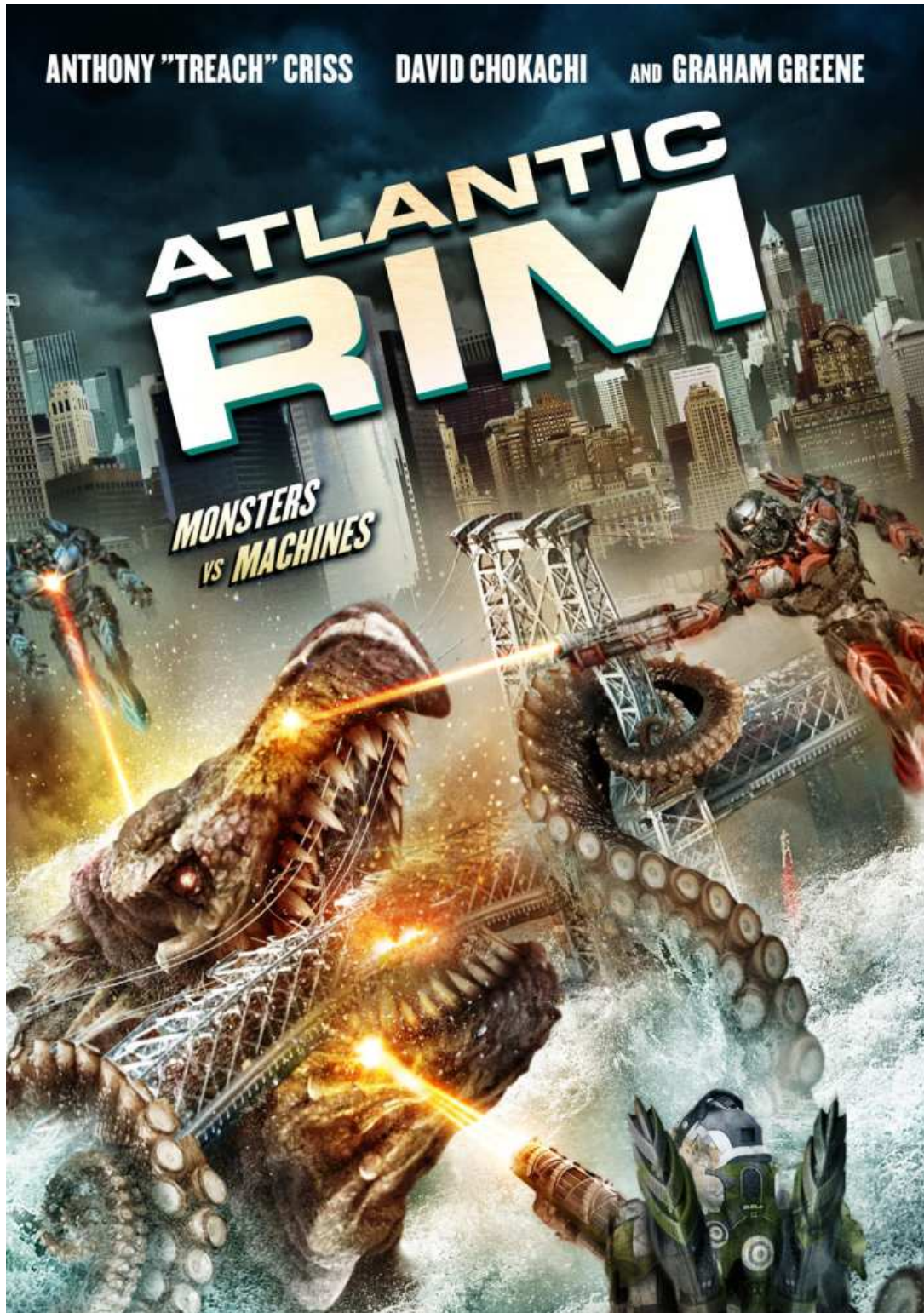


Atlantic Rim Jump

Version 1.0.1



Welcome to the world of what just might be the greatest kaiju movie not from Japan at least since the original King Kong. And its much worse and very disappointing sequel that came out 5 years later. Through immaculately designed special effects, a director's devotion to verisimilitude, and a well-written story properly utilizing its cast of characters and building a rich and fulfilling journey for multiple protagonists, this world has earned its place in Jumpchain. Welcome to the world of...

