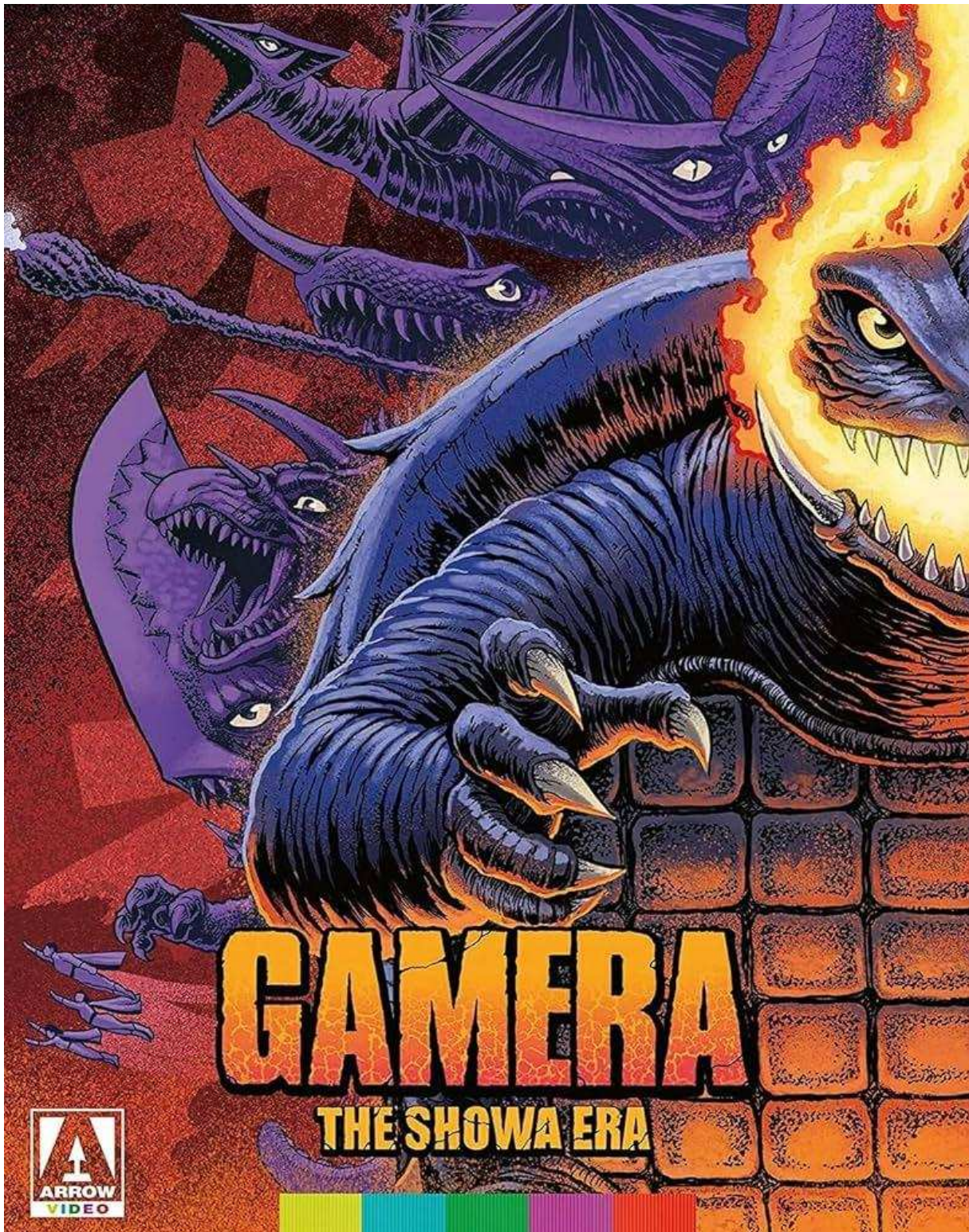


Gamera (Showa Era) Jump

Version 1.0.0



This is a world much like the one you originally came from. The year is 1965, and the Cold War continues to spread across the entirety of the globe. Even the arctic is not free from its influence. But soon this conflict between superpowers will be taking a backseat to something else. The crash of a stealth bomber carrying a nuclear bomb in the arctic has just freed an ancient beast from before history. This will not be the last kaiju which will bring terror to the world, though it will be the most benevolent.

Over the next several years many more kaiju will emerge. Some from this world's past ancient creatures sometimes from before Mu sank beneath the waves. Others will arrive from space, alien invaders who possess the technology to span the void of space. Of course it's not all just giant monsters. The space program on this world does seem substantially more advanced. Even now they possess rockets capable of carrying a giant monster out of Earth's orbit, and if nothing changes within 6 years they'll have their first moon base.

You have arrived in the world of Gamera. You will be arriving mere moments after he emerges from his icy tomb, freed by humanity's folly at the beginning of the first film. You will be staying for 10 years, enough time to see Gamera shift from destructive monster to the protector of Earth and friend to all children and to cover Gamera vs Zigra and the end of the films within this continuity (though another film was made before the end of the Showa Era). And then to give you a few years to see if the never made Gamera vs W the Double Headed Monster actually happens. But to help you in 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.

Human Origins (Free):

Viewer (Drop-In): You seem to have come from beyond the 4th wall as you have no background or identity in this world, nor any memories of this world. Maybe you can use the chaos from Gamera's upcoming attack to establish an identity? Your age and gender are the same as it was at the end of your last jump, and you will find yourself arriving in Tokyo.

Adult: You are an adult. Maybe you're part of the Japanese self-defense force, or a scientist, or a journalist. Either way you're someone who would have some reason to be involved in the response to Gamera's attack. You are at least 18 years old and your gender is free to choose. You will be in Tokyo during your arrival whether it's your home or you live somewhere else.

Child: You are a child, young enough that Gamera might even like you. Besides a series of kaiju attacks you can look forward to middle school and maybe even high school while you are here. Your age is between 5 and 14, and your gender is free to choose. You will arrive in Japan, though there's a high chance you are American but born and raised in Japan.

Space (Wo)Man: You're not from the Earth, though it'd be hard to tell that just by looking at you. Your age is seemingly above 18, and your gender is free to choose. You will arrive in Japan, though if you purchased an interstellar spaceship you may instead arrive in orbit.

Kaiju Origins (200): 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.

Hero Kaiju: Whether you're from the Earth or not, you're not human, though you may be their protector. You're a kaiju, a monster large enough to make humans look like small toys. You could be newly hatched, having grown to full size in mere minutes, or you could be older than humanity itself though in that case you'll have spent most of this time in hibernation. You begin in an isolated region anywhere on earth.

Villain Kaiju: Whether you're from the Earth or not, you're not human, in fact if you ate some you'd find them quite delicious. You're a kaiju, a monster large enough to make humans look like small toys. You could be newly hatched, having grown to full size in mere minutes, or you could be older than humanity itself though in that case you'll have spent most of this time in hibernation. You begin in an isolated region anywhere on earth.



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.

Filmable Looks (100): You look good. Whether you're a handsome pilot, or a curvy space woman, you've got the looks to be one of the best looking individuals in these films. You might not be a perfect 10, but you could be cast as the handsome lead or beautiful heroine in an A-list Japanese film. And given most of these films are B-list you're probably the most attractive person here.

Jumper March (200): You now possess a theme song all your own. You may choose whether only you can hear it, you and those who travel between jumps along with you, or everyone can hear it. Though the last might be best. See, this is a particularly upbeat and uplifting theme song, and when they hear it, it will fill those who see you as on their side with a feeling of hope and a reassurance that you will protect them and save the day. This isn't an all-powerful effect, if you're obviously losing people might still doubt your ability to win and that's without getting into magical fear, but it is still a strong surge of feeling of protection and hope, and a reminder of your power to save them. And of course the larger you are the further this will broadcast; a good rule of thumb is if people are close enough to see you clearly with their naked eye they can hear it.

Viewer Perks

Comedian (100): You've got a pretty good sense of humor. Not the sort where you enjoy jokes - though you might - but the sort where you're good at crafting jokes that other people will enjoy. You're funny. Funny enough to make a living as a comedian. Though you do seem to be best at riffing on movies, especially the truly terrible ones.

Gag Inventions (200): You are a rather brilliant invention. You are able to create a wide variety of inventions, with little and poor materials and resources, and in quick order. There's only one problem. These inventions aren't particularly useful, and your ability to invent something is dependent upon the rule of funny - the funnier something would be for you to build the easier it will be for you to build. And while they're not particularly useful, they're not necessarily completely useless, though their usefulness likewise will be dependent upon how humorous it would be.

If you possess other inventing abilities, you may blend them together allowing you to apply the rule of funny based reduction to resources and time needed to other - hopefully more useful - inventions.

Art Therapy (400): By working on simple artistic projects you will find that you are able to work through psychological issues, deal with isolation, and recover from trauma, abuse, psychological harm, and bad movies at an accelerated speed, almost like you were undergoing actual therapy. By working on simple artistic projects with others you grant them something similar, though it may be even better as if you're actually a skilled therapist you may weave that in seamlessly to perform superior therapeutic work than you would normally.

