could be a young, fresh recruit, or depending upon perks you could be a lieutenant general or vice admiral. Regardless of your rank you are part of the Japanese military forces and liable to be called upon to help deal with one of the kaiju threats, and are at least 18 years old.

Kaiju Origins (200 CP): You must pay 200 CP to take either of the origins below. As a kaiju you gain access to the Monstrous Form section of the document. If you took a Kaiju background in the [Gamera \(Showa Era\)](#) jump you may take a kaiju origin for free, but in that case you do not gain access to the Monstrous Form section. Similarly if you take a Kaiju Origin in this jump, you may take one in the Gamera (Showa Era) jump for free, but do not gain access to its Monstrous Form section if you do so.

Regardless you could be young, having grown to full size in weeks, or you could be as old as the ancient civilization that birthed the myths of Atlantis though in that case you'll have spent most of this time in hibernation. You begin in a somewhat isolated region of Japan or its surroundings.

Hero Kaiju: Whether you're an Earth Spirit and born guardian of the Earth against a great darkness or not, you're not human, though you may be their protector. You're a kaiju, though taking this does not guarantee you're a daikaiju as some in this world are barely larger than men.

Villain Kaiju: Whether you're spawned from darkness, an ancient bio-weapon, an alien from space, or something not even from this world, you're not human, and you're likely the enemy of all mankind. You're a kaiju, though taking this does not guarantee you're a daikaiju as some in this world are barely larger than men.

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.

Movie Grade Looks (100 CP): You look good. Whether you're a dashing colonel, a beautiful scientist, or the cute girl with a psychic bond to the resident flying nuclear powered fire breathing turtle, you look good. You might not be a perfect 10, or even a 9 out of 10, but you're definitely above average and look good enough that you could be cast in a film even as a leading role. And it seems like you have a good team of make up artists ensuring you look good for your role. Your hair, face, and the like always seems to be well maintained and with a bit of subtle make up work and hair work to look right for your general role in the world. If something does mess it up, it will revert over time on its own. If nothing else this ought to save you a good bit of time on your beauty routine.

Toto-I Destruction (200 CP): A weapon of last resort, you seem to possess the power to supercharge your body and create a powerful explosion using your body as the explosive. This self-destruction will destroy your body completely, but will also create a powerful explosion. The more powerful you are, the more powerful this explosion will be. Even a relatively weak Gamera was able to turn a peninsula into an island, by blowing away the connecting landmass from the larger island, leaving cliffs on either side.

For Jumper (300 CP): Children seem to be able to sense when you need their help, and how they could help you. They also seem to be braver when it comes to helping you, able to run towards fighting kaiju, or stand up to armed soldiers without hesitation or flinching. This comes with a caveat. The children have a natural feeling for your intentions towards them. They'll not help you if you intend them harm. If you want child flash mobs coming to hold back the government when you're wounded and exhausted, or children relays bringing you the macguffin you need to win, you have to actually have their best wishes in your heart. But if you are a protector of children they will respond in kind when you need their help instead, or just need them to put in a good word with their parents.

Kaiju Engineering (600 CP): The Atlanteans created the gyaos and Gamera - possibly more than one Gamera. It was an act of mystical bioengineering, tapping into the very life energy of the world. And it was a skill which was lost, perhaps with good reason given the gyaos wiped out the Atlantean civilization.

So do use your new skill with care. You possess the same skill in the creation of mystical bioengineered kaiju as the greatest Atlantean scientists. You could replicate the creation of the gyaos, or potentially even that of Gamera or Iris. This will require resources and time, and many of the tools may be impossible to perfectly replicate with modern technology, but you possess the hands to create monsters that could end mankind. And while you know how to make gyaos or Gamera, that does not mean you are limited to such creations. Besides Iris and Barugon which might also have been their creations, you can with time and effort design new kaiju from the ground up, and incorporate supernatural and mystical energies and powers into their biology. Just remember there's a whole graveyard of what seems to be failed attempts at Gamera.

You are also able to create tools like the magatama capable of linking psychically sensitive individuals to kaiju.

Descendant Perks

Kaijupathy (100 CP): You have a knack for telling what a kaiju is feeling. Even without a telepathic bond, you have a good sense for the feelings and intentions of giant animals and monstrous creatures. Maybe it's being really good at reading their facial... err body language? Either way you can quickly tell when giant beasts are angry, hostile, hungry, scared, or the like. This isn't some sort of psychic power, so it's not perfect, and one that's actively trying to hide its intentions will be harder to tell, but most people wouldn't be able to say that just at a glance at all.

Atlantis Gene (200 CP): Atlantean relics in this world are coded to certain genetic sequences. Ones you seem to possess, making you a valid user for their magatamas and the like. But it's not limited to Atlantean relics, at least not with you. Whenever a piece of technology, or another form of item, can only be used by wielders of a certain bloodline or with the right genetic markers you qualify. This won't work if it requires a specific individual, but if someone's kids could qualify due to genetic resemblance you will too.

I Have to Go Please (400 CP): You want me to drive towards the kaiju attack? Kid, that sounds crazy but... Well when you're the one saying that it's the only way to save the day people seem a lot more likely to believe you. When it's an emergency, and you are trying to deal with the emergency people find your words a lot more persuasive. It's as if they can feel the honesty behind them, and respond to it. You do have to be honest, but this isn't limited to just things like convincing someone that you know what you're talking about, whether it's driving you to the kaiju, or just arguing down someone from doing something terrible, your words seem to resonate with the heart and are much more convincing than they should be. This won't always help you talk down a true monster, a gyaos isn't going to be convinced to not eat people just because it's wrong, but you'll get a lot closer to talking down a gyaos than you would without this.

This does require you to be heartfelt, and not trying to trick someone. Oh you don't have to be not hiding something - you can refuse to share how you know something for example - but your intention cannot be to deceive or trick. You have to be honestly trying to help, and honestly believe your own arguments. It only works when you're talking to them from your heart. And to be explicit: if you're telling the truth in such an emergency, they will feel it in their own heart that it is the truth.

Emotional Support Human (600 CP): What does every kaiju need most? No, it's not to crush your enemies, see their cities crumble before you, and hear the screams of the people. It's a human to cheerlead for them, and want them to win. At least when they're a human like you. Though maybe it's because your emotions can lend them enhanced strength and power to crush their enemies.

You possess the ability to empower others with your emotions and will. This empowers them physically, but also mystically, improving both their strength and their magical powers. This works best if you possess a telepathic bond with the individual, and if they're a kaiju, and at first will only work for a single target and require such a bond or that they're a kaiju. With time and practice you can possibly learn to spread this out, or use it without either of the above factors, but its effect will be diminished when spread out, or for each factor not met. This also depends upon the intensity of your emotions. With a monomaniacal fixation and a telepathic link you could turn a kaiju that'd normally be easily overwhelmed into a powerhouse who beats down its foe in a fight where the enemy can barely hold its own. And even with a weaker, less insane drive you could keep a kaiju from having to resort to extreme measures, or allow one that's actively working to avoid human casualties - even if it meant taking blows they could avoid, or not taking battle winning shots - to win against a near peer despite these handicaps. Unfortunately this empowering link does come with costs, as while you empower a creature this way you may find yourself taking sympathetic wounds, as blows and damage it receives are weakened by transmitting in part to you. This will help them stay in the fight and recover afterwards, and they are scaled down to your form if you're empowering a kaiju that's larger than you, so it's probably easier to heal you than the 80 meter turtle, but it's something to be aware of, especially if you do start empowering entire groups.

Scientist Perks

All Purpose Scientist (100 CP): You possess a wide base of scientific knowledge and skills making you something of a modern renaissance man. While you're not an expert, you have a basic grounding in every STEM related field; this is similar to something like a college minor in each field, maybe a touch more, enough that you are familiar with the basics of each field and could talk to a true expert and not be completely lost.

You will find it uncommonly easy to maintain this level of knowledge in these fields, keeping up with changes and new discoveries. Or in your case adapting to new worlds' information in the fields. This won't help you reach true expertise, but you'll quickly gain a journeyman's education.

Kaiju Survivor (200 CP): Something about you seems to make it hard for kaiju to kill you. It's not impossible, mind you, but there's an interesting tendency for things to get in their way, other kaiju that were coming to fight them to arrive just in time to stop them from finishing you off, or just generally things happen to stop them. Your path to escape the area seems to go pretty clear and easy too. Still best not to go actively baiting them and to actually try and escape their wrath, but circumstances will align to make surviving encounters with them easier.

This will ensure you're never accidental collateral in a kaiju attack unless they do something that no amount of believable luck could save you from. If a kaiju explodes like a thermonuclear bomb within a few feet of you you're still dead, but if they just wrestle and throw down in the city you're in, you're unlikely to get more than a few bruises as you're buried in a building with just the right angle to avoid crushing you and to let you crawl out.

Zoologist (400 CP): You are one of the foremost experts in studying the biology of a type of animal in this world - such as birds or monkeys or maybe turtles. This goes beyond your basic PhD level to where if a government had to acquire an expert your name would be the top of their list; you might not be the best in the world, but you're at least the foremost expert in Japan and probably Asia, and could make a case for the world as a whole.

And you're sort of Hollywood good in the field, able to make wildly intuitive leaps and guesses about the creatures you study. What's more you can even apply this to other related life forms including alien and supernatural ones with surprising accuracy. You can make highly educated guesses about how they will act, or what their powers will be, even in places where it goes more to their unearthly aspects than anything related to the

animals you study. And you can apply this with a fair bit of leeway; being an expert on birds might make you an expert on genetically engineered magical pterodactyls. Really this expertise applies to all animals to some extent, but is somewhat better in your specialty.

Research Opportunities (600 CP): If you are a researcher in a field, any field, somehow your name has a way of getting around. If you're a novice with nothing to your credit save basic qualifications (or even no official qualifications), important people might well hire you for grunt work, and quickly take a personal interest in you - assuming you are capable - and should you have an established name and reputation you can expect to somehow be near the top of lists worldwide for experts that governments, corporations, and universities might try and hire for research in the field. You seem oddly lucky in these opportunities as well as this is doubly true when they're actually dealing with something important and potentially world changing, and somehow you will find opportunities missing you if they'd remove you from availability for an upcoming bout of such research. Not every job offer you get will change the world, but you'll probably get the one that will.