Wait.

Wait.

Did I watch the wrong movie?

Because this was most certainly not the greatest kaiju movie not from Japan. It might not even have beat out Reptilicus, the greatest (and only) kaiju movie from Denmark. It definitely didn't have immaculately designed anything, any attempt at verisimilitude, or a rich and fulfilling journey.

*Oh, there's the problem. This was supposed to be **Pacific** Rim. It'd seem I got the wrong universe with **Atlantic** Rim. Darn deceptive sales tactics.*

*Well you will be entering the world of **Atlantic** Rim, the 2013 mockbuster made by the Asylum production company cashing in on Pacific Rim's success. This is a much more poorly designed world and certainly an inferior one, but it does still at least have giant robots fighting kaiju spawned from the ocean depths. That has to count for something. And to help you with your time here you'll get these:*

+20 Choice Points

I know normally you'd expect a lot more, but look we don't have much budget around here. In fact if you somehow are getting more points from somewhere outside you can expect them to be reduced to one fiftieth as many as well. These direct-to-leap CYOAs just don't have the budget.

Still good luck and sorry you ended up here.

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 2 CP perk and first copy of the 2 CP item for your origin which are Free instead.

Pilot (Free): You are a trained part of the Armada Suits piloting program. Maybe you're a fourth option, or maybe you're just someone who appeared out of thin air at the least enthusiastic Mardi Gras parade in America. You can take this as a drop-in option if you'd prefer to have neither memories nor connections in this world.

NASA (Free): You work for NASA. Specifically in its top secret giant robot division. NASA has one of those.

Navy (Free): You're in the navy now. You might not be an admiral, and if you do you've got the wrong number of stars, but you're part of the US military's naval division.

Kaiju (Varies): You are not a human at all. You are one of the monsters from the depths of the sea. That is to say you're a kaiju. You're probably about 60-80 ft tall, but it's hard to say, and you're longer than you are tall. You have two options for what kind of kaiju you are. In case it needs to be said whichever you choose will become an alt-form post-jump.

For 4 CP you can be a Dinosauria. This is the kaiju from the original film Atlantic Rim. You're on the scale of one of the two initial ones (at least with just this) and are an awkward, theropod style biped on land, with much greater maneuverability and speed in the water. You're effectively immune to .50 cal machine guns, though swallowing a fighter jet's missile will kill you and so will having a bunch of bombs dropped on you by a B2 bomber.

For 8 CP you can be one of the Hedomorphs from the sequel. You won't have the ability to split into a mass of smaller creatures or fuse back with just this – there's a perk for that – but you are stronger than a Dinosauria, and tough enough to survive at least one major bombing run; the Armada Suits had similar missiles and the hedomorph survive at least one barrage.

Location:

You'll be arriving at Mardi Gras in the local community near District 7 Naval Base. Contextually this is close to the Gulf of Mexico, and probably in Florida given that's naval district 7. If you're a kaiju you'll be arriving in the depths of the Gulf of Mexico.

If you start in Atlantic Rim 2... You're where the action is wherever that is.

Age and Gender:

You may choose your age and gender freely as appropriate for your species.

Perks:

The 2 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.

Hollywood Hot (1 CP): You're attractive enough to be cast in a Hollywood movie. This means you're a good 9 out of 10, maybe even a 10 out of 10. You're definitely above average in appearance, though you're nothing extremely special by real world standards. By the standards of this world, you're probably the most attractive person you'll meet.

New Yorker (2 CP): Whether you've been through military boot camp and are a fully trained and experienced soldier, or you just grew up in New York, you know how to shoot. You're not a sniper, but you are fully trained and proficient in guns up to a military level, and if you're in the military you're probably getting offers to undergo the training to become a sniper.