Morality Pet (600): It's easy to make someone sympathetic to many audiences, just emphasize how they're nice to children and treat anything bad they do as being excused by their past. Well this won't give you a Freudian excuse for your evil, but it will help you apply the former. As long as you make a show of protecting children and not intentionally harming them (if they happen to be collateral to your attacks that's fine) and keep some young children you treat as your friends, people are strangely prone to forgive your past misdeeds. They might still try to stop you if you're actively doing something or are in the middle of an active spree, but they seem to quickly forget past actions as long as you play at being a friend and protector of children. You could have destroyed Tokyo a few years ago, and attacked the largest hydroelectric dam in Japan last year causing mass flooding and shutting down a section of the power grid, and people wouldn't seem to care as long as you'd saved the lives of some kids. Less effective if you save them from dying

through situations you put them in with your actions, but as long as you didn't intentionally put them into the deadly situation and it was merely a side effect of your main intent - such as smashing a building for fun - it'll still have an effect.

Adult Perks

Defense Force Officer (100): You possess the skills needed to be an officer in the JSDF. Military tactics? No, no, no. I'd honestly not trust your basic boot camp military skills, and any tactics you learn from this are probably worse than a small child would come up with. But you know how to manage an evacuation and you can put on an excellent press conference. Just don't try to use this perk for actually leading forces into combat, it's always a disaster.

Winning Hearts (200): When you fight for the sake and interests of someone who you are romantically interested in and they watch you do so, it serves as a spark for the flames of love. The more you're willing to put yourself out and at risk for their sake - both socially and physically - the stronger this effect will be and the more they will fall for you. While political/social fighting can help with this, it will do nothing on its own unless they watch you physically fight someone - well kaijus and other creatures count too, not just people - for their sake. This blossoming love also helps you earn forgiveness for things you did in the past, so don't worry if you tricked them to steal their tribe's secret treasure, though if you betray them after you've started a relationship it won't do too much.

Finding Weaknesses (400): You have a way of finding the weaknesses of opponents. It might not happen immediately, but it seems that any time you encounter an enemy it will provide you with clues and hints towards a weakness they possess, helping you to stumble onto them even by pure accident.

If you already know all their weaknesses this perk won't do much to help you find more as it won't create weaknesses where there are none. However, you will find yourself adept at coming up with plans and ideas on how to capitalize on these weaknesses to disable or kill your enemies.

Respected Scientist (600): You are a highly educated and respected scientist. Or... well... As long as you act and look like you are a highly educated and respected scientist people will treat you as one. This effect's strength is dependent upon how you act, how you look, and the presence of credentials. If you look and act the part, and have proper credentials like a relevant PhD, people will accept your absolute authority on a scientific topic and accept your statements on it as unimpeachable unless they themselves are an expert in the field. You could deduce that a kaiju had to be super dense and eats inorganic materials based merely on the fact that it is large and the world would believe you, you could even tell them something patently untrue like how turtles universally can't get up if

flipped on their back and have it believed absolutely. This effect is strongest with officials, governments, and militaries making them come to you for your guidance and advice and even submit to follow your plans.

Of course for each of the three you are lacking this will get weaker. If you look and act like a scientist but lack credentials, they'll still treat you like an expert in the field even if you have no actual knowledge of it, but you might find pushback from things that are too absurd or even laymen would be able to recognize as factually untrue. Credentials are however the least important. If you don't look like a scientist you can expect to actually have to put forth facts or give some evidence.

Child Perks

Problem Child (100): Children are allowed to get away with a lot. And now you seem to be allowed that too. You find that you are not punished for minor crimes and misdemeanors as long as you do not actually harm anyone. Even other misbehavior is punished less harshly. This effect is stronger the younger you are (or seem to be). If you're an adult, you could get away with trespassing and the like as long as you didn't hurt someone or attempt to sabotage something. If you're a child, you could sneak into a lab and sabotage an experimental submarine as a 'practical joke', attempt to sabotage a military operation to stop a kaiju with no more than a lecture and a (possibly literal) slap on the wrist, and you'd not get more than a token punishment, and if you were caught shoplifting some candy you might even be allowed to keep it after a lecture. Now if someone actually gets hurt due to your actions - like you succeed at sabotaging a military operation - this perk won't help you.

Mechanical Genius (200): You have a natural mechanical aptitude, absorbing engineering knowledge like a sponge. On its own you won't be some great inventor, though with just this you could probably put a car together from parts, or build your own miniaturized radio, but you will learn new engineering concepts and practices much faster than most people.

However your true strength is in figuring out how to use - or disable - machines you are not familiar with. Even when dealing with alien technology you can generally tell just by looking how to use it - at least its basic functions you are aware of - and what parts would need to be removed to stop its function, or even how to cross the wires (sometimes figuratively) to reverse certain aspects of the controls, or otherwise hinder its proper function.

In the Action (400): There's something about you that seems to just pull you into the action. When important and big things are happening, somehow they tend to happen around you, or suck you in. This won't make big and important things happen, just help to ensure you're involved in them. If there's a sudden major protest that threatens to boil over into full scale revolution you might just happen to be walking down the street. A kaiju attacks near you first. Aliens looking for some humans to abduct decide you're in a convenient place. The inciting incident will never be directly fatal to you, unless you actively endanger yourself further, though this won't protect you from the long term effects of involvement.

More than that once you're pulled into an event, your presence is simply accepted by those who are involved in it. Well at least as long as you aren't a threat to their interest, or their interests don't involve hurting you. A rampaging kaiju will still stomp you, a hemovorous one will still eat you, and alien invaders will still seek to detain you if you're sneaking around their ship, but the government would let you sit in on high level discussions, and you might be able to walk freely around a military base if you'd indicated willingness to help. Though if you've indicated willingness to help people tend to go further than just accept your presence, and actually listen to you even if you're just a small child. They still might not act on your advice, but they'll at least consider it.

Friend to Kaiju (600): If you aren't yet, you will be soon. You seem to possess a powerful, kaiju specific charisma. For some reason they just seem to like you and take an interest in you. Normally actively malicious kaiju might spare your life when they have you dead to rights, and even a hungry man-eating kaiju will pick other targets first. More neutral kaiju will go out of their way not to kill you, and might even help you if you're in danger. Actively benevolent kaiju for their part seem to have a way of arriving when you're in danger to come and save you. And this is if you're a stranger. As you interact with a kaiju you find it easy to get them to like you, well at least as long as you're nice to them and not trying to fight them; if you prove yourself a threat all these protections are off. Even sadistic and malevolent kaiju might come to regard you with a touch of concern and honest friendship if you help them in their rampage.

But friendship is a two-way street. This won't make you suddenly find kaiju more likable. Instead you seem to possess a powerful sense of empathy for them. You can easily tell what a kaiju is feeling, at least in broad terms, and that's if they're being unemotive. You could communicate with a kaiju - at least in vague terms - through your words and their roars and body language alone, and that's if dealing with an animalistic one, an intelligent one you might manage to have a real conversation with.

Space (Wo)Man Perks

Surprisingly Human Appearance (100): Are you sure you're an alien? You look rather human. Or you can. You possess the ability to take on a human appearance. When you do so you maintain any powers and abilities of your form which are not directly reliant on an appendage you no longer possess - you can keep your demonic powers as a human, but if you need to use your wings to fly you still need to use your wings to fly - though internal organs will still be there. Entering this form is similar to entering an alt-form, though you may leave it in mere instants, quickly enough to do so if you need to fight. It's almost as if this form is only skin deep - potentially literally.

If you are on a different size scale than a human, this will make you appear to be a giant (or miniature) human.

Viral Fusion (200): By joining together with 5 sapient beings who come along with you on your chain (companions, followers, or even the jumper themselves and fellow companions if you're a companion) you may merge to form a kaiju scaled version of your species. Those you fuse with will still exist inside of you, but they will have no ability to influence your actions and you will not possess their abilities. You may defuse again at your leisure.

While fused you in effect gain the benefits of the **Daiei Kaiju** monstrous form applied to your current form. If all members fused were already on a larger than human scale, you will assume an even larger form - this may not be to the same ~40x scale as a showa era kaiju to a human, but you can expect at least a doubling maybe even a quadrupling of scale, and if you were between a daikaiju and a human you would grow to somewhat larger than a daikaiju though unlikely to be larger than twice the size of a Daiei Kaiju.

You may also pay an additional 100 CP to gain access to the Monstrous Form portion of the document below, though you may not purchase **Daiei Kaiju**. Any powers you would gain are scaled down to a human scale when outside of your fused form. This will include scaling down your physical abilities to where they compare to humans like the Monstrous Form(s) purchased would normally compare to the baseline of **Daiei Kaiju** (i.e. **Viral Alien** or **Vampire Bird** would make you very slightly superhuman in strength, while with **Fire Breathing Turtle** you could throw them around).