Even when working alone you have an odd tendency to stumble upon weird, strange, and extraordinary things related to your field(s) of study whatever it may be. This includes merely the ordinarily extraordinary, such as stumbling onto an undiscovered species, a Rosetta stone like fragment, or some relic of a past civilization which will have you remembered in archeology till current civilization is lost. These aren't common, and you shouldn't expect more than 2 or 3 in a single decade. And if you want it can end there. You can toggle off the rest of the perk without affecting what has come before.

If you'd like though, you will attract the truly extraordinary. You will encounter supernatural and extraterrestrial elements of your field of research, even in worlds that normally wouldn't possess such, adding a supernatural flare to worlds you visit. This will usually be a dangerous one, has a relatively high chance to be kaiju related, and you'll have no actual control over what it is or special ability to control or utilize what your research opportunity leads you to, but if you want to always have a chance for adventures in research and kaijus it is there.

Soldier Perks

Line in the Sand (100 CP): You have the full training of a member of the Japanese Self Defense Force. This means you are a fully proficient soldier of a circa 1990s army, and you have a specialization of your choice whether it's being a (low ranking) officer, operations of a type of vehicle, or even something like special forces training.

You are also highly disciplined and able to keep your cool under pressure. Sure there's a point where you will break, but if you need to turn yourself into bait for a man eating alien bug and then shoot it several times in the head when it's within arms reach of you, you've got the nerves to do it.

Dashing (200 CP): You look good in that military uniform. You look better though when you're playing the brave hero. Oh you might not be a kaiju able to really save the day, but when you act as the reasonable authority figure and noble military commander you will find your charisma, and sex appeal, seeming to rise as people come to respect you more, listen to you more, and even be more romantically interested in you. The more you fit into the sane, reasonable authority figure or the noble hearted and brave military commander, the more your charisma seems to rise.

Fighting an Invisible Army (400 CP): Military tactics are designed to fight human militaries. They're not designed to fight swarms of human sized, electricity seeking, murderous insects that can fly and burrow, and are sometimes carried inside a daikaiju sized queen. Nor are they designed to fight swarms of giant, all consuming, vampiric birds which can merge and grow to daikaiju size. And yet they work surprisingly well for that, at least when it's you leading.

You are well-versed in military tactics and doctrine, easily with the skills to be a colonel, or maybe even the general picked to command the defense of Tokyo itself from a kaiju threat. But what you're better at is adapting them to deal with new types of threats. You might not be perfect, fighting a new type of fight still has a learning curve, but you can quickly recognize how to use tank, air support, combined arms tactics, and more to fight giant monsters, alien space bugs, or whatever else the universe throws at you.

During this jump this will allow you to start with a rank up to Lieutenant General/Vice Admiral if you are serving in the JSDF.

Effective Force (600 CP): You are a fully proficient fighter pilot with the skills to be top in your class and one of the best in the JSDF. Alternatively you can have similar skills as a tanker, artilleryman, or operator of another combat vehicle. Is that not enough for you? Fine. Conventional weapons don't do much to kaiju. Except well, the smaller gyaos could be taken down by fighter jets, as could the smaller legion, and even the legion queen who had been able to fend off Gamera's fireballs with her electromagnetic shield was wounded enough that Gamera could get in close and break off a part of her face when some (ground launched) missiles blew off some of her 'arms'. These weren't super weapons. This wasn't some comic book science. This was just good old fashioned military hardware.

And you carry this with you as conventional weapons you wield are simply more effective against non-conventional threats you might face. This won't see a handgun kill a daikaiju, but it might be enough to deal with a human sized bug monster, and your missiles will hurt them. This works best with relatively mundane guns and modern military hardware, with more medieval or futuristic weapons receiving less benefit, but against your mundane tech paranormal/supernatural defenses seem to falter and fail, electromagnetic force fields that can block building destroying fireballs not blocking all of your missiles, and defenses based primarily on tropes failing - if someone can't dodge a punch or an arrow they won't be fast enough to dodge your bullets just to justify why they have to be fought by the heroes, and daikaiju will still get hurt by your missiles as you'd expect a creature of their size and density to. Bringing down a monster like a hypergyaos or legion queen won't be easy for you, but with enough firepower it just might be possible.

Hero Kaiju Perks

80 Meters of Hope (100 CP): Gamera is an 80 meter tall, nuclear powered, fire breathing turtle. So why is it that people can't help but feel a surge of hope when they see him? Well it's something you have now too. When you arrive somewhere to help, those you're there to save or protect somehow can't help but have an uplifting feeling of hope, even if you look like you should be a monster as bad or worse than those already attacking them. This won't ensure they actually believe you're on their side, but deep in their hearts they will feel that your presence has made things less bleak and bad for them. If nothing else it should make you popular with the kids, and idealists not yet infected with the cynical need to doubt everything.

Hunter (200 CP): Gamera was made to hunt and destroy the gyaos, and for this purpose he can sense them wherever they may be. You'll be visiting a lot of worlds so it'd not be useful for you to be made to hunt and destroy only a single threat, but you, like Gamera, are a hunter. Once per jump you may decide to hunt an enemy you have encountered - either a specific individual (e.i. that gyaos), their species (e.i. all gyaos), or even their general kind (e.i. kaijus as a whole) - and from that point on you may sense them with a range covering at least an entire planet, and possibly out into the solar system. You will know the (approximate) distance and (general) direction to them. Though be careful choosing something too common as too many closer signals may block out further away ones, and sufficient mass of signals may just reduce this to a baseline awareness that your foes exist. Still even in the worst case as a greater concentration produces a greater response, you should be able to detect major population centers. But if you choose something like 'animals' you can expect the sheer mass of insects to leave this a less than useful sense in most situations.

Do You Believe He Could Win (400 CP): Gamera doesn't regenerate nearly at the speed of Godzilla. Gamera doesn't have the raw power of Godzilla. Gamera does, however, have the sheer bloody determination to never quit. With his guts torn open, one arm burned away by his own fire, no longer possessing the power to expend to heal himself, and nearly dead from fighting a creature potentially born to eliminate him, Gamera would still stand against thousands of enemy kaiju to protect the Earth and save a mankind that kept trying to stop him from saving them. Because Gamera is a hero. That's who he is.

You might now be a hero. That's on your morality and this won't change that. But you have the same, sheer, unbreakable determination and will as Gamera himself. No matter the pain it cannot break you. No matter how insurmountable the odds are, your will is strong enough to try and face them. This won't guarantee you will win, but nothing can

stop you from fighting except your own beliefs. If you believe something is worth dying for you will not break due to anything. You have the sort of willpower and determination people might call infinite, and it allows you to continue to push yourself well past what should be your limits. Pain still hurts. Losing an arm still leaves you functioning worse. Blood loss can still kill you. But with your sheer, bloody determination you could keep your body moving to your goal until it did kill you. It's not entirely impossible for you to be knocked out or stunned, but it's hard as your will pushes your body forward through pain, through injury, through whatever may come.

Guardian of the Earth (600 CP): Or maybe just its ultimate predator. You are attuned to the life force of the Earth and empowered by it as if an Earth spirit. This attunement allows you to draw in and use mana, the life energy of the world. You can use this mana to heal your wounds and those of others. Healing a kaiju is harder than healing a human, and will take time - a long, recuperative turtle nap - but healing a human should be relatively easy; even a human who has died could be revived if their body was still mostly intact and rot and decay had not set in.

You can also use this mana to empower your energy projection abilities or generate plasma fireballs with. You may also draw in ambient fire to use in place of or in addition to mana for this purpose; though this will not guarantee it mixes well with no fire based energy projection - drawing on fire for a ki blast might work pretty well but trying to amplify your ice beam with fire won't go as well. You can even shape fire, especially magical fire, to form body parts that you might be missing, or draw in the fire attacks of others as they hit you. This won't protect you from damage from fire on its own, though, so do be careful, and this will be significantly weaker without fire power of your own to amplify. And don't worry about growing too powerful; no matter how much power you have, this mana will continue to provide an amplifying effect, or help you cover the basic cost of using the attack; though if you're throwing around power to destroy universes don't expect it to double your every attack's potency, though maybe with the heavy draw it may allow.

There is a problem. You're effectively casting from the world's hit points, and as you use more mana the biosphere will get less robust and healthy. This can be worth it if the world really needs you, and in small doses shouldn't cause too much damage to things, but if it gets low enough the world will begin to cut you off unless you have a good (to the world) reason to draw on it, and it may limit how much you can draw at once. It can't cut you off completely unless the ambient levels get too low. Of course if the world was threatened by something serious - like an alien invasion that threatens to turn it into a host for the spread of a race from an entirely new tree of life - it would be able to allow you to

draw even more heavily, perhaps turning your existing energy attacks into something like Gamera's ultimate attack by drawing on mana from across the entire world. Which in future worlds hopefully won't result in gyaos hatching across the world.

And to draw in this mana does mean you have to be at least somewhat aware of it. You have a low level sense for the well-being of the Earth, and when something has a major impact on its lifeforce - such as the invasion of the legion.

In future jumps this connection will apply to your starting world instead of the Earth if it is different. This may influence the power you can draw forth somewhat; a world that's dead will grant less power - or none at all if it's really dead - but you might find a world like Dragon Ball's or DC's granting even more power than usual.

Villain Kaiju Perks

Obscure Origin (100 CP): Everyone knows Gamera was made by the Atlanteans to destroy the gyaos, but what about the villains? The legion seem to be space bugs, the gyaos might have been engineered by the Atlanteans themselves, or maybe they spawn when there's insufficient 'mana'... though that might have something to do with why the legion attacked Japan in particular. And then there's Iris. When it comes to the villainous kaiju all anyone seems to have is inconsistent guesses.

And this seems to apply to you too to an extent. When you demonstrate abnormal powers or capabilities, things that just don't fit into the common sense of the world - though not necessarily limited to those things from outside of a jump - you'll find that different and competing hypotheses and ideas just seem to proliferate at a greater rate than would be normal. Good for building up an air of mystique about yourself, or obfuscating research with the deluge of incorrect theories.