And Get Squashed Like a Bug? (4 CP): You seem to have a sixth sense for what to do to not become collateral damage when kaiju and/or giant robots are fighting around you. You won't run directly under a kaiju's foot – even if it doesn't cast any form of a shadow – and you'll know when you need to get out of your car and evacuate on foot instead.

Biological Science (12 CP): You are a (bad) movie level expert in biological sciences. Just by cutting an unfamiliar organism open and not immediately recognizing its organs you could tell, accurately, that it's not carbon based life. And once you've done that, well you could figure out some way to attack its biology, especially if it had some crippling chemical vulnerability that could be exploited. You could probably find some biological weapon useful against a carbon based kaiju with some study too, but that's more likely to be messy and affect humans too.

Pilot Perks

I'll Kick Your Ass So Fast (2 CP): You are fully trained in US military unarmed combat techniques. You're also a pretty good street fighter in general, able to easily overcome a more average individual armed with a chain or a knife, and probably their buddy at the same time. More interestingly, you seem to suffer less loss of motor skills when drunk. This won't help you with your judgment or mental clarity, but you can still kick asses when drunk.

Superhero (4 CP): You possess a special intuition for where to find people during search and rescue, and are very good at calming scared people and convincing them to let you help them in dangerous situations... at least when you're actually intending to help them. This won't help you lie to them.

Best We've Got (8 CP): As long as you have the skills people are more likely to put up with your disobedience, lax following of regulations, and being a loose cannon and trust you with important missions and tasks. If, and let's be honest you wouldn't be taking this if you weren't going to so it's probably better to say when, you push this too far – say if you disobey a direct order and blow the cover on a top secret military mecha program – you can still get punished but not only is it less than it would be for others, you'll find it easy to get it completely dropped if your skills would become useful again.

I Am Ironman (12 CP): A nuke is going to hit New York City because the President didn't trust your team to stop the attack on it? Better fly it up into space. And now you might succeed. At least if you have some powered armor or a mech that can fly. Once per jump you are able to push any powered armor, mecha, or vehicle you pilot well beyond normal limits for a short burst of heroism. You could take a mech that was almost out of fuel, and almost out of power, and somehow fly into space much faster than it had flown from the Gulf of Mexico to New York City while carrying a kaiju several times its own size which had already proven to be able to casually overpower said mech. This also helps you survive the resulting come down after this boost, such as when your mech, out of power and fuel, then falls from the upper atmosphere.

NASA Perks

Doctor (2 CP): You have a doctorate. Maybe it's a medical one, or in some field related to oceanography, biology more generally, space travel, or giant robots. There are a lot of options in fields related to these, but it does have to be in a field related to something here. You can't have a doctorate in philosophy. It'd just not fit this universe.

You can buy additional doctorates for 1 CP each (not free to NASA).

Engineering Showcase (4 CP): Disappearances in the Gulf of Mexico? Well it's a good chance to showcase your mecha program, even if they haven't been tested at below 40 fathoms yet. You excel at selling your abilities, resources, or pet projects as potential solutions to unusual problems. Good for getting funding for things like building giant robots that cost more than 10 aircraft carriers with full fighter compliments each.

Emergency Repairman (8 CP): You are able to quickly identify and make field repairs on advanced military technology. You might not identify what has physically gone wrong in a giant robot by looking at a data stream of its programming code – at least not if it doesn't include that information in there already – but you could figure out quickly once you're near it, and excel at immediately recognizing how to fix it in the field. This does hinge on you being familiar enough with the tech in question to repair it in the first place; you won't be repairing a giant robot you don't understand at all. As such, you have the training and skills of a military mechanic and experience with the Armada Suits.

Armada Engineering (12 CP): You are at the cutting edge of mecha building science in this world. You understand the engineering behind Armada Suits. Building one from scratch might be hard for you, but it's theoretically possible, and even their neural integration technology would be possible for you to replicate. It'll probably take a lot of resources still – the Armada Program cost half a trillion dollars over a decade – but you know how they were built so it shouldn't take as much as the original trio. And maybe with enough money, resources, effort, and time you could build a superior second generation.