Hostage Negotiator (400): When you take hostages you find that your subsequent negotiations go more in your favor than might be expected. It's not really that you're a great negotiator, just that those you negotiate with seem to take the lives of those you have captured far more into account than they normally would. By threatening 2 captive

children you could get a superhero to submit to obeying you in attacking cities, or have that fact actually be considered a factor when asking for the entire world's surrender. On its own it's not enough to get a world to surrender, but that 2 children is even a meaningful part of the discussion is not negligible. Maybe try and use it for smaller stuff, unless you have the power to back up a threat to the planet as a whole already.

This merely magnifies how much people weigh the lives of those you have captured. This means that if they absolutely wouldn't care, or would care very very little about them it will do very little or nothing. 0 times anything is still 0 after all. As such it's better against idealized noble governments and the hero types than when dealing with cold blooded killers or governments which don't care about the lives of their citizens. Still if you manage to get someone they do care about you could possibly bend them to your will.

Brain Eater (600): By consuming the brain of a creature while it is still raw you are able to absorb their knowledge and memories and add it to your own. This information and knowledge remains somewhat segregated from your being, giving it no direct influence on your behavior, and you are able to draw certain information from their knowledge and memories without a full experience of their memories.

If the brain is damaged or parts are missing you can expect similar gaps and holes in the information and memories gleamed from this.

Hero Kaiju Perks

Kaijubatics (100): You're rather light on your feet. Well at least for a 60 meter tall monster. It seems that when you grow in size beyond the human range it doesn't reduce your agility and maneuverability as much as one would expect. Doubling in scale (or octupling in mass) doesn't seem to slow you down, and you might even be moving faster to match your new scale.

Your interactions with the environment are affected to an extent as well. You won't have to deal with the groundbreaking underneath you, and other structures are similarly able to support your weight better than they ought to be. Well at least within reason - you won't be walking on a tree limb as a 60 meter monster with this, or even across ice, but you won't have your feet sinking deep in the ground. You could spin around on a metal bar like it was a gymnastic bar, at least if it was proportionate to your new body.

All in all it makes it seem like you might really weigh only 80 tons as a 60 meter turtle.

Turtle Naps (200): You are capable of going into a deep, recuperative sleep. In this sleep your natural healing is greatly boosted. You will recover in hours what would normally take weeks, and it's possible for you to even heal injuries that would normally be impossible for you to recover from. This sleep can even be used to help resist the effects of infection whether viral, bacterial, or parasitic. It will supercharge your immune system, as well as increase your recovery speed from the damage they inflict. This won't necessarily be enough, but it might keep you alive with a parasitic kaiju living in your lung sucking your blood dry until a friend deals with it.

Friend to Children (400): If you aren't yet, you will be soon. You seem to possess a powerful, kid specific charisma. There's something about you that simply seems unbelievably cool to children. Beyond being cool, though, children will naturally trust you, and feel safe and protected by your presence. Well at least as long as you don't intend them harm, or wish to abuse them. This perk only functions so long as you have good, or at least neutral, intention towards the children in question. This charisma works even from mere footage, photos, or stories of you.

But friendship is a two-way street. This won't make you suddenly find children more likable. Instead you seem to find extra power when you are fighting for them. If children are cheering you on, or you are acting to protect children, you will be stronger, tougher, faster, and all around better, though the greatest increase seems to be in your sheer determination and willpower. While this will function any time you are fighting for their sake, or they are cheering you on, it is at its greatest power when you are fighting in

response to their cries for help or protection. To facilitate this, you seem to be particularly good at hearing the screams of children even if you're a giant who is more than a mile away.

Nuclear Powered (600): You possess a rather strange metabolism. You are capable of obtaining nutrition and caloric energy by consuming inorganic materials. Things like rocks don't give you all that much, but you could live off of stones. Fossil fuels and fissile materials, however, are wonderful food supplies, but they are not necessarily the best. You are able to consume fire, molten materials, radiation, and even electricity using it as a quick, easily digested source of energy and nutrition; you might even be able to consume any heat that reaches past a certain point.

Even when you're not eating the fire, this pyrovorous nature protects you from it. The heat of a nuclear bomb - hotter than the surface of the sun - wouldn't even discomfort you, and you'd not need to fear radiation poisoning either. You seem to be utterly immune to fire, heat, electricity, and radiation, and your resistance to explosions has skyrocketed well above your normal durability. Even as a normal human you could survive a missile, or a small nuke - a large enough one might be able to kill you with the raw wall of air that moves out from it though you are much more resistant to this than you should be - and as a Daiei Kaiju there's not an explosive weapon in humanity's arsenal which could hurt you.

Villain Kaiju Perks

Kaijubatics (100): You're rather light on your feet. Well at least for a 60 meter tall monster. It seems that when you grow in size beyond the human range it doesn't reduce your agility and maneuverability as much as one would expect. Doubling in scale (or octupling in mass) doesn't seem to slow you down, and you might even be moving faster to match your new scale.

Your interactions with the environment are affected to an extent as well. You won't have to deal with the groundbreaking underneath you, and other structures are similarly able to support your weight better than they ought to be. Well at least within reason - you won't be walking on a tree limb as a 60 meter monster with this, or even across ice, but you won't have your feet sinking deep in the ground. You could spin around on a metal bar like it was a gymnastic bar, at least if it was proportionate to your new body.

All in all it makes it seem like you might really weigh only 80 tons as a 60 meter turtle.

Vocal Broadcast (200): You are able to project your voice over great distances. This won't be louder than an ordinary human speaking loudly, but it will be an even sound across the area you are projecting it only weakening outside of the main projection. You can choose an area from the size of a small room to blanketing entire cities, speaking to all who are within it to hear you. This ability has a range to reach at least miles away shown, and we're going to say you could broadcast across at least the entirety of Japan's home islands this way just to be safe. You don't even need to have a mouth or vocal cords to do this, though no matter your vocal range the broadcast is limited to the range of sounds a normal human could make.

Agent Creation (400): Sometimes you need a servant to act your will in the world. Maybe you're a giant and you need something human sized for interaction with your new livestock, or maybe you just can't be two places at once. Either way you now possess the ability to push a piece of your mind and will into another being. This will either require them to be willing or have their will broken or otherwise suppressed prior, as this influence is easily broken by an act of will even while they're not in the driver seat so to speak.

And they won't be after you push your will into them. They will act as an extension of your will and on the directives you gave them. At least until they decide to break the connection by acting contrary to it, so again hypnotize them good ahead of time if they aren't willing to be your flesh puppet. But this is not the main value here. The true value is that while your will controls them they possess a lesser version of any of your powers

that are not linked directly to your body, and can be used as a conduit for your energy based powers even those that are linked directly to your body. Their output will be much less than yours - similar to scaling a kaiju down to a human - and the same is true of all their powers, but even then a servant with a fraction of your power is worthwhile.

Winning Round One (600): It's a rule of the films. The villain wins round one. Even Guiron got the better of Gamera for a time. Only Viras lost its first fight with Gamera. And now this applies to you as well. The first time you fight an enemy you will be able to defeat them whether through luck, a surge of power on your part, them forgetting their own powers and struggling to fight back, or something coming up that is more important to them than the fight. Whatever it is you will win the first round.

Unfortunately this won't help you directly to defeat them permanently. If you incapacitate a foe due to the benefits of this perk and attempt to make that incapacitation permanent, they will suddenly recover or escape. Now, if this perk did nothing because you would have won anyway, this sudden escape or recovery won't apply. But an enemy defeated by this perk will only be at most temporarily defeated. And how long they stay out for is dependent upon how much they overpower you. A normal human could beat Superman this way, but it'd be best to run and hide immediately because it will only maybe buy you the time to do so. Someone more equal might be removed from their ability to fight you for weeks.

Still, I'm sure you're smart enough to make use of knowing your enemies will need 2 tries to stop you.

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.

Radio Watches (100): This is a pair of wrist-worn compass-watches. In addition to serving as compasses, and watches, they are able to act as radio transceivers. The two watches are normally kept linked on the same frequency and when they are either watch can be made to point towards the other watch as 'north', and can communicate with the other despite range or intervening materials - though active jamming can still block it.

Devil Bird (200): A sophisticated - by 1960s standards - stealth bomber. Nearly invisible to 1960s radar, at least if you don't know where to look ahead of time, and almost silent, it is capable of carrying conventional or nuclear payloads, or conventional and nuclear payloads. It comes with a follower crew, and a stockpile of conventional bombs which will resupply weekly, as well as a single nuclear bomb which will resupply monthly. Similarly it will refuel and repair itself when not in use. Not guaranteed to kill kaiju, but a nuke ought to hurt most of them... if it hits. Just don't try it on Gamera. Wouldn't want to make him cranky again.

Pirate Spaceship (1000): This is a replica of the pirate spaceship Zanon. This massive ship dwarfs Gamera... probably; the two are never quite actually shown on screen together. Given it carried several kaijus that were Gamera's size it is of a substantial size. Still this ship, which looks like someone divided a Star Destroyer into 4 pieces, connected the pieces with large tubes, and then stuck some wings onto the rear piece, is a powerful spaceship. At the very least it is powerful enough that even Gamera had to resort to a kamikaze charge into the ship to destroy it and was destroyed himself in the resulting explosion.