Engineered Life Form (200 CP): You were not naturally made. Your design is too perfect for that. Every part of your biology seems to have been streamlined and made more efficient. You produce less waste. You have no vestigial anything. You are completely free from genetic disease and disorder. While not categorically immune to disease or poison you have a very robust immune system, with fewer weaknesses to exploit. This biological streamlining naturally increases your endurance while decreasing your metabolic requirements.

Finally, as a fixed gender is potentially fatal in a species, you are able to change your sex over the course of several days, as well as reproduce via parthenogenesis.

Evolved to Fight (400 CP): Or maybe it was bio-engineered instead. Whether a natural species, a terrible bioweapon, or even a natural immunosystem response of the world in relation to the damage caused by humanity, you seem to have been born for battle. You possess a sophisticated instinct for combat. This isn't necessarily better than skill can obtain, but it gives you a knack for recognizing how any of your innate abilities (natural or supernatural) can be used in a fight, and helps you to quickly adjust to new evolutions and growths of your powers. It also helps you to adapt to any new body you gain, immediately having an instinct for how your new body moves and functions in combat; you might not immediately be able to use all your martial arts techniques as a quadruped, but this will help you understand how it moves on an intuitive level which should give you a leg up on adapting them.

And this isn't limited to personal scale combat. While it won't help you too much in using mechanized tools, you'll be able to naturally recognize how to wage war at a tactical or operational level. This doesn't include psychological warfare, and other forms of non-conventional warfare, but you have a natural instinct for logistics - and where to strike enemy logistics - and how to wage war. And while it's not necessarily better than skill, it's all gut with no need for lengthy meetings and planning so it's a lot faster.

Finally these instincts, for personal battle or larger scale ones, don't really seem to rely on you having full sapience, as even with the mind of a bug, your fighting instincts are no worse for it.

Chromosomal Manipulation (600 CP): The villain kaiju of this world seem to have 2 things in common. They are able to grow to new sizes or stages of being, and their genetics are oddly malleable. Or perhaps that's just a trait of gyaos and its off-shoots? Either way while the gyaos and Zedus show an impressive ability to adapt and evolve, Iris takes the lead. Through incorporating human genes Iris was able to change from being a form of gyaos into its own entity which was able to challenge Gamera with impressive new powers, and was even able to begin to draw in Gamera's genetic information to develop its own plasma fireballs.

Now you possess this ability in common with Iris. By taking in the DNA of other creatures you may spur on your own evolution. You won't precisely copy their powers and abilities, but you may gain beneficial traits by consuming your foes; like how Iris developed fire projection powers, but not Gamera's shell, or even his full connection to Earth's mana, or became more humanoid by connecting with a human. This does need life force as much as DNA, so you'll need whatever you take in to be quite fresh. And you won't gain much from repeating closely related creatures. Still these adaptations are theoretically permanent, though you may yet adapt away from them if later ones would conflict. While you cannot directly choose what adaptations you gain, you may stop yourself from gaining an unwanted adaptation.

Items:

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

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

Research Ship (100 CP): This is a small, scientific research boat, like that which found Gamera's atoll. It possesses equipment for scientific surveys of the ocean. It also, like the vessel in *Revenge of Iris* possesses an unmanned exploratory submarine which can be controlled from the ship, similar to the one that found the graveyard for (potentially failed beta) gameras.

The ship, and its sub, will refuel, maintain, and repair over time when not in use.

10,000 Year Old Eggs (200 CP): This is a clutch of about a dozen gyaos eggs. These eggs will appear in a small cavern-like warehouse add-on, or a cave added to one of your properties, and will not hatch until they are removed from it. They will instinctively recognize you as a powerful, almost alpha-like being, and follow you, though they are not prone to loyalty and will turn on signs of weakness. They are fully capable of reproducing, even doing so asexually, and it may be possible for some or all of them to eventually mature into Super or Hyper Gyaos. Do remember they hatch hungry and will consume each other if fresh meat is not provided.

You will get a new clutch of eggs to replace the old at the start of any jump where they were hatched (or left behind). The hatched gyaos will not however follow you, barring other means of transporting them.

Baseball Stadium (200 CP): This is a new, high end (at least by 1995 standards) baseball stadium which would fit right into Tokyo. It has a roof which can close to cover the stadium, or open to allow the sunlight in.

The stadium belongs to you, and comes with a professional baseball team to serve as the home team. Their basic contracts are all paid for with no need for you to pay them, though if you go swapping for higher paid players, or mistreat them badly enough they demand higher pay, you will need to pay the difference. If you get them to accept lower

pay you won't get back the difference. The team will not follow you between jumps, but will be composed of new, native players.

Eye Talisman (200 CP/300 CP): This is a small necklace shaped like an eye. The original was worn to protect against Barugon's hypnotic gaze, though yours will provide a bit broader protection than that. It will protect you from any mind control, or supernatural/paranormal mental assault which is transmitted via eye contact or you seeing the source of it. Normal beauty might affect you for example, but supernatural beauty which bewitches the mind would not, and any form of hypnotic gaze would fall flat against you.

For the higher price of 300 CP, this will extend to protect you from any magical/supernatural/paranormal effects of looking upon something. Staring into the sun would still blind you, but you could look upon a gorgon's face without fear.

Descendant Items

Scholarship (100 CP): Well you do seem to be a student whether highschool or college, so it'd be a shame if you couldn't afford an education. This is a special scholarship from your benefactor which will cover the cost of school tuition at the undergraduate or lower level. It won't cover other costs - such as housing or food - and it won't cover other requirements of enrollment, but you won't have to pay for education at least.

Orichalcum Magatama (200 CP): This is a magatama shaped bead made of an ancient metal called orichalcum. Normally these beads are linked to a specific kaiju - Gamera had one and so did Iris - but yours is special and can work for any, but once the bond is formed you will have to wait till the next jump to use it to bond with another kaiju.

When this bead bonds with a kaiju it creates a telepathic link with that kaiju, as long as whoever used it to bond with the kaiju holds the bead. This isn't full language level communication but you will be able to sense each others' general thoughts, feelings, and well-being. Even without the bead in hand the link will still exist although it will be weaker. This won't let you necessarily control the kaiju, but it will let you communicate with it, and if they really do have only animalistic intelligence influence it a fair bit as well, though getting it to do something that it'd see as suicidal is unlikely.

And if the linked kaiju dies, the orichalcum bead and the prayers and hopes of yourself and others can be used to resurrect the linked kaiju. This will sever the bond created by the bead completely, and you will not get a new bead till the start of the next jump.

Egg of a Guardian Beast (400 CP): This is a kaiju egg, sealed by a magatama. Once you remove the magatama the egg will soon hatch, and over the course of a few weeks grow to full size. This egg contains a kaiju possessing a single **Monstrous Form** of your choice worth 500 CP or less.

Whatever is contained, the hatched kaiju recognizes you as its master and will not attempt to forcibly integrate you into its being, or eat you, and will generally follow your instructions and desires to the best of its ability.

10 Inch Knife (600 CP): This is a wide stone knife, though its blade is rather uniformly wide down its length and almost saw like with its small spikes all the way along. Doesn't really have a stabbing point being rather flat and broad. Despite this it's surprisingly good at cutting kaiju, and while probably not able to cut a full fledged daikaiju even with this, it could cut through the maturation cocoon of Iris, and might be able to kill a Legion, ordinary Gyaos, or a baby of another more powerful kaiju.

Killing kaiju is not its purpose, though. It instead is able to sever mental influence on an individual by cutting their skin. This won't break telepathic links or bonds, but will free their mind of control, forcing the re-establishment of such control, and giving a window of resistance against the re-establishment of control that was severed. A possessing spirit might still be inside its victim, but they'd have control of their thoughts and body for a time. Telepathic control would still possess the link, but for a period they could think for themselves. Of course if the cut being is mentally influencing others this will also sever their influence over other beings, and can end telepathic bonds and the like in that situation; if you could cut a spirit that was possessing someone with this and not just the host's body you could force them out this way.

Scientist Items

Camera (100 CP): This is a mid-90s camera. While it might not have fancy digital tools or anything like that, it is a higher end camera, with excellent quality of pics, and an odd ability to focus clearly with minimal skill on your part. It also possesses a high powered flash, one that seems especially effective at temporarily blinding monsters.

Monster Bait (200 CP): This is a small freeze room attached to your warehouse (or another property) as an add-on. It contains a large amount of frozen cattle carcasses filled with tranquilizers, sufficient to knock out dozens of smaller kaiju, such as gyaos or the legion. These tranquilizers can also knock out less exotic macrofauna if you wanted to use these corpses as tiger bait. They will re-supply slowly over time, about 1 kaiju's worth a month.

Transmitting Station (400 CP): This is a large telecommunication station capable of serving as a main hub for telegraph, telephone, and radio systems of a country such as Japan. It will automatically attach to existing networks when inserting into a jump, though if there's no telegraph, or telephone it will merely have a small amount of them set up in the compound and the wires and necessary parts to construct a few hundred miles of such a network.

Perhaps more useful is the attached power plant which can fully power the compound, including enough power to the radio to overpower the natural broadcast of an alien daikaiju if you needed to say hijack a swarm of bug kaiju.

Nevenyrri β (600 CP): This is a beta test version of a game that simulates planetary environment and civilization. The game is insanely detailed for a 32 bit game, and can accurately predict environmental impact of events and actions upon the health and well-being of the world. This allows it to accurately model the amount of overall damage to the web of life and the world as a whole will be inflicted by actions or disasters - such as Chernobyl, nuclear testing, or the effects of human industry. This can even model supernatural events - such as a giant turtle consuming the world's mana to destroy a space alien - and their impact. It won't tell you how humanity will react, or even if the world might have a reaction of its own; it didn't predict the arrival of the first gyaos after all, but it can simulate a great deal of events and their effects on the world's overall health and well-being.