Navy Perks

Backseat Driver (2 CP): You are good at observing a battle from outside of it, recognizing what should be done in it, and providing advice to active combatants inside of it. You aren't a tactical genius, or anything (at least just with this), but you are good at meaningfully understanding a battle from outside of direct participation in it.

I've Seen Enough Damage in My Time (4 CP): You possess the ability to tell if destruction or damage was done by a force of nature (or accident) or intentionally just by looking at it. Proving it might be harder, but you will know that something intentionally did the damage. This doesn't necessitate sapience; an animal attack counts as intentional for this.

You Think I'm Scared of a Coward Like You (8 CP): You possess absolute nerves of steel. Besides having the courage to stare down a barrel of a gun – when you are very much not bullet proof – while remaining absolutely calm, you are impressively able to ignore pain. You could be shot in the arm, and no one would be able to tell it from your face, not a single grimace of pain crossing it, and standing up and acting wouldn't be any harder; though you might not be doing much with that arm. This gives you a similar control of your emotions. You still feel them, and they can influence your actions, but nobody could tell from your face.

Immediate Authorization (12 CP): Militaries are faster than most bureaucracies, but they're still not immediate. It takes time to authorize ships from another base flying in, and getting the President to authorize nuking New York City usually takes more than a single phone call and a few minutes from someone who isn't even an admiral. But you find that bureaucracies and organizations move fast to respond to your emergency requests. Whether it's for reinforcements, authorization, or just to get your paperwork done in an emergency situation, it all seems to work almost instantaneously when they would give you the green light after normal and proper review. Even if you're a lower rank, if you call in for a nuke and the proper levels would agree and pass the request up to the top and they'd authorize the nuke, well it'll get to the top and the nuke will be authorized in moments.

Kaiju Perks

Basic Kaiju Necessity (2 CP): A kaiju should sort of destroy the ground under foot, and generally cause a bunch of collateral just by existing... and in ways that'd make it hard for it to move. But now you don't. You'll find a lot of the issues of the square-cube law reduced for you, and that the world doesn't simply crumble under your feet because your mass is too concentrated in one place. The larger you are the more you need it so it does scale with your size to some extent. As a human you'd might have a bit easier time walking on ice, as an elephant you'd have a harder time than a human but a much much easier time than an elephant should, and as a kaiju you're probably not walking on thin ice, but you can walk down the street without each step making a crater. This will also internally help you not collapse under your own weight. Moving might be hard if you get big and heavy enough but you won't break your leg standing up simply because you weigh almost as much as an elephant as a human.

Prehistoric Beast (4 CP): The dinosaurias originated hundreds of millions of years ago, their eggs remaining viable deep inside of prehistoric oil deposits. And then there's the big one. Had it hatched sooner? Or was it an older generation that had slept for hundreds of millions of years?

Well for you it'd probably be the second. You will find that your body does not degenerate with age or atrophy with lack of use. You could theoretically live forever, and even if you're stuck in a coma the entire time your muscles wouldn't decay because of it. Speaking of which you are also able to enter into a hibernative state where your biological requirements are reduced to almost nothing such that you could sleep for millions of years between meals, though it does take time to enter this deep hibernation and you will be deeply asleep.

Massive (8 CP): You are big. Like the larger dinosauria or the fused hedomorph, you're on a whole other scale than you were before. Specifically this is a 4 times increase in scale. You seem to not have to deal with square-cube issues as much as you should, though this doesn't apply to how the world around you deals with your weight (your legs won't shatter because you're heavy, but the ground might), and you really seem to get more raw physical power than would be expected from the increase.

At the start of each jump you can choose to apply this perk selectively to each alt-form you have separately; in case you want your kaiju form to be massive, but your human form to be normal size.