In addition to being big and tough enough to transport kaiju and force Gamera to resort to a suicidal charge to destroy it, this ship possesses systems able to affect the Earth from outside of Earth's orbit. It is capable of detecting abnormal energy signatures, possesses teleportation systems powerful enough to send kaiju to Earth, teleport devices onto them, or to beam up individuals which it is in contact with, or fire destructive energy beams capable of vaporizing people, or even large mechanical devices, though not powerful

enough to be a useful weapon against Gamera. It does not, however, seem to possess the ability to beam up recalcitrant targets.

Viewer Items

Movie Collection (100): This is a collection of films representing your past jumps. They aren't exactly faithful films, and tend to be of a b-movie quality and sometimes worse than b-grade, but given you already experienced these jumps maybe that's for the best. Each film has an original language version, as well as a faithful dub, a more loosely dubbed version, and finally a version with a comedian riffing events throughout it.

At the end of each jump you'll get at least one new film based on the jump in question.

Robot Buddies (200): This is a trio of robots. Physically they are unimpressive, barely capable of manipulating objects, and well beneath humans in general capability - though some of them may be able to hover which is cool. Mentally they are unimpressive, roughly at human intelligence and they won't be connecting to any supercomputers to hack them. However they are excellent company with delightful senses of humor, and personalities tailored to helping keep your spirits high in even the worse situations and providing you with effective company to keep away loneliness.

Pet Puppy (400): This pet puppy just loves giving affectionate licks... to your enemies. Actually given its tongue shoots out hard enough to make a man double over in pain maybe affectionate isn't the right word? Still its got a lovely coat of... scales? Is this even a dog?

This is a Rainbow Lizard (Barugon) scaled down to the size of an ordinary dog. Its strength and powers have likewise been scaled down as well, meaning it won't be immune to all conventional weapons, but even scaled down to human size it's rather resistant to small arms and most man-portable weapons. And capable of vaporizing people and some military vehicles with its rainbow beams.

It also behaves a lot like a dog, being rather affectionate and protective towards you, hostile towards those it sees as threats, and capable of being trained like a dog. Finally your puppy has a reduced weakness to water. It's still not good at swimming, and might drown if you dropped it into a lake, but water will not harm it or shut down its body, though it will still suppress its frost breath and rainbow beam.

Satellite Home (600): This is an orbiting satellite. Though given it's designed to allow someone to live in it, it's probably more accurate to say space station. Either way it is large enough for an individual to live comfortably, and a small group if they're willing to share space significantly, and even has gravity as well as basic supplies for living there - food to eat, things to drink, air to breathe, simple clothes, and some basic non-essential

supplies such as the stuff for lower end art projects. If you're wondering how these get here, repeat to yourself "it's just fiat and I should really just relax."

In addition to these basic survival supplies, it possesses a gym for basic exercise, kitchen for cooking, and a large theater room for displaying films on a big screen. It even has an ever expanding collection of all the bad or terrible films of any setting you have jumped, and there are even parts for controlling when the movies begin and end... at least as long as you don't remove them to build robots or something. If you want good movies you'll have to provide them yourself; Gamera the Invincible is about the highest quality film you can expect to find here.

In future jumps this satellite will insert into orbit around a planet, or just float high up in the sky during jumps without proper planets.

Adult Items

Ancient Rock (100): This is a large rock describing an ancient, aboriginal legend about... something. The exact thing it describes will change with each jump. It is always warning about some danger in the jump, providing the beginning of information on how to avert or fight it, though it will only point in the right general direction. Even then you'll have to riddle out what specific threat it is referencing.

Kaiju Attracting Diamond (200): This is a 5,000 carat diamond which seems to capture and reflect the least light to shine like a beacon. You could sell it - a 5,000 carat diamond has to be worth a fortune - but if you do you won't be getting it back until the next jump. And it's not just a giant gem. The way this gem shines seems to attract kaiju to it almost like Barugon. Some animalistic kaiju might very well plunge into obvious suicide - running into water when exposure to water wounds, paralyzes, weakens, and eventually kills them - though more wary ones will avoid obvious suicide, and more intelligent ones can resist this compulsive urge to follow the gem, though they will still feel it and require an active force of will to avoid chasing its tantalizing light.

Expo '70J (400): This is a fairground which seems to be currently - and always - holding a world expo, in which countries from all over the world have sent displays of their cultural and more especially scientific might to display them to the world. You will find representatives from all the most developed nations in the world here, each vying to display their cultural and scientific superiority, with both art and cutting edge scientific developments and prototypes. The expo will contain examples of some of the greatest civilian-use technology that a world possesses all gathered in one place. You won't find anything directly intended for war in this expo, it is a place of peace, but some of this technology may be dual-use such as an exhibition on a space program also being useful for ballistic missiles. And unlike others you'll find that you are allowed to examine the exhibits as thoroughly as you wish or even borrow them.

This expo exists as a warehouse attachment, though that somehow doesn't stop it from getting crowds of visitors, or if you lack a warehouse will insert somewhere into the world. At the start of each jump it will update itself for its new setting, showing displays of the cultural and scientific might of cultures from that new reality.

Moon Base (600): This is a fully functional moon base as built by the Japanese in 1971. While it lacks artificial gravity, it does receive shipments of food, water, and other basic supplies, and possesses a much greater amount of room and space than the Satellite Home being designed to host an entire team of astronauts, moon explorers, and scientists.

It comes equipped with labs meant for performing experiments on the lunar surface, and several wheeled vehicles for movement along the moon's surface as well as space suits. It also comes with 3 rocket shuttles for transport between the moon and the Earth, capable of carrying a small crew as well as supplies for the moon base's operations. These vehicles will repair and refuel themselves automatically when not in use, though it will take weeks to fully refuel from a trip back to the moon from Earth's surface, and about a month for a round trip to the Earth and back.

In future jumps this base will insert itself onto an appropriate moon (if there is one) or else into a suitably remote and isolated location if there is not one.

Child Items

Always Prepared (100): This is a length of thin, but sturdy rope. About enough that you could conceivably be carrying it in your pocket. You always seem to have it with you when you need it unless you have specifically been searched and stripped of such objects.

Minisub (200): This is a small 2 man submarine. This submarine's controls are so simple a child could pilot it, and it is capable of reaching abyssal depths down to the bottom of the ocean and even into some trenches. It's also very good for navigating the bodies of some kaiju, though their stomach acid might prove strong enough to melt the sub - especially if they commonly eat metal - it can navigate through any of their bodily fluids which don't directly destroy it assuming the passages of those fluids are large enough for the sub to pass through.

Telescope (400): This is a hobbyist telescope which a child might own. At least it looks like one. The telescope is surprisingly good at focusing on objects, able to see specific asteroids, or spaceships that are still outside of Earth's orbit. And if you just spin it around on its tripod and look up into the sky it has an eerie tendency of pointing towards something interesting to see if there is one. Be the first kid on your block to spot the alien spaceship hiding in orbit.

Pet Turtle (600): This is a pond slider turtle. And it seems to be a pretty normal turtle, though it isn't completely normal. While you can't exactly have conversations with it, you seem to possess the ability to talk to it to an extent, and when you need its help it will do what it can to help you. Of course a pond slider might not be able to help much, but this turtle isn't actually normal. It possesses the **Kaijubatics**, **Turtle Naps**, and **Nuclear Powered** perks, as well as the ability to transform into the upgraded version of **Fire Breathing Turtle** (with **Daiei Kaiju** of course). It would prefer to just be a normal pet turtle, but when you need it, this turtle will do all in its power to protect you.

By default this turtle is a follower not a companion unless you import it as a companion.

Space (Wo)Man Items

Translation Device (100): This is a large computer bank, larger than a human. It is capable of perfectly translating any language spoken within earshot of it immediately into the brains of listeners so that they hear the translation seamlessly. Yours doesn't even seem to need a power supply.

Food Materialization Device (200): This device is not altogether too large, about the size of a toaster oven. Capable of being telepathically controlled, anyone you have authorized to use it is capable of making it generate food - including glasses, eating utensils, and plates - based upon their current desires. It can't generate truly exotic materials, or specific inorganic materials beyond a sort of transparent glass and plastic utensils/plates. Also while it is impossibly energy efficient for something that is creating matter from energy or energy and air - breaking some laws of thermodynamics there - it does still require an outside power source, and feeding a kaiju with this would require staggering amounts of energy still.

Brainwave Override Device (400): Another telepathically controlled device. This one consists of two parts. One is a spherical object which acts as a receiver. The other is a large, 60s style computer bank, which works as a transmitter. By attaching the spherical object to the back of a creature's neck, you are able to transmit mental commands from the transmitter to that creature. It's possible for a strong enough will to resist this control, but once it is established it becomes much harder to fight off again, such that while Gamera could resist initially, once he surrendered to save children he could not fight it off again.

The receiver is capable of adjusting its size to large enough to affect kaiju at your mental command, or shrinking down to small enough to be planted on a human or even a smaller animal.