Soldier Items

Military Kit (100 CP): This is the gear that would be expected of a standard soldier in the JSDF who was properly equipped up to specifications. This includes body armor, weapons, and even camouflage. This gear will automatically maintain and repair itself over time when not worn, and the weapons will resupply their ammunition, or replace themselves in the case of such weapons as grenades, over time as well.

Evacuation Chopper (200 CP): This is a military transport helicopter. Should you need to evacuate an area in an emergency you will find it has a way of being in the nearest non-hostile airfield to your location, or if there are no airfields within a reasonable distance - about the size of a city - then it will be in a large clearing which is not directly in enemy hands or observation. The copter will be ready, and waiting to go.

You can use it in non-emergency situations as well, and it will automatically maintain, repair, and refuel itself when not in use, but it will not move to a nearby location outside of emergency situations.

Kaiju Hospital (400 CP): This is a research center dedicated to the medical treatment of not humans, but of kaiju. It comes with a research staff which will perform basic research on any kaiju which you provide them with, as well as tools designed to perform medical treatment on kaiju. If you had the skills it could also probably double as a center for engineering kaiju of your own, though the staff lack such skills of their own.

Chain Self Defense Force (600 CP): This is a military force roughly equivalent to 5% of the Japanese Self Defense Force during the latter half of the 1990s. This includes support personnel, and vehicles, covering the land, air, and if appropriate maritime portions of the JSDF, though it does not come with bases, and only provides supplies for 1 month of activities. These forces will appear over the course of several hours when called by you, and disappear again (with their supplies) over the course of several hours if you dismiss them.

Once dismissed they will not reappear again for 1 year, but will fully replace losses to personnel, equipment, and supplies during this time.

Hero Kaiju Items

Floating Atoll (100 CP): This is a small floating island, perhaps even mistakeable for an atoll, as a ring at the edge is higher than the rest of it. It is instead something approximately the size and shape of Gamera's shell, with an indentation in the middle as opposed to a bulge about 195 ft by 150 ft, and of a stony composition. Despite this it is able to float upon the surface of the ocean, or should you wish it submerge into the ocean. It is also able to move through the sea. Normally this is movement with the current, but it may move slowly in other directions to turn or move into another current. It won't be fast, but it will slowly make its way to a location you desire.

Ancient Warning (200 CP): This stone slab has text written on it in an ancient, dead language. This text has a message from you, and you may choose the general contents of the message, though it will always end up rather cryptic and vague.

This stone inserts into the world at your arrival in it, to a suitably isolated location where a lost relic of a forgotten age might be found, and will appear to be suitably aged and have been there for untold years. Should you desire this slab will be found at a time coinciding with your arrival, providing a message to the world seemingly from their own past.

Ocean of Death (400 CP): This is a transport ship carrying enough weapons grade plutonium to construct 100 Fatman bombs, or to feed one very hungry nuclear powered turtle to the extent it can fight on for years against the worst kaiju this world can throw at it. What you do with it is up to you, but if the ship is lost it will be replaced within 1 month, and the plutonium will resupply at a rate of 10% a year.

Red Stone (600 CP): This is a glowing, red rock in which a portion of your energy and power is stored. This is only a small amount compared to your own power, but besides being possibly usable as a power source, depending upon how much power you yourself possess, it can be used to grant others a small amount of your capabilities. On its own this will be extremely small, but someone could tap it to gain perhaps 1% of your perks, powers, and special abilities and while only one person could do so at time this would not meaningfully deplete the stone. Alternatively by consuming it an individual can gain a reduced - though significantly greater than mere 1% - version of all your perks, powers, and abilities though not necessarily your skills, and if it is consumed by your child the amount gained will be significantly closer to 100%. Of course you can consume it yourself. This will not only help to restore any loss of powers you may be suffering from - though in the case of a loss due to drawback this won't restore them - it will temporarily

super charge them, increasing their powers significantly for the duration of a fight or battle, before leaving you exhausted.

If consumed you will not get a new stone until the end of jump. An individual who accompanies you to future jumps will not retain powers granted by consuming this stone in future jumps, needing to consume it once more. If you choose you may exclude certain of your powers from this stone.

Villain Kaiju Items

What a Waste (100 CP): 10,000 crates of Kirin brand beer. Have a party. Or just eat the silicon from the glass bottles. Maybe sell it? Whatever you do with it you'll get another 10,000 at the start of each jump.

Isolated Island (200 CP): This is a small island with a small, insular fishing village living on it and little contact with the mainland. Should you, or something else, slaughter and consume the inhabitants of this village, it will repopulate at a surprisingly quick speed taking only a year or two to once again have a not thriving but surviving small, insular fishing village, despite the gruesome fate of the last set of villagers.

Inserts into new jumps as a small island with little contact with the mainland, which has long had a small, insular community appropriate to the setting with setting appropriate environment, villagers, and technology.

Black Magatama (400 CP): This magatama resembles the **Orichalcum Magatama**, but its purpose is more nefarious. Like the other it forms an empathic-telepathic link between you and a creature it bonds with, but where the other would link to a kaiju, this one links a human who holds it to you.

You could use it like the Orichalcum Magatama, simply creating and maintaining a link between the two of you. But you can also force your will over the recipient pushing them into a near hypnotic trance. In this state you are able to influence their behavior and actions, as well as manipulate their hormones and emotions, driving certain, chosen emotions to dangerously high levels and holding them there. This isn't total micromanaged control - at least not without some other ability on your part - but you can keep them acting in your general favor if not at full mental capacity as they're in an almost zombie like state. Alternatively this can simply be used to reinforce or make easier other means of mental control if you have them and an angry, unspeaking, barely responsive shell doesn't help you.

Though this emotional control is useful as you can draw power from the individual. This will be most effective if they possess abilities such as an **Emotional Support Human's**, but even without it you will be able to garner some power from them to see a boost across the board to your abilities, especially those related to your kaiju's form and abilities should you be a kaiju. This does require keeping them at extreme emotional states, and unhealthy levels of hormonal activity, but their sacrifice is one you're willing to make, right? And that intensity really is strong for an **Emotional Support Human**.

This magatama will only bond with one individual each jump, and any bond from a previous jump is broken at the start of a new jump. Choose your ~~victim~~ ally wisely.

Legion Flower (600 CP): This is a large plant. Growing 100 meters high, 50 meters wide, and weighing 3,000 tons, this plant serves as a nest for the insectoid space kaiju known as the legion. While it does not come with a queen, there is a swarm of legions which protect this flower and dwell within and around it. They exist in symbiosis, the flower growing from the oxygen released by the legion in their reproduction and feeding on silicon.

Besides coming with a horde of human sized, flying, silicon based space insects which are able to communicate and hunt via radio signals, and which as a swarm can serve as a threat to even the likes of Gamera, the flower is able to bloom. When it does so the oxygen in the area increases significantly and it drains mana from the world around it. The amount of oxygen is sufficient to poison humans in the area. This is a preparation to explode, launching a seed containing the start of a new legion nest in it out of the atmosphere at escape velocity where it can proceed to another planet or even solar system. This seed could also contain you - and perhaps several others - to travel through space, though this doesn't guarantee you could - like the legion - survive the journey.

As even escape velocity would make an interstellar journey impossibly slow for you, this seed will continue to accelerate as it passes through the solar system it is launched from and be able to enter a state of faster than light movement once out beyond approximately 8 light hours - a task that will take it months - at which point it will move approximately 1 light year a week.

Of course this seed could be planted on the same planet, and does contain the necessary eggs to produce a new legion nest where planted. It will take it some time to grow a new seed to replace the old, but new nests will also grow such seeds.

The legion of this flower and any others that you grow from it will recognize you as an ally, and even something akin to their queen, though this does not intrinsically give you a means to communicate with them.

If lost or destroyed it will not be replaced until the start of the next jump.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin 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.

You may pay the cost to import/create a companion a second time to give them the Hero Kaiju or Villain Kaiju background for free, and an additional 200 CP only usable to purchase a Monstrous Form. This has the same pricing scheme as for importing/creating a companion.

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

Child of the Modern Era (200 CP): Gamera and Iris both have their priestess, so why shouldn't you? This Japanese high schooler is your priestess (or perhaps priest), possessing the entire **Descendant** perkline, a **Scholarship**, and an **Orichalcum Magatama** which is (un)fortunately permanently bonded with you as its kaiju (even if you're not by normal definitions a kaiju); this **Orichalcum Magatama** may be used to revive you without it counting as chain fail. They have great faith in you, and a generally complementary morality and goal. If you want to kill all humanity, you won't have a priestess who simply wants to kill Gamera while sparing humanity.

Canon Human (50+ CP): For every 50 CP you pay you may recruit 1 canon human character.

Canon Kaiju (100+ CP): You may bring a gyaos (super/adult or hyper) along with you for 100 CP (each).

Other kaiju (including Gamera) except the Mother Legion will be 200 CP each. Gamera will possess a similar bond to the Earth as he had here in future jumps with an Earth.

The Mother Legion will be 400 CP. She does not come with a Legion Flower or the seeds to grow them, but will produce legion soldiers from her egg chambers.

Monstrous Form:

Only the Heroic Kaiju and Villain Kaiju backgrounds may purchase Monstrous Forms. Other backgrounds must pay 600 CP to access this portion of the document.

While each Monstrous Form - save for Default Kaiju - is based on one of the kaiju of this era, you are not limited to a single Monstrous Form. If you purchase multiple Monstrous Forms they will merge together to create a hybrid form. This hybridization will be roughly equal parts from each Monstrous Form, and keep their key traits as much as possible. If you take 2 Monstrous Forms of differing size scales you may choose which size to use; however the strength of a larger form will scale down if you choose a smaller one, and the agility will scale down if you took one of the particularly agile forms and scaled it up.

Post-jump your Monstrous Form becomes an alt-form.

Default Kaiju (Free if your only Monstrous Form/100 CP): Approximately 80 to 90 meters tall you are a creature which towers over humanity. Your proportions are mostly human, almost like you could be a human in a suit but your power is anything but. You are strong enough to be a threat to humanity and its armies, though the missiles of modern armies may wound, weaken, or even truly threaten you. You are strong enough to match yourself at least for a time against the other kaiju of this world, tearing down buildings and stomping over the forces of humanity. This won't give you strength equal to the physically strongest kaiju of this world, in fact with just this you are somewhat weaker than the weakest kaiju of this world, but you are in the same general league as a super or hyper gyaos, though you will lack their ultrasonic scalpel. You may choose to possess wings in place of arms (like a gyaos), though this will leave you rather awkward when forced to ground, and you will not match a gyaos's speed or maneuverability.