Bodily Fission (12 CP): Like the hedomorphs you possess the ability to split yourself into many smaller versions of yourself or have them recombine. Each of these smaller versions of yourself holds a fraction of your powers related to its size; if you split into three yous that are relatively near your scale they will each hold more of your power than split into hundreds of tiny yous. These miniature yous can recombine to quickly regain size and power. You can control how many you split into at a time, and your split off individuals can split further. These 'yous' can slowly regrow in size and power if parts of you are killed, but if the majority of 'you' is dead at the end of a jump it will count as you being dead.

Helping you avoid death, however, is that when you are complete if you would die you will instead immediately split into a multitude of smaller selves.

Items:

The first copy of each 2 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 2 CP item(s)) associated with the origin are 50% if you have that origin.

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

All vehicles purchased here will repair, maintain, refuel, and if appropriate re-arm themselves when not in use.

Eyepatch (1 CP): This is a cool looking eyepatch. It won't accidentally slip off or come loose. It's also self-cleaning and mending. Did I mention it looks cool?

Claw Hammer (2 CP): This is an ordinary claw hammer. It is, however, unusually good at breaking locks, or breaking the handles off doors in a way that leaves them impossible to lock or keep closed; even when without the handle they should be impossible to open.

Enjoy Your Medal(s) (2 CP): This is a medal commemorating your heroics. You'll get a new one whenever you do anything particularly heroic. The more heroic the act, the fancier the medal.

Super Hornet (4 CP): This is an F/A-18 Super Hornet. Sometimes mysteriously transforms into an F-22. Also it has .50 cal machine guns for some reason.

Nuclear Submarine (12 CP): This is a fully armed, powered, and crewed Virginia class submarine. For some reason 'armed' here includes nuclear missiles which are normally not carried by a Virginia class. Yours has launchers. It actually looks more like a Russian nuclear attack sub than an American one. It might not be a giant robot, but this is a vehicle built to operate in isolation and unparalleled stealth with enough nuclear weapons to threaten retaliation in the event of nuclear war. And it's all yours. The crew count as followers.

Pilot Items

Piloting Suit (2 CP): Are you sure this isn't just an old gymnast's outfit? This looks more like the kind of unitard which inspired superhero costumes than a piloting suit. Still you'll find that it functions as well as a fully padded suit for piloting a jet or similar vehicle designed to help the pilot deal with g-forces and to cushion sudden accelerations.

Bar (4 CP): This is a bar. It's not yours, but the owner is a follower and gives you your drinks for free. It can exist as a warehouse add-on or insert somewhere appropriate (or inappropriate) in future jumps in which case it seems to manage to get in drinks even when it inserts into jumps at the weirdest places.

Halo (8 CP): This is a headband which links your central nervous center to a mech you're piloting allowing you to sense what the mech senses and react and control it as if it was your own body. You do have to be in the mech's cockpit to do this, and someone else fiddling with the controls can interfere. This does let you feel pain responses from your mech but it's better than massive lag.

Armada Suit (12 CP): This is one of the giant sized Armada Suits. Their size seems to shift around a bit – at one point they're 1/4th the height of a kaiju as tall as the Statue of Liberty (but shorter than the top of the Brooklyn Bridge) and at the next they're less than twice the height of the Statue of Liberty's head – but they're probably supposed to be somewhere near the 20 meters range. They are capable of handling pressures up to 140 fathoms (280 yards, somewhat less than that many meters), can fly faster than a jet – though Red's space feat is an outlier even for these powers on demand mechs far outpacing the other 2 Armada Suits' showings – strong enough to wrestle a kaiju on its scale, have a deployable melee weapon, and have an arm mounted 'rail gun' which actually seems to be a sustained energy beam weapon capable of cutting through hotels. Oh they're also capable of jamming missiles to prevent their detonation or triggering it, this requires being a fair bit nearer to a nuclear missile than you'd like to be, but you can stop it from recognizing it's where it's supposed to go boom or make it inaccurately believe it is.