Interstellar Ship (600): This ship consists of 6 large spheres connected by smaller tube-like hallways. Well large is relative; the entire ship is only somewhat larger than a kaiju, with an individual sphere being a good deal smaller than their torso. These spheres are each capable of detaching and being used as an emergency escape vehicle.

Outside of emergencies it's probably best to keep them together. It will move faster that way, and when outside of the atmosphere it can reach superluminal speeds for the purpose of traveling interstellar, possibly even intergalactic distances though the exact method of this is unclear. Besides traveling between planets this ship also possesses a teleportation system capable of transporting or picking up human individuals though

range is limited and aiming is somewhat difficult so you will need to be well below orbital distance to do so. It could also be used to beam down objects, such as placing a brainwave override device on the neck of a kaiju, though you might want to limit their movement somehow and make sure they don't destroy your ship as you get into range.

The ship doesn't seem to possess offensive weapons, but it does possess a forcefield projector powerful enough that Gamera would struggle to resist it and if he helped free children from it would be unable to also free himself before it was too firmly in place. It can only maintain this forcefield for so long however. It is long enough, though, to make use of its second weapon which allows for the probing of a creature's memories. This takes time, and you need them not to leave the area (about the same as the forcefield). This takes time and your control of specific memories to view is only general and vague; you could search for recent life or death battles, but last Tuesday at 2 AM or your secret weakness is beyond it.

The entire ship is telepathically controlled, and designed to be so simple to maintain that barring excess damage a child could pilot it. At least if you gave the telepathic keys to a child.

Hero Kaiju Items

Inuit Fragments (100): Well it's not necessarily with the Inuits. Less a singular item, this is a set of stone fragments which depict you in a legendary manner and will import into a new jump centuries before you arrive in it. They won't cause any significant divergences in the timeline or past, but they will form a nucleus of legends and stories in remote tribes and isolated populations. These will be legends and stories about you, as depicted on the tablet. You can choose the basic depiction on the tablet, but it will be simplistic art - like one might expect from a cave painting or an ancient pre-writing stone fragment - and not include detail.

You may choose not to have these fragments insert into a setting at the beginning of any given jump.

Plan Z (200): This is a massive single-stage space rocket. Its top is capable of sliding up and shut over something loaded on top of it, and is a container large enough to encapsulate a kaiju of this era, as well as strong enough to restrain one at least long enough to escape the Earth's atmosphere. The rocket itself possesses enough power to not only escape the Earth's atmosphere as a single-stage rocket, but to do so while carrying a kaiju made of a super dense material, and to still reach Mars in a reasonable - for interstellar rocketry - time. It is designed to fly uncrewed, but could be crewed, and could easily carry supplies for a trip to Mars. Or a kaiju could be lured onto its top and launched into space.

Strangely the rocket doesn't actually seem to contain fuel, or need it.

Power Station (400): This is a major power station. You may choose the type from those available in the 1960s - so no solar or wind, but you could have a hydroelectric plant, coal, oil, or nuclear. Whichever you choose it comes fully staffed, and will keep its fuel supplies resupplied for regular use to produce an average of 1 billion kilowatt hours annually. This power could be used to maintain an electrical system, or to feed a giant kaiju which consumes such things.

If damaged or destroyed the power station will be repaired at the same rate at which a well run government effort to repair it would normally take place.

This power station may be a warehouse attachment, or insert itself into the jump as an actual structure. If you choose the second option it can even integrate itself into the existing power grid if there is one.

Devil's Whistle (600): This is a large stone statue of an open mouthed demon. Or at least the part of it that is above ground looks to be that. The statue possesses a hollow tube, and actually continues down beneath the ground as a pipe at least as long as the statue above the ground. In truth it is a giant, stone whistle.

Long enough that a kaiju could use it as a dagger, this stone whistle produces a special low frequency sound when air passes through it - such as from the wind blowing in from shore, it being thrown, or a kaiju blowing in it. This sound can affect some people who hear it, pushing them into temporary madness, and physical collapse. But it's not intended as a weapon against humans, and the majority of individuals - including you and those who travel between jumps with you - are unaffected. That is the majority of human individuals. This sound is especially effective against kaiju. You yourself will be immune even if you are a kaiju, but other kaiju which hear this sound will be inflicted with painful headaches, and find that it seems to weaken them. They will be slowed, physically weaker, and less able to use their special powers as the sound assaults them, and it will even weaken their flesh allowing them to be more easily harmed. It's not enough to put down a kaiju on its own, at least not one as powerful as even Viras, but it should help tip the scales in a battle you find yourself in.

And remember when I said it was about the size of a dagger? Well the end that is supposed to go in the ground seems to be a rather good stabbing weapon. Maybe it was sharpened a bit? Either way it is a kaiju sized piercing weapon, and one which when thrown is surprisingly good at striking puncturing side first. It probably won't pierce a kaiju normally, at least not one stronger than Viras, but maybe after it weakens them a bit.

Finally if a kaiju proves too powerful for you to kill, by burying the whistle over them down till only the statue shows you may keep them sealed. In this state they will be kept in a state of suspended animation, unable to act or even mentally reach out, sealed beneath the ground and the whistle until someone releases them. Even then it will take a bit for them to recover. You may leave the whistle behind at the end of a jump to seal a creature. If you do so you will get a new whistle at the start of the next jump.

Villain Kaiju Items

Large Cave (100): This is a massive cave somewhere in the world where the location is known only to you. Which is surprising since when it's called massive I mean massive. It's large enough that a kaiju could easily enter and leave through its entrance, and with space enough for one to comfortably rest within and use it as a den to hide from the elements or the sun.

This cave will insert into each new jump in a location known to you at the start of each jump.

Blood Supply (200): Well not just blood. There's raw meat too. This is enough synthetic blood and raw meat to feed a hemovorous or carnivorous kaiju for a day. It doesn't go bad or rot, and it will replace itself within 24 hours if eaten. Now you'll only need to go eat the human cities when you want to and not because you're hungry.

Egg (400): This is a kaiju egg. Inside of the egg is a baby kaiju with a Monstrous Form costing the same or less than any Monstrous Form(s) you purchased in this jump, and up to 200 CP more for each additional (undiscounted) 50 CP you pay for this item. The egg will not hatch during a jump until you will it to. At which point it will hatch into a nymph version of the kaiju about the size of a human being. Over the course of the next few months it will grow to full size and gain the **Kaijubatics** perk. This kaiju will imprint upon you, seeing you as something of a mother figure and counts as a follower.

At the start of each jump it will return to being an egg.

Earthquake Machine (600): This is a large computerized desk with controls. By manipulating these controls you are able to cause an earthquake up to magnitude 13 at a targeted location on the same planet. It does seem to take some time to recharge, so you'll only be making one, maybe 2 such earthquakes a day; you might get more out of it if you lower the magnitude significantly.

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.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 non-kaiju canon character.

Canon Kaiju (200 CP): Select a single kaiju other than Gamera to take with you as a companion.

Gamera Super Monster (300 CP): The big turtle himself. With this option you may bring Gamera along with you as a companion all your own.

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 Daiei 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. Daiei Kaiju will add nothing to this merger - being simply the default assumption and baseline of all Monstrous Forms. This hybridization will be roughly equal parts from each Monstrous Form, and keep their key traits as much as possible.

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

Daiei Kaiju (Free and Mandatory for Kaiju): Approximately 60 meters tall - or long if you're a quadruped - you are a creature which towers over humanity. Your proportions are mostly human, almost like you could be a human in a suit (a rather awkward suit in the case of a quadruped) but your power is anything but. You are strong enough that tanks and artillery are minor annoyances at most, and it would take explosive missiles for humanity to possibly threaten you - if you sat there and allowed them to strike you with them at their leisure. Even such missiles are less of a certain kill, and more merely potentially capable of causing you injury. 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 the other kaiju of these films, even if primarily the earlier foes. You are also ageless, and able to sleep through the ages if you are put into a situation where you cannot feed, or even breathe.

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.

Viral Invader (200 CP): Like the space aliens from Viras after they had merged together and grown to fight Gamera, you seem to be some sort of kaiju sized squid. Your arms and legs have changed into pairs of tentacles, the leg ones being longer and stronger but less flexible, with an additional tentacle coming from each of the front and back of your

proportionately smaller torso. Your head as well sports four smaller and weaker tentacles, though these may rise up and fuse together to form a point. Besides adding substantially to your overall height, this fused point is rather spear-like, powerful enough to be used as a ramming weapon to penetrate Gamera's underbelly - though not to penetrate his shell on the back.

In addition to this spear-like weapon, and these tentacles, you possess a high degree of amphibious action, being able to swim swiftly through the water like a squid, or on land stand on your leg tentacles. You are also able to use all six of your lower tentacles together at once to launch yourself through the air in leaps that are impressive even by the standards of this world's kaiju; though without **Kaijubatics** they will be substantially reduced compared to Viras.