You are free to choose this form's precise aesthetics and appearance, though you will gain nothing which gives you more than a cosmetic benefit beyond potentially claws and fangs which can be used as kaiju scale weapons though will be unremarkable by their standards.

If taken with another Monstrous Form this instead lets you customize your appearance somewhat. While a quadruped will remain a quadruped, a biped a biped, a bird a bird, and a fish a fish, you might choose to be a giant bipedal lizard instead of a turtle, or actually resemble a bird instead of a pteranodon as a vampire bird.

You may also use this customization to gain a minor beneficial trait. Perhaps you have a horn that can be used to gore opponents, or your feathers are sharp and painful, or sharper teeth, or even a second pair of eyes somewhere on your body. This won't be anything too powerful or decisive, but provide you with some minor flair of your own. This can instead somewhat minimize any special vulnerability or awkwardness of your body shape - as a **Space Whale** you might have limbs to allow for slow crawl on land, or as a **Psychic Squid** you have actual legs allowing you to walk and move more easily on land, or as a **Silicon Queen** you could possess functional arms to grapple other kaiju.

This can also be used to lower the size of your monstrous form. This will scale down powers and strength to match.

One of Many (Free if only Monstrous Form/200 CP): You seem to resemble one of the Legion Soldiers. Built on the same scale as a human, the Legion are giant, silicon based insectoid creatures. Their bodies are composed of superconductors and other silicon based biology, and they are able to feed on silicon in a process which releases oxygen, and seem to possess gaseous oxygen inside of their bodies which can be released when wounded. They are stronger than a human, but not outside of the reach of small arms fire.

They possess high band eyes able to see much further in the electromagnetic spectrum than humanity, and communicate with biological radio. They are also able to fly, and while they are weak to penetration such as from a bullet, though a handgun required hand to hand ranges, they can survive attempts from Gamera to knock them loose from his body, though not all did, and missiles and jet-mounted weapons proved fully capable against them. They also possess some ability to damage such daikaiju, though it takes great numbers, draining off bio-electricity from their target. A swarm of them could potentially bring Gamera himself down, though it's possible to overload them this way as those that fed on neon lights and the like this way were found fried from the electricity. Physically they are significantly stronger and tougher than a human, though firearms can neutralize their advantage. Still flying bug that sees a significantly greater portion of the EM spectrum and is fully capable of acting on land or in the air.

If taken with another Monstrous Form (other than **Default Kaiju**) that form's size takes precedence over this one's.

Fire Breathing Turtle (200 CP/300 CP/400 CP): You're the star of the show. Or at least a being that resembles him. Maybe the Atlanteans managed to make two successful last hopes.

For the lowest price you are a mere 30 meters in size. At this price you are still a fairly resilient and durable kaiju at least for your size, almost reaching **Default Kaiju** levels. Your shell will provide you with additional more effective armor where it covers. However at this price you do not gain any particular bells and whistles, though you are a capable swimmer, and your smaller size makes you relatively agile compared to larger daikaiju options, though your strength is severely lacking compared to them.

For the price of **300 CP** your size remains the same but you now possess Gamera's iconic powers. You are able to breathe fire in the form of super heated plasma fireballs launched from your mouth, and are able to fly by retracting into your shell and firing heat jets from the holes either firing only from your hind legs for easier and straighter flight, or spinning as an offensive technique. Your flight is capable of reaching Your fire-affinity makes you extremely resistant to heat and fire, able to ignore the heat of such things as your own plasma fireballs, and you are also highly resistant to nuclear radiation. In fact you may feed upon fissile materials in place of organic foodstuffs.

For the price of **400 CP** you are now 80 meters in size. This increases your durability and strength to match your new size, though you will become less agile in exchange. Still you are physically stronger and more durable than any of the other kaiju of your approximate scale, with only the significantly larger **Silicon Queen** (and 500 CP level of **Godzilla At Home**) surpassing you in strength. You will also see an increase in the power of your fireballs and the speed of your flight able to keep up with and battle the likes of a **Vampire Bird** or **Tentacle Phoenix** mid-flight. You can even use your momentum from flying to land, and slide at high speeds firing plasma fireballs. Or you can hold a plasma fireball in your mouth to charge up its strength and power.

Even at the 400 CP level you do not gain Gamera's ability to absorb flames to empower his attacks, his healing magic, or the ability to draw on mana; for those take **Guardian of the Earth**.

If you take this Monstrous Form with another Monstrous Form that would increase its size, if you purchased the 200 or 300 CP version your strength will be based on that other Monstrous Form, where you will be stronger if you purchased the 400 CP version; this applies even for those that are bigger than the 400 CP version. Likewise you would lack

the ability to charge your plasma fireballs extra with worse and slower flight and fire breath (or none at all with the 200 CP level).

Space Whale (200 CP): There's something almost comical about you. You seem to be a Heisei version of Zigma the space whale. Built on the same roughly 80 meter scale as most kaiju, you're not actually proportioned like a human in a suit. Instead you are a giant dolphin capable of swimming at extremely high speeds through the water. You are able to respire underwater, and possess vision and echolocation calibrated to the watery depths, though you don't show the Showa Zigma's weakness to bright lights.

You don't show his impressive beams either. While you do possess a forehead gem which is able to project an energy beam it is similar to a **Vampire Bird**'s ultrasonic scalpel, save that it does damage a greater area, potentially causing larger wounds, though it won't cut deeper.

Unfortunately this is a fully marine form. It comes with neither flight nor functional legs.

Vampire Bird (200 CP): You are a gyaos or a creature much like them. While you would normally begin as a juvenile, growing through a sub-adult stage, before reaching an adult stage that would be dubbed either 'super' or 'hyper', you will begin fully grown and matured standing between 85 and 88 meters and with a wingspan between 185 and 190 meters. You resemble a giant bipedal pteranodon or 'bird' in appearance, and your body feeds on any sort of meat often in great quantities, though with your growth period already past your consumption is significantly reduced. At max speed you are able to match or surpass fighter jets and reach supersonic speeds though not hypersonic ones, and capable of blowing away people and objects with the wind pressure of your flight - though this will not affect super low-density kaiju in the least.

As an adult your eyes have developed shields which protect you from the harsh glare of sunlight which would blind a juvenile, though you may still be more vulnerable to bright lights and flashes especially if your shields were not in place to allow for night vision. Your dark adapted eyes provide you with excellent night vision. Your speed and size makes you a difficult enemy for humanity, though conventional weapons could potentially bring you down. Still you are powerful enough to survive multiple hits from Gamera's plasma fireballs, though enough hits would kill you so it is best to use your speed to avoid them, and to avoid giving him a chance to use a higher powered attack as it is still within his ability to kill you in a single blow should he be given a chance to charge up an attack, or absorb fire to empower himself; even without drawing heavily on Earth's mana. Offensively you possess powerful hind claws, and an ultrasonic scalpel - a

sound based cutting beam which is capable of cutting a full price **Fire Breathing Turtle's** flesh on a direct hit. Overall you are a threat to a full price **Fire Breathing Turtle** in direct combat, but are significantly outclassed in strength, durability, and ranged combat options, even ignoring differences in fighting spirit and skill and without a bond to a human or drawing on mana. Even in flight where you possess somewhat greater ease of maneuver, you are ultimately slower and no more capable.

Godzilla At Home (300 CP/500 CP): I know Gamera is sort of the bargain bin Godzilla, but this is something else. Well ok, you resemble Zedus the monster lizard of Gamera the Brave, based not on Godzilla but other Toho Kaiju and resembling them more than most Gamera kaiju. That is to say you're a vaguely theropod-esque (though too upright and with longer arms) reptilian monster.

You are a smaller kaiju than most others available here, standing a little over 50 meters tall depending upon how much you hunch at the moment, though your tail stretches long giving you a length of three times that. You're surprisingly strong and powerful despite this, with strength to actually throw another kaiju of the same size around, and legs capable of propelling you through the air in powerful leaps capable of taking you 200 meters in the air. You are durable enough to withstand physical blows from a Fire Breathing Turtle of your same size, though their fire breath will hurt you - badly if they hit you in your mouth - and if they are able to charge it up long enough or have an external power boost could obliterate you, but you make up for that with your increased strength and agility.

Oh yes, you are agile. While not quite up to that sometimes shown by the acrobatics of the Showa era, you are able to move with a fluidity and speed that is unmatched even by an equal sized Fire Breathing Turtle. You are even able to climb skyscrapers without completely destroying them, or jump on and off of them. You move much more like a human, or even another variety of ape, than a 50 meter tall giant has any right to. You are also an adept swimmer, being a mutated marine lizard, and are even able to breathe underwater through gills on your tail.

Which brings us to your weapons. You possess claws which excrete acid allowing you to cut through the flesh of other kaiju, and even damage **Fire Breathing Turtle's** plastron. A similar acid is in your mouth, which coupled with your tongue which is able to stab out from you, potentially substantially past your body length, forms a potent weapon able to stab through a **Fire Breathing Turtle's** plastron into its torso, or stab directly through one of their limbs. Your tail is a final weapon, being powerful enough to bring skyscrapers crashing down in a single swing.

You may pay **500 CP** for this Monstrous Form (instead of 300 CP) to increase your size to approximately 120 meters in height and 360 meters in length. While this size increase will see a substantial reduction in your agility, you will still remain more agile than any other Monstrous Form option save for **Rainbow Lizard**. It will see an increase in your strength and durability to match, leaving you able to throw around most other kaiju in this world as you were previously able to throw a 30 meter turtle, with only the **Silicon Queen** matching your size and your durability being slightly above a full price **Fire Breathing Turtle**, though not as armored as one's shell. This will also increase the penetrative power of your tongue - it might be possible to pierce straight through a full price **Fire Breathing Turtle** with it; just be careful you don't end up swallowing a plasma fireball in the process, you're tough but that would sting.