You can instead have one of the Armada suits from the sequel. Their size is every bit as variable, though they do seem to be somewhat larger. They have missiles, a machine gun, and a flamethrower as weapon systems, do not show underwater capabilities, and actually seem to be worse than the ones in the original film.

NASA Items

Ear Piece (2 CP): This is a small phone that attaches to your ear. It has exceptional reception, and will automatically link into local phone networks or equivalent voice-communication networks, and has exceptionally good reception; it's even able to tap into landline networks as long as you're somewhere near them. It will also call people if you simply think who you want to call hard enough. In case it needs to be said you don't get phone bills for this, and you don't really need to power this ear piece.

Aquanaut (4 CP): This is a small submarine. It's built for a 2 person crew, though you might fit a few passengers. It's capable of descending into trenches in the Atlantic Ocean, though it won't really stand up to a kaiju attack. It has good sonar, and systems for detection and exploration, though, even if the point seems to be mostly finding oil reserves and diagnostics of issues with oil rigs.

How is this connected to NASA? This is just here because some jumpmaker didn't have other ideas for a NASA item isn't it? I guess it can be used for scientific exploration.

Underground Facility (8 CP): This is a large facility built into the ground 30 stories deep. It has silos for deploying giant robots capable of vertical take off and landing, mechanics bays for repairing them, lab space, barracks, and the like. It's a nice, big, underground facility.

Research Budget (12 CP): \$50 billion. That is 1 year of Project Armada's budget. You only get one year now, but you'll get it again at the start of each jump at least. It'll even be legal American currency in any setting you enter. Does seem to stay USD though.

Navy Items

Rifle (2 CP): This is a military standard issue rifle. Or well. This is a military grade rifle. The props department didn't seem to standardize the rifles around here. It will maintain, repair, and reload itself over time when not in use.

Sea Knight (4 CP): This is a CH-46 Sea Knight helicopter. Uh... It has the standard abilities of a CP backed vehicle.

Danger Dorito (8 CP): This is a B2 Stealth Bomber fully loaded with bombs. Make the sky miss some pixels.

Aircraft Carrier (12 CP): This is a Nimitz class aircraft carrier with a full standard complement of jets and aerial vehicles. It comes fully staffed with a follower crew.

Kaiju Items

What Do Kaiju Eat (2 CP): We don't really see them feeding in the movies. Maybe they just derive nutrients from oil and deepsea geothermal vents. We do see a whale head that seems to be half eaten so we'll assume they eat sea food. And this is enough sea food to feed a massive dinosauria for a week. You'll get a new shipment every 6 months. It's raw and fresh, perfect for a sushi feast if you're alright with eating whales.

Abyssal Trench (4 CP): This is an extra deep ocean trench. It will appear insert somewhere into the setting appropriate, and be strangely impossible to detect with long range sensors. You however will instinctively know where it is. This isn't exactly a guiding compass instinct, but you know where in what ocean it is and will recognize which ocean and the general location just by looking at a map or picture of the nautical region (say the Gulf of Mexico) it's located in.

Oil Rig (8 CP): This is a fully staffed oil rig tapping into a very extensive undersea oil reserve. The staff of the rig count as followers and the oil reserve will refill at the start of each jump.

Eggs (12 CP): These are 6 dinosauria eggs. Five will hatch into the smaller dinosauria, while one will hatch into a larger one. They will grow to their size extremely quickly when they hatch, and these eggs will not hatch until you desire it. These eggs are still probably pretty big. They also seem to vaguely imprint on you as if you're their mother; this doesn't give you a special ability to make them understand you, but they don't seem to consider you something to attack and do vaguely look at you for guidance.

At the end of a jump they will return to their eggs until you choose to hatch them again.

Companions:

Companion Import (1+ CP): For 1 CP you can import or create 1 companion with 12 CP; they gain an origin as normal. For 2 CP you can import or create 3 companions with 12 CP. For 4 CP you can import or create up to 8 companions with 12 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 12 CP (and ability to get an origin). You may pay 3 CP to import 4 companions if needed.