Finally, while you lack the pure, raw strength of a Fire Breathing Turtle, Sword Headed Guardian, or other more powerful kaijus, and are seemingly on the lower end of durability, your tentacles are well made for leveraging what strength you have for throwing objects. Even so you won't be throwing them with the strength and force of a Fire Breathing Turtle, but you'll be at least matching the strength one might expect from a Vampire Bird or Rainbow Lizard.

Rainbow Lizard (300 CP): You are a massive, quadrupedal lizard. You possess several special weapons in this form.

The first of which is your long, prehensile tongue. Capable of stretching out to a great length - further from your body than a proportional arm - and smashing through buildings, it is about as thick as a human torso, and capable of wrapping about a person to grasp them and pull them back in. This tongue is not much of a weapon against a fellow kaiju, however.

The second is more of one. You are capable of breathing out a billowing cloud of refrigerant gas, capable of leaving a covering of ice across everything in its wake. This ice was powerful enough to freeze Gamera in his early appearances when cold still sapped his strength, and can leave tanks and people fatally frozen.

Surprisingly reversed is the third. You may project a rainbow from the spines running down your back. This rainbow has a great deal of energy - enough to attract the pyrovorous Gamera - and is capable of completely vaporizing buildings and vehicles. It is unfortunately capable of being deflected by mirrors meaning that anything sufficiently reflective can survive this attack or even potentially reflect it back towards you in a more focused form. This rainbow beam is not - quite - strong enough to kill you even if

reflected and fired back at you, but could wound you substantially and potentially kill you if used a second time.

You possess a weakness, though. Water causes you to begin to bleed painfully on contact with it, and prolonged exposure will make your body begin to shut down, growing immobile, and shutting down your ability to use your freezing breath or rainbow beam. Your ability to move will come back more quickly than your ability to use these special weapons, and take longer to be shut down. If taken with Viral Alien, Fire Breathing Turtle, Parasitoid Demon, or Space Whale water will no longer shut your body down, but will still suppress your ability to use this monstrous form's special weapons for a time.

Vampire Bird (300 CP): You are a hemovorous winged beast, lacking arms but possessing a pair of massive, bat-like wings instead. These great wings are powerful enough to create wind strong enough to blow away tanks, topple some structures, and even to deflect Gamera in his spinning flight. Strangely, while you are able to fly with them, you do not flap them during flight nor do you create this wind, instead having to hold them straight.

In addition to wings, you have a specialized forked spine. This spine runs up along your forked throats. While this does limit the mobility of your neck, it is part of your most dangerous weapon - the ability to project an ultrasonic cutting beam. This beam is strong enough to cut off the foot of a vampire bird, or to cut gouges in Gamera - though his shell will completely resist it. Still it is a powerful weapon against other kaiju.

But it is not your only one. You are able to produce a thick, fire retardant gas capable of extinguishing forest fires, or even Gamera's flame jets. This gas won't linger long, however.

Finally you are capable of impressive feats of regeneration. While this regeneration is too slow to function in battle, and seems to take active concentration, you are capable of regrowing lost appendages, through a slow and painful painful process taking several hours - potentially days.

Unfortunately this is not without its weaknesses. Your doubled spine leaves your neck relatively immobile, and a vulnerability to potential motion sickness. More than this, however, you are vulnerable to ultraviolet radiation which will eat away at your flesh meaning that you must avoid daylight or it will cause you pain as well as to slowly shrink and melt away. If taken with another Monstrous Form other than Daiei Kaiju or Space Whale you will no longer suffer this weakness to ultraviolet radiation.

For an additional **100 CP** you are upgraded to a space-capable version. You are no longer vulnerable to ultraviolet radiation, and no longer need to breathe, being able to survive in the empty vacuum of space. You are also capable of reaching greater speeds outside of the atmosphere, and flying in the thin air of the upper atmosphere.

Fire Breathing Turtle (400 CP): You are a massive turtle. Your durability and strength is greater than all previous options, though is less than those which follow below; even when it comes to throwing you surpass a Viral Alien. Or at least it is when struck outside of your shell. Your plastron is slightly tougher than your flesh, though not to any great degree. Your shell, however, is strong enough to completely protect against any of the attacks of the options above this one, as well as any conventional weapons available to humanity in the 60s.

However strength is not your only advantage. While you cannot right yourself if knocked onto your back, you can pull into your shell and project flaming jets from your arm and leg holes causing you to lift off and fly by spinning around. This is a somewhat awkward and clumsy flight, but can still be used to carry yourself through the sky, and you are powerful enough to even lift another kaiju when doing so, or to - with a few rams - crash through a large, hydro-electric dam.

That is not the only way you may use fire, however. You are capable of breathing fire out from your mouth in a great flamethrower powerful enough to hurt other kaiju though it would need to be sustained to do significant harm to even the weaker kaiju of this world and won't do much to the stronger.

Your affinity for fire does not end there, however. You are able to consume fire, electricity, and fossil fuels for energy. In fact you likely will need to regularly as this is what provides fuel for your other fiery abilities. At least you don't seem to need to breathe, being able to fly through space, or move through the water without feeling its lack; you do seem slower and less maneuverable in the water however.

This affinity with fire does come at a price. Extreme cold - such as enough to cover you in ice - is capable of shutting down not only your ability to project flames but your entire body, forcing you into a state of hibernation until you thaw free. Heat can stir you from this, but you will not be at your best in arctic conditions, and ice based attacks will be particularly dangerous to you. If taken with another Monstrous Form ice and cold will still shut down the internal engine which fuels your fire based abilities and this one's specific strength, but you will likely handle it better - though most kaiju here are still theoretically vulnerable to getting frozen.

For an additional **200 CP** you seem to have grown more powerful. Maybe you're better fed? Still you are comparable to the later films... I mean you are generally more powerful. In raw strength and ability to take blows you outclass every other option for Monstrous Form, conventional weapons being completely useless against you, and with your shell being hard enough that few kaiju here could even dream of damaging it (though your plastron is more vulnerable). Your flame thrower is also stronger, able to even hurt the more powerful kaiju of this world, and do serious harm to them with sustained use, as well as be used while underwater. Beyond that you are now able to fly with only your hind legs retracted into your body, more like a jet than a flying saucer. This flight seems to be faster, more maneuverable, and easier to grapple enemies during, though you are more exposed and lack the advantage of a spinning tackle. Your vulnerability to cold has also seemingly disappeared and your need for fuel has dropped substantially to become relatively negligible. Finally, your tail has become somewhat longer and semi-prehensile, enough to grab onto a large rock outcropping and pull yourself towards it.

Sword Headed Guardian (400 CP): You are a primarily quadrupedal kaiju, though one able to rise up onto your hind feet and act in a bipedal mode to some extent. You are physically strong, powerful enough to easily overpower a Vampire Bird in a raw contest of physical muscle, and your strong hind legs allow you to perform impressive leaps - though not quite up to the level of a Viral Alien. This comes with similar toughness.

You possess a rather distinct, large blade jutting from your head - out in front of you when on all fours, or above when standing. This blade is sharp and powerful enough to cut cleanly through a Vampire Bird, or to wound an upgraded Fire Breathing Turtle. It isn't powerful enough to cut significantly into one's shell in a single blow, but with repeated blows it can hack its way into one's shell; the only weapon shown to be powerful enough to do so. It is also hard and strong enough to resist attacks which could significantly harm the rest of you and is capable of deflecting - potentially even reflecting - focused energy attacks such as Gyaos's ultrasonic scalpel.

In addition to these abilities there is a hole in your head, in which 4 kaiju sized shuriken are stored. You are able to throw these shurikens psychokinetically with enough force to pierce into Gamera's limbs - though not his plastron or shell - and to recall them though if other forces are acting upon them this can be difficult.

You possess no special weakness, save that if a high explosive was set off in the hole in your head it would really hurt. But few kaiju enjoy high explosives being set off in their heads.

Space Whale (500 CP): You are a powerful marine kaiju with a form similar to that of a giant dolphin or killer whale albeit with much longer pectoral fins and a second pair of ventral fins located near your tail. This second pair of fins is capable of extending outwards and being used as short, awkward legs on land, though you are a surprisingly decent jumper for distance as your long pectoral fins can be used to glide short distances.

In the water you are much more maneuverable, able to swim at great speeds and with more agility than other kaiju options here. This helps you to weaponize your bladed dorsal fins which are capable of cutting deep gouges in Gamera's plastron, or wounds in his limbs. These blades aren't strong enough to penetrate his shell, but for any other kaiju found here they should provide you the ultimate edge in underwater combat.

You possess an additional weapon, however, in the form of a beam which you can project from a red spherical organ on your head. This projects as a yellow colored ray which freezes cellular activity, and is powerful enough to even paralyze Gamera himself, though such a feat took multiple hits each one merely dazing and disorienting him until they finally overcame his resistance, and he was able to block it completely by pulling his head into his shell. At a weaker intensity this can be used to place humans into a hypnotic trance if they are looking into the beam - potentially allowing you to brainwash them - in which they are unable to act on their own and merely barely follow those who pull them. This weaker trance can be broken with the white noise of a radio transceiver, or anything that makes a certain high frequency sound. The full cellular freeze is harder to break, though a sufficiently powerful example of the frequency might still do so. Electrical shocks are effective against both however.