If taken with another Monstrous Form, you will be stronger and more agile than that Monstrous Form would be by default, but if you took the 300 CP level even if taken with **Silicon Queen** or **Fire Breathing Turtle** you will not match the 500 CP level of this Monstrous Form (both together might match it) and your agility will be less than **Rainbow Lizard** (unless taken with **Rainbow Lizard**) instead of its equal.

Tentacle Phoenix (400 CP): What you are is a little unclear. You seem to be related to a **Vampire Bird**, but you don't look like one, even before taking in human DNA to evolve further. You resemble the mysterious monster Iris. You stand a head taller than a **Fire Breathing Turtle**, with a pointed head resembling a bird's beak, four hardened growths on your back resembling immobile 'wings' (and the tips of which might reach as high as 100 meters), two hooved feet, two arms with blades that extend from the forearms, and four tentacles that extend from the back.

Physically you are a near match for a **Fire Breathing Turtle**, without an empathic link on either side you'll be edged out by a full price **Fire Breathing Turtle** in strength and durability (even ignoring their shield) but you're stronger than most of the other other options here.

Your weapons are impressive as well. The 'blades' on your arm at first might seem to merely be armored bracers which extend past your handless arm-ends, and back from your elbows, but in truth they hold piercing spikes which can burst outward as a pile driver, shooting forth with your 'punch' as a devastating, long, spear. With empathic empowerment this is powerful enough to go straight through a (full priced) **Fire Breathing Turtle**'s torso and out the other side, penetrating plastron and shell. Without it this might be somewhat harder, but the penetrative power of this attack should not be underestimated, and can still easily pierce a **Fire Breathing Turtle**'s arm and the wall

behind it, or potentially penetrate the shell. They also possess the means to absorb energy from a target they're stabbed into - potentially genetic information and life force both.

While the 'spear absorbers' might be your strongest penetrating weapon, your four tentacles - or tentalancers - on your back. Long and whip-like tentacles they can be used as quite an area clearing weapon if all you want is to destroy the structures of man, though as whips or bludgeons they'll do little to another daikaiju. They possess several other functions however. They are capable of projecting energy attacks; by default this is just an ultrasonic scalpel like that of the **Vampire Bird**, a cutting beam of sound, but should you possess other energy projection abilities they can be used in place of hands/eyes/mouths etc to project them. Besides possessing 4 mobile platforms with which to fire it, this ultrasonic scalpel is also more powerful than a **Vampire Bird**'s able to cut deep on a full priced **Fire Breathing Turtle** and even penetrate its plastron cleanly. Besides this energy assault, these tentalancers can generate a protective field around themselves allowing them to parry and deflect energy attacks; powerful enough ones can overcome this, but if you have the reflexes and skill (or combat instincts) necessary you could deflect the plasma fireballs of a **Fire Breathing Turtle** unless they had some ability to draw in more and extra power from outside of themselves. Finally these tentalancers may split into two (for 8 total) to create flight jets, allowing you to take off and fly, able to outspeed, and easily outmaneuver F-15s in the air, even when halving your flight jets to revert two of your tentalancers to their offensive configuration to shoot them down. Your top speed is higher than any other here, though during combat maneuvers or when you need to fight back with two tentacles you are merely a match for a full price **Fire Breathing Turtle**.

You do not gain Iris's ability to adapt its body, or empathic link with just this. If you want the former take the **Chromosomal Manipulation** perk. If you want the latter that's the **Black Magatama** item.

If you take the **Chromosomal Manipulation** perk you will gain a spherical, bioluminescent organ on your chest called the Gene Absorber. It is able to open up and extend (relatively) small manipulator tentacles which can be used to pull creatures into it. There it will digest them and absorb their genes. This is a more effective and deeper means of obtaining their DNA and genes than even your spear absorbers, and will allow for more influence or control over adaptations, as well as allowing for deeper and more powerful adaptations. This will apply to adaptations from **Chromosomal Manipulation** and from other abilities that allow you to absorb the dna, life force, or powers of others to modify your own body and powers, allowing you to use it in place of their normal methods - though it will still digest the entity you're absorbing.

Psychic Squid (500 CP): There's something comical about you, isn't there? You seem to be a giant squid with a particularly pointy head like a Heisei version of Viras. You possess six lower body tentacles which can be used for grasping, attacking, or movement, though even all put together they are not as strong as a full price **Fire Breathing Turtle**, and while they make you quite adept at swimming, your maneuverability on land is relatively slow and limited.

What you lack in physical prowess you make up with your mind. First you possess the ability to form telepathic bonds with certain compatible humans. In the comic it was only the human that had incorporated part of their brain fluids into Viras, but you may find other compatible individuals, they won't be common, but you can form these links. And use them to take control of the minds of those you're linked with. This can also work through other telepathic links you may possess, or create, even those not created by this Monstrous Form in particular, and you are able to even force your way into these links, such as sing an Atlantean Magatama linked to Gamera without the proper bloodline. Though Dark Horse's Gamera never showed the strength of will of his movie counterpart.

Besides this telepathic power, you are able to focus your psychic power into telekinetic bolts. These bolts lift and toss those things they strike, powerful enough to lift and toss a full price **Fire Breathing Turtle**, or to kill orca. It takes time to prepare and charge up these bolts but they provide you with a more kinetic threat should you need it.

Alternatively you can use this same power to levitate yourself, compared to other flying kaiju this is slow and possesses low maneuverability, but you'll still be faster than most of them walking.

Rainbow Lizard (600 CP): You seem to resemble the reptilian kaiju Baragon. If you were to stand on your hind legs you'd be about 80 meters tall - comparable with Gamera at about 80 meters, though you're a quadruped and your tail is perhaps longer than the rest of your body to the tip of your nose. Your forehead possesses a large gem, and gem-like spikes protrude from across your body and cover your tail like a living morning star.

You possess many abilities and advantages, however. You're not particularly strong or durable as kaiju go - while a modern military can hurt most kaiju here, they are rarely powerful enough to force them to dodge, while you however would seemingly need to dodge, and even near misses from jet-launched missiles cause injury and harm. You're strong enough to knock **Fire Breathing Turtle** off of its feet, though that requires a running tackle, and in raw, instantaneous strength you fall behind other kaiju on the larger 80-120 meter scale. However you are more agile than any other kaiju here save for

Godzilla at Home, able to perform great leaps, run at higher speeds, and generally possessing far superior ground based movement and combat agility - though a flying **Fire Breathing Turtle** or **Tentacle Phoenix** might get close for a time.

Your tail is also a powerful weapon, able to be used as a dangerous whip. While you might generally lack in strength compared to other kaiju of your size, this tail still hits hard, especially with its spikes. It's unlikely to do much to one of the stronger daikaiju here unless they simply let you wail on them, but it serves as a worthy weapon against **Vampire Birds** and the like, helping to even the playing field if you can get them within range. And if your tail is cut off you may regrow it quickly, regenerating the length.

Though you do have superior ranged options as well. Your tongue is able to shoot out to a great length, albeit not longer than your tail. This is strong enough that you might be able to pierce through a human at a near human scale, or actually pierce the skin of a weaker kaiju such as another **Rainbow Lizard** or those on a smaller scale, or its end can even be used to grab properly sized objects and pull them to you. But this is not the purpose. This unfurling tongue is able to release a freezing gas capable of freezing a large area of sea water, a tank company, a battlefield, or even a **Fire Breathing Turtle** though the last may break free without too much time. Still this weapon alone would make you a difficult fight for even the more powerful kaiju here if they grew careless and allowed themselves to be frozen over.

It is not your only offensive weapon however. You possess the ability to pull your energy into the jewel-like spikes across your body, causing them to grow, and finally after a period of charging release a dangerous, arching beam of rainbow colored energy and heat. This is sufficient to completely cover and destroy battleships, and can cause small tsunamis by hitting the ocean, and could destroy an entire fleet of battleships and carriers by sweeping across it and the disruption to the sea. This may be the single most devastating weapon of a kaiju here at least that does not require draining the Earth's mana, though for all of its massive area of effect and ability against the structures of man, unlike the **Silicon Queen's** microwave weapon it cannot destroy a **Fire Breathing Turtle's** shell. But it is tiring, and such energy stores will take time to recharge so do not expect to use it twice in succession or even without a long rest or recharging between.

And while not usable against kaiju, your eyes possess a hypnotic quality towards humans. By allowing the gem on your forehead to glow, and focusing on humans who look into your eyes you are able to hypnotize them. While under this mesmeric enchantment they will fight to defend you, or work to feed you. This seems to break if they get far enough from you, so be careful about that, and they're reduced to little more than angry, mad

zombie-like entranced servants, but they can stand on guard over you as you sleep, serve as a screen against military forces, or various other purposes. And there doesn't seem to be a direct limit to how many people you can control, though it will likely require you to re-dose them regularly and has a limited range.

Finally you are able to consume and feed on gemstones for nourishment and energy, obtaining some sort of fuel from the action.

You do however have weaknesses. This form is too heavy to swim, and will sink to the bottom of the water. And given it breathes air this means deep water is dangerous to you. Also rain seems to cause you to become lethargic, and being too wet prevents your rainbow beam, as well as making it harder for you to produce your icy breath.

Silicon Queen (800 CP): You're out of this world, being a creature like the Mother Legion. You are a massive, silicon based, exoskeleton-covered monstrosity. Your body is somewhat reminiscent of a centaur's, possessing a bug-like lower body with an abdomen and thorax along with six legs though they attach to the abdomen instead of the thorax. The thorax, though, rises upwards, standing in place of a human's torso before attaching to a head which stands above your body and is merged with what would be the shoulder region on a human, but instead represents a crown of 10 additional, smaller, 'arms'. Though these two may be merged into a cephalothorax like that of a spider's. From your head to your abdomen's rear is about 140 meters, but when standing your head is somewhat taller than a **Fire Breathing Turtle**'s, though you possess a large spike that overhangs it and adds further to your height.