You may pay the price to import a companion a second time to grant a companion the Kaiju background with the dinosauria option for free, or a third time to grant them the hedomorph option for free; you can do this for multiple companions simultaneously for the same price as mass imports but you cannot import a single companion multiple times as part of a single mass import (you could import 3 companions for 2 CP, import them a second time for another 2 CP, and a third time for another 2 CP, but not import a single companion 3 times for 2 CP). If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (1+ CP): For every CP you pay you may recruit 1 canon human character. Kaiju cost 2 CP each. If you took the **Mysterious Audience** drawback you may recruit Jonah J Heston or one of his bot companions as a companion for 10 CP, or him and all of his bots as companions (each with a different slot) for 20 CP.

Drawbacks:

Need more than 20 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

I Wanted Pacific Rim (Toggle): Proceed straight to Pacific Rim after this jump. Sorry for the inconvenience of having to visit this world.

Rebellion (Toggle): Is Rebellion even in continuity with the original film? Its backstory sums up the original film, but whenever they refer back to events that should have interacted with the film they don't line up. Well you can choose whether it is or it is not, or you can use this to go straight to Rebellion instead of the events of the original film.

B Plots That Go Nowhere (+2 CP): Your best friend has been trying to run off with your girlfriend, and the moment you say as long as their 'affair' was just an accidental drunken kiss and nothing more they imply there was something more and... it's dropped and never followed up again. What about that whole issue with your feelings of guilt and increasing desire to move away from the military... also dropped. You seem to find that many b plots and side stories crop up in your path and they have a frustrating tendency to just sort of be forgotten somewhere along the way. Not all will, enough that you can't just ignore these plots without bad things happening, but enough.

C List Kaiju (+2 CP): Varan the unbelievable, Frankenstein's monster, the Beast from 20,000 Fathoms, Gorgo, Reptilicus... Low end kaiju movies have been a tradition since King Kong. And now you'll be encountering plenty of them. These are the bottom barrel of kaiju and aren't necessarily any stronger or more dangerous than a dinosauria, but they've become a whole lot more common and while they aren't necessarily directly targeting you, they tend to hit places you are or that are important to you.

Cheap Effects (+2 CP): Normally since you'd really be entering this world you might expect the special effects failures – and magically transforming jets – to not be things, and to see the real vision of what really happened. Nope. Everything here really does seem to be at the level of Asylum movie special effects, including things you brought with you from outside of the jump. This isn't even limited to unrealistic things as the exploding burning building and its strangely unharmed state a moment later demonstrated.

Mysterious Science Voices (+2 CP): There's a set of voices in your head. They seem to be watching you and events around you and making jokes about them constantly. Sometimes these jokes are funny. A lot of times they're sort of bad. And even more of the time you're the butt of them. Making things worse sometimes these voices will drown out other people talking to you or sounds around you.

Poor Acting (+2 CP): These are real people, they have real feelings and real emotions. Not that you could tell from how they act. Everyone seems to be played by an actor who doesn't really care about being good. Maybe they just have a monotone that never reacts or shows emotion. Maybe they're wildly over the top. Maybe they just get the wrong emotion. It'll vary from person to person, but everyone will behave *off* in some substantial way.

Asylum Writing (+4 CP): I know the plot was already written by Asylum but was all of reality? Well maybe it was, but now it definitely was. In fact the writing seems worse than in either movie, and the world is just sort of stupid and poorly put together. People's responses can be wildly inappropriate, and sometimes it just seems like there's an important aspect of the story or what's happening that never showed where you can find it. Why is this little girl refusing to escape the flaming building that's about to explode through the simple, clear pathway to escape? She really does seem convinced that the path is on fire despite there not being any flames. Why won't the president give the mecha that are fighting the kaiju a few more minutes before launching a nuke? It's not like the kaiju is moving fast enough to dodge one, all it'd do is give more time for people to evacuate. Oh the kaiju is that fast and it just wasn't shown? Even your followers and companions will be badly written, this writing curse will affect everyone but you.