As a deep sea creature you seem to possess both sonar when underwater, and vision which works even in extremely low levels of light allowing you to see deep beneath the surface of the water. However these eyes are your weakness as well, as bright lights - such as sunlight - can blind you and disorient you for a time.

If you take any other Monstrous Form beside Daiei Kaiju you will be able to maneuver on land as normal for that form, and if you take any besides Daiei Kaiju or the unupgraded Vampire Bird you will lose your photosensitivity.

Energy Drinking Snake (600 CP): You are a kaiju that is neither humanoid nor quadrupedal. Instead you are a massive snake. Your physical capabilities are a little different than most of the other kaiju here. They're much more reliant on how much you have fed recently. At your baseline level you are about as strong as an unupgraded Fire Breathing Turtle. However as you feed you may grow to significantly larger than other

Daiei kaiju and swell in power till you are stronger than even an upgraded Fire Breathing Turtle.

You feed by using your weapon-like tongue. Capable of stabbing forward to punch into the flesh of weaker kaiju, or to break through buildings and structures, though not strong enough to pierce through Gamera's plastron to any significant depth. You may absorb heat and other energy through this tongue - if you pushed it into Gamera's throat you could drain the energy which fills his body and provides him with his flames and leave him for dead and this would be sufficient to bring you to your fully fed size and power, though you'd need to continue to feed from time to time to make up for energy you expend.

Your tongue is not your only weapon. You possess two others of note. You are capable of releasing a cloud of thick, white poisonous mist capable of quickly driving humans into a comatose state - though medical attention can save people who are exposed to it only briefly - and causing pain and sickness in kaiju.

The other is your tail. Your tail ends in a metallic spike. You are able to spin this spike around as a living drill allowing you to drill into the flesh of other kaiju. This drill is powerful enough that with time it could penetrate Gamera's shield. This spin is a weapon in itself however as it creates a headache inducing supersonic whine which can cause agonizing pain even in other kaiju.

And in a non-weapon capability, you seem to possess a second stomach within your body. It takes some time and conscious effort to guide something into it instead of your normal stomach. There's no stomach acid in this stomach, and in fact there's air so it might be better to call it an air bladder. It is also well protected and shielded, capable of protecting what's inside of it from most of the effect of an explosion inside of your body. It's large enough to store two baby kaiju as well.

However for all your powers you are not completely free of weaknesses. While you need to be well fed to reach your full power, this energy is volatile even inside of you and you have no special resistance to heat, fire, electricity or the like save for your tongue when it is actively draining it. A large enough explosion happening inside of you could set off this energy within you causing a potentially fatal explosion if you were well fed.

Parasitoid Demon (600 CP): You are a powerful quadrupedal kaiju. On a physical level you are comparable to a Sword Headed Guardian albeit perhaps a touch behind. You are stronger than an unupgraded Fire Breathing Turtle, however.

But raw physical strength is not all you possess. You are capable of burrowing through the ground, and an all-terrain monster you are amphibious, possessing gills which you can use to breathe underwater, and the ability to swim long distances at relative speed. These gills can also store water within them, and you may use this water in the form of powerful jets able to help propel you through the air for great leaps similar to those of a Sword Headed Guardian, or to propel you across the surface of the water at great speeds.

Water is not the only thing you may launch. Upon your cheeks are tubes from which you may launch solid rods. Created by producing a quickly hardening substance and pouring it into these molds, these rods are launched at speeds capable of sending them through the limbs of another kaiju (including an upgraded Fire Breathing Turtle) to the extent that the tip sticks out the other end - though as they are longer than a kaiju's limbs are thick you they may stick out of both ends.

These rods are only a precursor to your main weapon. You are capable of producing a beam which is a combination of heat and high frequency sound, capable of reducing buildings to smoldering ruins in moments, destroying tanks, and leaving humans as nothing but bleached bones. This beam is relatively short range and area on its own, but by launching your rods you can create an amplification system which can be used to extend the range significantly and increase the area to cover several blocks instead of about the size of a kaiju.

Your projectile options do not end there. Your feet possess special suction abilities, able to pull large rocks - albeit small by the standards of kaiju - to you and launch them much like you were throwing them. This can even be used to grab other kaiju and hold them in place.

Something you will want to do, as your tail possesses an ovipositor which will allow you to lay your asexually reproduced young inside of them, by stabbing into the chest or lungs of another kaiju. These young will share your Monstrous Form, though begin at a size approximating a human and with powers and durability on the scale of a human, and any weaknesses of your form substantially more dangerous to them for that reason. Still they will feed on the blood and strength of their host, a single such young enough to force Gamera into a healing coma.

You do however possess a weakness. Your affinity for high frequency sound has ensured that a certain low frequency sound is particularly painful to you and serves to weaken you leaving you slower, less able to use your special abilities, and more vulnerable to attack. This frequency - even as just part of white noise from a radio - is highly dangerous to

your young, though it will not kill you on its own even when the specific frequency is broadcast at a much higher sound level. It could, however, be able to force you into a state of hibernation.

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.

Come On Space Monsters Bring It On (+100 CP): You'll be dealing with a lot more fights than just one. During your time in this world you will be attacked by at least 7 kaiju. And while they may not directly be after you, circumstances will see to it that you have to deal with them. Gamera and/or the JSDF might be able to help, but the kaiju will disrupt whatever plans you have (or just try and kill you) and require you or your companions to take an active role in dealing with them.

English Accents (+100 CP): What accent is this American child speaking English with? Wait, what about these "American" pilots? Oh no, it's not just the Americans. People in this world seem to talk with ill-fitting and bizarre accents, like they're speaking a secondary language they haven't actually learned the best, or phonetically reciting lines without actually knowing the language. It's still - usually - understandable, but there's no real rhyme or reason to what accent someone will have. Worse they seem to have been dubbed over with this voice, so their voice won't quite match up to mouth movements.

Jumper from the Planet Peace (+100 CP): You are unable to inflict harm against another being, much less kill them. You could disarm someone, or maybe even disable them, but only if you could do it without lasting injury or causing them significant pain. Even setting autonomous drones to kill or harm people is off-limits for you. Though creating free-willed and sapient creatures to kill your enemies is fine, but only so long as they remain free-willed. No mind controlling things to kill people for you.

Low Production Values (+100 CP): There's something cheap and poorly done about this world. 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.

Protector of Children (+100 CP): Like a certain giant turtle you seem to have a soft spot for children. You cannot bring yourself to intentionally or directly harm a child, and instead feel a powerful compulsion to protect and save them. You won't necessarily sell out the planet to invading aliens to save 2 kids - that'd be harming far more children after all - or putting yourself in obviously suicidal danger for their sakes, but you will find yourself compelled to go out of your way to protect children even if it means exposing yourself to danger.

Recycling Program (+100 CP): Didn't that happen already? You seem to be getting a lot of deja vu, because things you've already done or which have happened around you seem to be repeating themselves. It's almost like they keep recycling bits of footage. I'd say this isn't really dangerous, but it will mean you'll need to deal with several of your problems multiple times with only parts of them being precisely repeated. Other times it will just be merely annoying as you sit through the same movie or read the same book for the umpteenth time in a year.

They're Not Laughing With You (+100 CP): They're laughing at you. You just can't be cool or awesome. You can be successful. You can save the day. But somehow or another you will come off as goofy as a kaiju turtle spinning around on a gymnastics bar at best. Maybe it's events conspiring to embarrass you, maybe it's your aura of lame, though probably it's both and something more as well. Regardless, no matter what you do, you'll never be able to get people to see you as anything more than that sort-of-lame goofball to laugh at. At least you might entertain them.

Critical Weakness (+200 CP): Cold shuts down Gamera. Water shuts down Barugon. Sunlight kills Gyaos. Low frequency sound cripples Jiger. Bright lights stun and daze Zigma. It seems kaiju around here have some rather significant weaknesses which can be exploited, and now so do you. This weakness will not be immediately fatal to you, but exposure to it will begin to shut down your abilities, your body, and eventually kill you if prolonged or intense enough. And it will be something that you have a good chance of encountering, and which the military could weaponize to an extent far easier than using freeze bombs against Gamera. This isn't a guarantee they can overcome you with it, but it would give them - and even more so Gamera or another kaiju - a chance against you. And worse the government is guaranteed to figure it out at some point, and spread this information to your enemies if you fight against them.

Futility of Science (+200 CP): You have lost access to any scientific or technological powers or perks, as well as any advanced science or technology from your warehouse or other jumps. Even advanced science created in jump has a way of failing for you, and

when you find yourself relying on any technology as new as electricity or newer you will find that while it can work for day to day living, it has a tendency to fail you when it's important. If you want to get involved in this world you'll have to find something other than technology or science to help you do it.