Like **One of Many** you possess high band eyes capable of seeing radio waves and a much wider portion of the EM spectrum than humanity or any carbon based life found on Earth, and are able to consume silicon. But you possess many other abilities. First like these smaller legion, you are able to fly. While slower and less maneuverable than human jets - barely able to reach the speed of sound at maximum speed - this is still faster than you can walk, run, or burrow.

On that note you possess powerful front legs called 'sledge legs' which are capable of being used to burrow through the ground at immense speeds, and powerful enough to pierce through a **Fire Breathing Turtle**'s flesh or plastron, even managing to penetrate its shell - though they won't go all the way through him.

Your hind legs are also capable weapons. These sickle-like 'scythe legs' provide you with a means of attacking from underground by thrusting them up behind you, or of attacking enemies behind your large and somewhat awkward body.

The 10 'arms' surrounding your head are not weapons. Instead they are a shield, able to be used to generate an electromagnetic field capable of deflecting solid projectiles, or dispersing energy based attacks. These arms are relatively fragile, however, as even anti-tank missiles could damage them, and managed to fix their course to do so after being deflected by them. Still they are capable of completely blocking the energy attacks of most other kaiju here - only the **Rainbow Lizard's** rainbow beam or something powered by a significant amount of the Earth's mana via **Guardian of the Earth** being likely to overcome it and even they would be significantly weakened by this shield.

Well maybe not only those, as you possess a powerful microwave based weapon of your own. By opening your head you reveal a focusing apparatus which, using the horn that makes the largest and top part of your head is capable of focusing electromagnetic energy into a devastating weapon capable of wiping out entire groups of tanks, destroying large portions of a large manufacturing compound, cratering the ground, and a near miss was capable of destroying a portion of Gamera's shell, indicating a direct hit might have been able to completely destroy a **Fire Breathing Turtle**. This attack does, unfortunately have a noticeable charge time after you have opened your head, and if one of its focusing horns is broken you will no longer be able to create this devastating, focused beam.

You will instead have to rely on a wilder and weaker attack from the same organ in the form of crimson tendrils of electromagnetic energy which are used like whips. Wild and difficult to aim, much less precisely, the speed, number, and wild flailing still makes for a dangerous short ranged assault capable of wounding a **Fire Breathing Turtle**, albeit each blow is weaker than a **Vampire Bird's** ultrasonic scalpel, though you are capable of hitting for more often at once, and sustaining the assault for longer.

Thankfully you are tough enough to sustain this assault, and survive your own fair share of damage. Your exoskeletal carapace is comparable with a **Fire Breathing Turtle's** shell in toughness. It's perhaps a touch less, as their plasma fireballs can harm you enough to force you to defend, but your entire body is thus protected, with only smaller pieces possessing weaker joints that can be damaged. Still if it came down to a direct fight between your crimson tendrils and a **Fire Breathing Turtle's** plasma fireballs they would be going down long before you did. Even a **Rainbow Lizard's** rainbow beam would be unable to burn through you, though it might leave you wounded.

If this all isn't enough for you, you may pay an additional **400 CP** to possess a swarm of symbiotic legion soldiers - effectively an army of **One of Many** - which lives in 'egg chambers' within your cephalothorax, and which as long as you are well-fed on silicon

can produce more at a rate of 100 soldiers per hour. You only need to pay **100 CP** for this feature if you also purchased the **Legion Flower** item.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. However if you receive any CP from drawbacks you are guaranteed to be involved in at least one battle with a kaiju. You may not be its direct target, but you will be caught up in events dealing with a kaiju attack at least once even just as an individual in a location it attacks.

The Truth of the Brave, Dark Horse, Last Hope (Toggle): The jump is, by default, designed for the trilogy of Gamera movies produced in the Heisei era; *Gamera: Guardian of the Universe*, *Gamera 2: The Attack of Legion*, and *Gamera 3: Revenge of Iris*. There is, however, a lot more to the Heisei era of Gamera. Even in the films' continuity there are adaptations, a manga interquel between 2 and 3 in the form of *Gamera vs Barugon*, a licensed Dark Horse miniseries, a fan-made sequel in the form of *Gamera 4 the Truth*, a fan comic prequel that was later officially published in the form of *The Last Hope*, and maybe more. And even outside of it there was the one-shot manga *Gamera vs Morphos*, and the stand alone *Gamera the Brave* movie.

You can choose which of the adaptations and expansions to include into the films' continuity, or to be in one of the other Heisei era Gamera continuities. This will not change the powers and abilities of your purchases here.

Shorter Stay (Toggle): The trilogy of films begins in 1995 and ends in 1999. You are arriving at the beginning of the films, and if you'd like you may leave at January 1st, 2000, instead of staying until 2005.

Bioweapons Amok (+100 CP): It seems that the Atlanteans made a few more kaiju than before. Or maybe they're arriving from space. It could even be modern scientists. Whatever it is, you'll find yourself having to deal with at least 3 - and maybe more - major kaiju attacks that wouldn't normally have happened, and these attacks will inevitably involve you, threaten you, and have a way of keep coming back to you until they are dealt with. Gamera and the military might manage to deal with them, but there's no guarantee they will.

Environmental Message (+100 CP): The world is a precious thing which must be protected. You have taken this to heart and will do everything in your power to be environmentally friendly. You won't necessarily resort to eco-terrorism, but you won't use any technology or powers which would harm the Earth, and will find yourself dedicating yourself to undoing the damage already done. You might be able to use an

environmentally unfriendly power, but only in pressing and dire need to protect the entire world ecosystem and environment.

Kennies (+100 CP): Normally this scourge would be avoided unless you traveled to *Gamera the Brave* and even then the kids would be less bad than in the Showa era. Now, though, you'll find that now particularly annoying children seem to be something you have to deal with, as somehow annoying kids always seem to be involved in any major events in your life, and you just can't get rid of them. Even if you wipe out all of humanity you'll still somehow keep having to deal with annoying kid characters.

Return to the Showa Era (+100 CP): The Heisei Gamera films had well done effects and good quality for their time, arguably better than the best of Toho's kaiju films from the same period. However the world you're in seems to have had its budget cut like something from Daiei in the Showa era. The kaiju look like people in ill-fitting rubber suits, when they don't look like inanimate models being moved by invisible hands. Even people driving around look like models sometimes. And everything looks cheap. Like real cheap. Instead of living in a world where the events are seamlessly real, you seem to be in a world where the budget was slashed below even the levels of most Gamera films. And it applies to your special abilities and powers as well. Even those things that don't require special effects will look cheap, but those that would instead look practically amateurish.

The Great Darkness (+100 CP): These films are normally pretty dark, but this takes it to a new level. You'll find that even in full sunlight things seem dim and ill-lit, and that outside of it things seem significantly darker and that it will be harder for you to see no matter how good you can see in the dark. This won't protect you from any vulnerability to bright lights or flashes.

Revenge of the Cat (+100 CP): Someone you cared about died before your eyes either shortly before the jump or will at the start of the jump. This has left you traumatized and wanting vengeance against the one you perceive as responsible. Unfortunately this revenge is counterproductive to whatever your normal goals and motivations are. You can eventually be dissuaded from this course of action, and with help you could even overcome your trauma, but expect either to require a fair deal of effort and outside help.

Wasn't Cut Out For It (+100 CP): You are, unfortunately, a coward. Maybe it was a kaiju attack that left you traumatized, or something else, but no matter how powerful you are you find yourself a coward, seeking to escape danger even if you should be able to

weather it unharmed, and if somehow you find yourself confronting a real menace you'll be shaky and unsteady, and prone to freezing up in panic.

Wrongly Accused (+100 CP): Somehow the government(s) of the world are convinced you are a violent and dangerous criminal. As a human you're wanted for multiple counts of homicide, as a kaiju you're believed to be responsible for a large scale attack on a populated city. Now you aren't, worst case scenario you were fighting something that would have killed a lot more people if you weren't there and just caused some excessive collateral, but proving it will require work and effort, and simply denying it, no matter how convincing you are won't be enough, and until you do you can expect the world to treat you as at best a dangerously unpredictable murderer.

Got to Grow Up (+100 CP/+200 CP): You are a prepubescent child. Whatever your species, you're a child. Your powers and abilities are reduced similarly to how a normal child's strength and physical abilities compare to an adult's, and this will regress you mentally/cognitively as well as physically again similarly to an elementary child to an adult's, though you may grow out of these reductions, slowly regaining your full powers such that by the canon events of *Revenge of Iris* (or about 4 years) you'll be back to full power.

As a human this just makes you a 12 year old or younger child and is only worth 100 CP.

As a kaiju you will begin on a human scale, your powers massively reduced such that a human with a handgun would be a threat to you as any of the Monstrous Forms available except maybe **Silicon Queen** and even then a higher powered rifle would be. This will mean a substantially greater reduction to your powers and abilities, though your cognition is no more affected (psychic powers though are), and is worth 200 CP.

I Need to Get a Glimpse (+100 CP/+200 CP): You're supposed to run away from danger, not towards it. But not in your case. You seem to have an inexorable urge to go towards disasters and especially kaiju fights, just to get a glimpse of what's happening. Unfortunately anything that protects you from being collateral damage of such attacks, or luck that would keep you alive in such situations, no longer functions for you, so hopefully you're tough enough to watch.

This is worth 200 CP if you're a human, but only 100 CP if you're a kaiju. After all, they belong in such places.

All Consuming Hunger (+200 CP): You need to eat. And you need to eat a lot. Which makes the fact that any sources of infinite food no longer are available to you or your

companions, and any abilities you - or they - possess to create food will make you hungrier to use than they satisfy. And worse this hunger seems to be specifically for fresh meat.

If you do not eat - and eat a lot - you will find your hunger slowly overwhelming you, until you enter into a feral, potentially cannibalistic rage in which all you can do is attack and look for food of whatever source is available.

As a human you'll be eating more than your body weight a day. As a daikaiju it's not that bad proportionate to your size... but getting yourself full still might require depopulating entire villages.