Inconsistent Scale (+4 CP): How big is a dinosauria? How big is an Armada Suit? How big is a B2 Bomber? What about the Statue of Liberty? How far away is the horizon or just that town you can see in the distance? Is the entirety of Africa within 10 miles of the Persian Gulf? The answer to all of these is now 'it varies.' The size of anything particularly big, and the distance of anything particularly far away seems to change wildly over time. This won't happen while you're actively focused on it, but if you look away for a moment it could change.

Massively Padded (+4 CP): Couldn't you have cut 30, maybe 50 minutes from this story? It really feels like things could have been maybe 20 minutes even. But no everyone has to repeat each other, and we have slow drawn out scenes of people walking. At least that's how your life will feel. Anything prosaic and just rather boring seems to take 5 to 10 times as long as it should. Pleasant things, like a relaxing vacation, seem to pass even

quicker than they should. And anything that makes you immune or resistant to boredom has been turned off. Now, this is mostly in your head. If you measure things they don't usually take extra long, though you will find that people tend to needlessly repeat each other, walk slowly when it would inconvenience you, and generally the world does throw extra things to slow down your day when you'd not want it... which then feel like they last 5 to 10 times as long as they actually do.

Sequels (+4 CP): The hedomorph is definitely a more impressive monster than the dinosauria. And now you'll get to see even more impressive ones. Kaiju attacks will be a much more frequent thing, and they have a manner of escalating each time, each new kaiju somehow worse than the one before. And somehow they will all be your personal problem. Maybe they just don't like you?

Cancelling the Armageddon (+6 CP): Aliens have arrived from space and they've brought with them monsters far worse than dinosauria and the hedomorphs. This doesn't mean you have to deal with Armageddon 2025, though that might be part of it, because these aliens have brought kaiju from other more dangerous worlds. You won't actually see the big names like Godzilla, Ghidorah, Mothra, or even Gamera and Slattern, but you will see equally dangerous cheap knock offs of them. Don't expect an Armada Suit to be enough to handle all of these problems... or any biological solution to easily solve them. Good news: They aren't specifically targeting you. Bad news: You now have to make sure human civilization survives the decade and they are targeting humanity.

Taken with **C List Kaiju** you can expect the weak C-listers to help in the destruction of humanity and be an extremely persistent threat.

Taken with **Sequels** you can expect multiple waves of entire groups of major (knock-off) kaiju.

Powers As the Plot Demands (+6 CP): If the Armada Suits can fly, why did they have to be moved out to sea in such a seemingly slow and awkward manner (even if that was skipped over)? If they had melee weapons, why weren't they told about this before the first mission? If they're strong enough to lift the kaiju into space while carrying a nuclear bomb and the kaiju is struggling, why couldn't their thrusters pull them out of its mouth or lift it up when it tried to eat one that was thrusting full thrust away from it? The answer, of course, is that they didn't have these powers until they needed them.

And now you will discover those who are against you, whether they're trying to kill you, competing with you in business, or just slandering you, have a tendency to develop new, and troubling, powers at random. Most of these powers will somehow relate back to giant

robots and kaiju – maybe kaiju biology being incorporated into their body, or cybernetic implants even – but that's not a guarantee. What's guaranteed is that you won't know when or what sort of power they'll develop until they develop it and it won't really be foreshadowed or make sense in context.

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, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I cannot suggest actually watching these movies. The first one amused me in a this is so bad I'm laughing way. Still probably enjoyed it about as much as Pacific Rim Uprising. But I like objectively terrible movies. The second one... just bored me. Possibly because I watched them back to back and I was tapped out. Possibly because objectively speaking it was probably better done. Either way there's a lot better 'bad movies' out there to watch.

This jump did not go through quality control testing.

Yes I know the hedomorph in the sequel more disgorged eggs than actually turned into a mass of tinier hedomorphs but... it still felt appropriate for how it ultimately functioned for it especially with how they fused afterwards.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Had messed up some conversions when moving from 1/10th normal CP for everything to 1/50th. Fixed now.