Conspiracy (+200 CP): There seems to be a conspiracy of sorts against you. Maybe they want to see the human population reset and civilization destroyed for the good of the planet and see you as a threat to their plans, or maybe they want to protect humanity from you. Whatever it is there are several shadowy individuals highly placed throughout the world's governments which want to see you dead and they are not above manipulating the system to do so, and are able to do so with a fair bit of leeway. Even if you saved Japan and the world twice, they could probably get the army mobilized against you over another, new, hostile kaiju, though a truly apocalyptic threat might take precedence over you. And if you're powerful enough to warrant it, they will somehow manage to get their hands on a kaiju to fight you with. It might be possible to root out this conspiracy... except you'll be forgetting all about this drawback and they're not likely to be too overt in their actions.

Fighting the Wrong Enemy (+200 CP): You have a tendency to do so. There's a swarm of man eating flying monsters, and a giant turtle that ate some nuclear materials but is now fighting them, and you'd target the turtle if your goal was to protect people. You somehow have a tendency to fight with those who should be your friends and allies. You can eventually get it figured out which side you're on, and you might not use lethal force if you're not prone to without being pressed, but somehow you always seem to start on the wrong side of a fight.

That is assuming you're the type to have local allies at all. If you're the omniscient type you'll find that people seem to since it and even normally hostile groups may work together to bring you down - Gyaos and Gamera, or the army and legion for example.

And before you try to escape via pacifism, if you refuse to fight yourself, people who should be your allies will end up trying to fight you anyway.

Gyaos, Gyaos, Gyaos, Always Gyaos (+200 CP): Despite each film having a separate main antagonist, it was these films which cemented Gyaos as Gamera's arch enemy, and now he can't show up in a short film without fighting a swarm of them. And neither can you. Gyaos seem to spawn near your location, and those of your interests, routinely, and attack you, your properties, people you care about, or just places you intend to go. You won't necessarily have to deal with a gyaos swarm appearing every day, but even if you're strong enough to deal with them simply they will be a persistent nuisance destroying things you care about. And as the jump continues you will end up dealing with more powerful gyaos, while at first this will be swarms of juveniles and sub-adults and the occasional super/adult gyaos, by the end you'll be dealing with swarms of hyper-gyaos, with the occasional Iris, or unique mutation.

No Hope (+200 CP): Gamera does not exist. He died fighting the gyaos in ancient times, or maybe they defeated them through another method. Either way there is no Gamera. Unfortunately someone has to step up to take his place. And that someone is you. And while you don't have to do exactly as good of a job as he does - a few more (million) people dying won't count against you, especially if there's more kaiju - you do have to fill his shoes adequately. If the gyaos overwhelm the world, if Japan is destroyed, if there is a massive depopulation of the human race, if the world's mana drops too low, or if the legion manages to fully colonize the Earth or spread from it to other planets then you will fail the jump. And this ensures that the Legion will arrive on the Earth (though their location and timing may be different), that Iris will awaken and reach her mature form (though again the location and timing may be different), and that Earth's mana will dip low enough to allow for the mass production of hyper-gyaos.

But Gamera could do it... well unless he failed at the fight which was beginning at the end of the last film.

Evolving Horror (+300 CP): Gyaos, Iris, Zedus... It seems that the threats of these films have a tendency to adapt and evolve. Normally these all have limits, and possibly need to take in new DNA, though how far they can go is unclear. Now, though, there is an ever evolving kaiju which possesses a great hatred for you. It won't start out as anything special, but it can't be killed or contained permanently, and will adapt to your powers and abilities, and your allies' and your gear, and really anything you try to use to stop it, developing countermeasures to them - including to your methods of hiding from it - and new abilities derived from them. No matter how strong you are or what esoteric and exotic powers you might bring to the table, no matter your power, by the end of your stay it will be a true threat to you, so plan accordingly. And remember kaiju here aren't dumb.

If you shorten your stay its evolution will become appropriately faster and the time it can be killed or constrained likewise will be shortened.

Gave Away a Good Luck Charm (+300 CP): That good luck charm being all of your out of jump perks, powers, abilities, items, followers, pets, and even any companions you didn't pay to import. You are reduced to your body mod and will not have access to your warehouse until the end of the jump, though by default you will have 1 week at the end afterwards to store things in it.

Inhaled Plutonium (+300 CP): You have inhaled a deadly dose of plutonium, causing you to develop radiation sickness and cancer. While this will only kill you slowly, and in fact will not on its own cause you to die during your time here, you will become progressively sicker as the jump goes on, and by your last few months you will be bedridden with the pain and sickness brought on by the radiation and cancer. Until that point treatment may be able to help slow or mitigate its effects, but you will be getting progressively weaker, more vulnerable, and in greater pain and suffering as the jump progresses.

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

None of the kaiju come with their they sort of have it, but it's limited ability to biologically self-adapt by default. Chromosomal Manipulation provides it - specifically Iris's version which is seemingly superior to Gyaos, actually shown on screen unlike Zedus's (which only exists in the novelizations which the jump isn't based on)

Gamera kaiju weights make no sense. At least this time they didn't say he's super dense.

Gamera biology makes no sense. And I am fairly convinced the films don't understand how chromosome pairs, haploidy, or just anything about it works. Still makes more sense than the lighter than air turtle (Gamera's density isn't actually that low).

The 10 Inch Stone Knife is expanded upon from the film. It snapped Iris's emotional support human out of her trance, but how and why is unclear. So I took some artistic license with it.

The Kaiju Hospital and Red Stone are based off of Gamera the Brave. Both of which had significant leeway taken. The Red Stone was a stone full of Gamera energy from the original, dead Gamera, which gave Toto full Gamera abilities at his full size (he'd shown them before at baby size) and then he collapsed exhausted at the end of the fight. People treated it and the red pearls made from Gamera energy as good luck charms so I took it as they could passively tap the power a bit. The Kaiju Hospital is based on the research facility they took him to to try and heal him after his first fight with Zedus.

On relative kaiju strength: Zedus was the only kaiju able to directly overpower and physically beat down his Gamera foe. Even the Legion Queen lost to Gamera in hand to hand, though that might have more to do with how her body is designed (hands are useful) and leverage, and while Iris was able to do so, the moment Iris was no longer being boosted by an empathic link, a heavily wounded Gamera physically matched her even perhaps overpowered, but still needed to absorb her power to empower his attack to destroy her.

So 500 CP Godzilla at Home is strongest, followed by a 400 CP Fire Breathing Turtle, then Tentacle Phoenix, Vampire Bird/Psychic Squid/Space Whale, Default Kaiju, Rainbow Lizard, 300 CP Godzilla at Home, 300 and 200 CP Fire Breathing Turtle, and then Legion. The Silicon Queen is hard to place, she's big, but lacks limbs to properly

apply her strength so is somewhere around Fire Breathing Turtle and Tentacle Phoenix. 300 CP Godzilla at Home is closer to Rainbow Lizard than Fire Breathing Turtle.

For Durability Silicon Queen, 500 CP Godzilla at Home is strongest/400 CP Fire Breathing Turtle, then Tentacle Phoenix, Vampire Bird/Psychic Squid/Space Whale/Rainbow Lizard, Default Kaiju/300 and 200 CP Fire Breathing Turtle, 300 CP Godzilla at Home, and then Legion.

On Gyaos's scalpel and Gamera: The wiki says that by the 3rd film Gamera was completely resistant to Hyper-Gyaos's supersonic scalpel (which is elsewhere called ultrasonic and the description in the Showa era is ultrasonic not supersonic which is a reference to speed). It has no source for this, or to indicate Hyper-Gyaos's ultrasonic scalpel was as strong as Super-Gyaos's. The fight in the film showed Gamera taking defensive action, and being hurt by it if not badly cut like Super-Gyaos's could. The film doesn't actually support Hyper-Gyaos being stronger than Super-Gyaos, however. While Gamera did inflict more human casualties, he was fighting Super-Gyaos in an area that had already been evacuated, as opposed to slamming them into a densely packed city district at its busiest time of the week. Things get muddier from there, as in one Gamera is explicitly boosted by his bond with a human and in the other he is explicitly not, but in the former fight he was also being careful to avoid collateral damage while in the latter... he threw hyper-gyaos into a crowded city. Super-Gyaos was able to dodge his fireballs better - though this could just be that Gamera was taking any shot offered to him instead of minimizing damage. Similarly Super-Gyaos took an outside power source for Gamera to obliterate, but it made a smaller explosion and the reason there is... shrug. Maybe Gamera actually put energy into containing the blast one time. That said Gamera was not generally doing more damage with his fire, or throwing around Hyper-Gyaos better, so it seems more that despite being marginally smaller Super-Gyaos was more powerful than Hyper-Gyaos. That said you will equal the stronger of the two with Vampire Bird whichever it is.

On Rainbow Lizard: Barugon did not actually hit Gamera with the rainbow laser, but as I had to guess at the penetrative force I went with Gamera could most likely resist it by pulling into his shell, as while its area of effect was substantial it didn't (have the chance to) demonstrate penetrative power on that level given he only used it against a fleet of ships and the ocean.

Morphos was not included because scaling was impossible off of a 1 shot Gamera, even the size was unclear. Like the Gamera's fireballs were less than 6000 degrees, which seems weird for his plasma fireballs. Also Metamorphos's ability to copy any ability was

unclear. It could copy a child's left handedness, a 3000 degree laser, and Gamera's shape... but did not copy anything else including Gamera's fireballs, right handedness, flight, physical strength, and energy absorption ... which given it died due to those things in ascending order of importance... makes it really questionable what it could copy. So instead of the headache of trying to figure out what its abilities actually were, price them, and describe them for people who haven't read the one-off manga never officially translated into English (but linked for download on its Wikizilla page) I just ignored it.

The Unnamed Tentacle Monster from 2015 was not included for having only a few seconds of screen time in which it destroyed part of a building with an interesting disintegration sphere.

Similarly Garasharp from the fan comic *The Last Hope* which was later published by the official (Japanese) publisher of licensed work was not included because it only showed up on like 3 pages, once as 'vague menace' once as 'slaughtered by gyaos in 2 panels' and once as a bigger, stronger specimen which stabbed and drained the ancient Gamera to death leaving Toto's egg. Its capabilities just aren't known enough.

The Albino Gyaos from Gamera the Truth was not included because I couldn't find the fanfilm anywhere.

Changelog:

Version 1.0.0: Released.