Jumpers Can Have Ideas Too (+200 CP): Or maybe you'd just best not get involved at all. Jumpchan has decided that as a child-oriented jump things need to be done by child characters that children can identify with. And even if you take the role of a child for the jump, you're an interdimensional traveler not a real child and children can't identify with you. As such your competence has plummeted substantially. While you can still live day to day, you will find that in any important situation or whenever you face a challenge - whether it's a kaiju attacking, trying to earn that promotion at work, or wooing the spacewoman X1 - you are completely not up for the task. Your companions and followers can still be as competent as ever, and maybe you could get some local kids to help you, but expect to have no personal successes during your time here.

Kennies Everywhere (+200 CP): You don't like children. Even if you had before, you really don't know. You will find children at best annoying and irritating, and at worse they'll be more infuriating and maddening than Kenny the mentally unwell child who wants to sabotage attempts to stop a murdering kaiju because he prefers turtles to children and the turtle has to be good because it's a turtle. In short, you really don't like children. Unfortunately somehow you always end up having to deal with them, and they 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.

Woke up Hangry (+200 CP): You seem to be in a sort of berserk rage. Maybe it was the nuclear radiation and explosion when you arrived in the jump? Either way you're in a state of near mindless destructive rampage. The good news is that you will still feed yourself and run from fights you obviously can't win while in this rampage, and this will start to pass after a few months leaving you with only bouts of violence and destruction before even these will stop by the end of your third year here. The bad news? Well you can probably cause a lot of destruction in a few months, and after 3 years of sporadic rampages it might be hard to get the world to trust you.

Gamera's Ire (+300 CP): Gamera believes you are a threat to the children of this world and all others. And Gamera is the hero, and as the hero Gamera can't really lose. Oh you can beat him in a fight, but he'll always come back a little better prepared to fight you, a little more aware of your weaknesses, and if he needs to be he'll even start pulling a

Godzilla and developing new powers as he needs them. He won't start out necessarily on your level, but you will have to find a way to run, hide, and fight him off for a decade with him continuously growing to be better suited to defend the children of the multiverse from you. And trying to convince him you wouldn't harm a child won't work.

Hunted by Chain Pirates (+300 CP): Chain pirates have begun hunting you from deep space. They have somehow tapped into your chain, gaining limited access to all the worlds you have visited before. Thankfully this is rather limited access, and while you may see them incorporating elements of it into their kaiju and technology they won't be pulling on all the most powerful stuff from it, just enough to make it a challenge for anything you could make yourself. That's the good news. The bad news is that if you or your companions access anything from out of jump - including just having followers, items, or properties in the world, or interacting with your warehouse - they can detect it and begin to zero in on your position, and worse while you are accessing it their access to the rest of your chain will skyrocket. Attempting to attack them personally is doomed to failure as they will scale above you, your gear, and your companions if you do so. As they will if you and/or your companions overuse your out of jump powers, items, followers or perks. But maybe if you only tapped into it briefly to empower something of this world, and aided them they could eventually manage to defeat the chain pirates' kaiju forces and destroy their ship ending this threat forever. If you've done few enough other jumps it might even be possible to team up with Gamera and defeat them with only the powers and abilities from this jump. Otherwise it's going to be hard to hide the entire decade from them, as their kaiju will likely prove too much for Gamera and the JSDF to handle - especially if you've given them many or strong worlds to draw from. Still it might be possible. Also to help you all your out of jump perks, powers, and abilities are sealed away, and you can choose not to have any items or followers insert themselves into the world. To undo this seal you must move your limbs through a series of motions and when it is done you will find yourself in a low quality superhero costume complete with cape and your out of jump abilities will be temporarily restored until you shut them down again with another series of motions. Be careful, though, it will only take minutes before the jump pirates can launch attacks on you, and this time will shorten each time you use your powers even as the attacks grow more devastating and dangerous.

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

If you somehow don't know what the Audience background is a reference to it's Mystery Science Theater 3000. I actually sort of eh on it; I've grown to appreciate it more after watching every 80s Sword and Sorcery film I could find and having 1 or 2 where I could only find it at all in MST3k format and realizing I really should have watched Deathstalker 3 on MST3k. However its connection with Showa Gamera in pop culture was too undeniable to not give it a sizable nod. I mean just look at how it got Kenny popularized for annoying children in kaiju/sci-fi movies.

Nuclear Power grants immunity to electricity even though it was used to limited effect to annoy, and seemingly hurt though not meaningfully harm Gamera in the first film, because by the second film he was explicitly eating electricity, and in vs Zigra he took multiple lightning bolts and far more voltage without harm. Similar to how by vs Viras he was flying up into the upper atmosphere to freeze his opponent despite being weak to ice and cold. Also despite Death Battle saying (composite Showa+Heisei) Gamera couldn't resist Godzilla's blast because while immune to the heat he's not immune to radiation... in the first film he was explicitly immune to radiation which unlike fire/heat was actually demonstrated in the film. Godzilla still would win as Gamera has no answer to his flying kick but it actually wouldn't be that easy.

Inuit Fragment is based on the fragment depicting Gamera in the first film, and to a lesser extent the stone which told the legend of Barugon. Given Gamera was a villain in the first film it'd fit on Villain Kaiju better but one of these had many other options. Almost made the two Kaiju origins share an Item tree.

Plan Z was originally going to be a general item, but got put on Hero Kaiju as it's useful to one who doesn't buy a monstrous form that can fly in space, and it is at least used to move the Hero Kaiju... who was a villain in that film... and it was used by humans.

The Sandy Frank dub had Zigra's earthquake machine make a magnitude 16 earthquake, but then called a magnitude 13 the largest ever recorded. The subtitled version had it be 12 and then 13.

The only kaiju whose size was stated in the films was Gamera's. The only numbers I could find for the others on the wikis sourced an archived version of a Japanese site where I could not find any of the numbers except - once again - Gamera's, and placed Gyaos as 33% taller than Gamera... who came up to approximately his eyes, and Zigra as

even taller - when Gamera came up to again his eyes. While Zigma does have a tall point above them so is taller than Gyaos, he is not 33% taller than Gamera. Viras was listed as more than half again as tall as Gamera which... with his head tentacles raised up into a head spike might be accurate. This is when in suit mode, as models when carrying them as he flew Gamera with legs tucked in was almost the same size as Gyaos or Zigma.

Gamera kaiju weights make no sense. Assuming Gamera is proportioned like a human and not extra broad with a large shell, he's 1/15th the density of a human, or half as dense as balsa wood. Which would explain some of the kaiju acrobatics, but would not explain how these kaiju sink. Source is the same as for his height, but given they'd never had an opportunity to weigh Gamera it's a bit of a question how they knew it. Height you can measure, at least approximately, by comparing to known objects he was smashing. Weight... Of course this is a universe where microwave radiation is highly capable of causing extreme mutations, radio transceivers produce supersonic waves, it's impossible for turtles to right themselves from their backs, different water pressure can cause creatures to safely increase substantially in size but the same creature's size is not affected by being merely under air pressure, and... there's a reason there's a perk about being able to present any sort of bullshit as scientific fact and have people accept it without question. Though in the first film they also stated that he had to be super dense so... It's just a ~~show~~ movie, I should really just relax.

On that note, without the Kaijubatics perk you would move more like Gamera and Barugon from the first 2 films in this era, than like Gamera, Guiron, Viras, or Jiger in the later films. Gyaos (and Gamera in Gamera vs Gyaos) is somewhere in between, and Zigma is an aquatic creature that can barely move on land.

On the durability of kaiju in these films: Tanks and planes annoy them. However when we see more long range missiles used against them they react defensively to wipe the missiles out beforehand. Guiron is even killed by a missile which had an explosive force far less than a nuclear bomb, after Gamera is unable to kill him without it. So they are unlikely to be immune to such weapons, though Guiron was killed by one going off literally inside of his head so they're unlikely to be immediately lethal unless you are force fed one. And despite the scientist's logic of 'Gamera survived a nuclear bomb so must be immune to them', it's worth noting that Gamera was not actually hit by the bomb, it did not even manage to fully destroy the ice covering him meaning he is actually completely untested against a nuke - his later showings against missiles and consumption of fire and electrical power sources do however lend credence to him being immune though that seems to be a particular trick of his fueled by fire nature than actually durability.

On relative kaiju strength: Even mostly frozen, Gamera when threatened was able to react and wound Barugon, and not frozen Gamera was able to casually overpower Barugon. Gamera was enough stronger than Gyaos that Gyaos had to cut his own foot off to escape Gamera's single handed grasp. Viras is able to throw smaller rocks than Gamera, and has to use much more leverage to do it, and while he can somewhat escape Gamera's grasp in the sea (Gamera despite being a turtle is not very good at fighting underwater seemingly just fighting as he does above water but with his movements slowed substantially), Gamera directly overpowers him and takes him out. Guiron is strong enough that Gamera needs a missile to finish him off, and casually overpowers Space Gyaos, but while a closer comparison in strength to Gamera than the prior mentions is still overpowered by Gamera; however Gamera's strength feats begin to increase at this point (the size of boulders he throws goes up significantly from his Viras fight, though he swaps to a 2 handed throw the effort seems to be no greater and the projectile is more than twice the size, and his other capabilities against Viras already show the rest of his changes compared to earlier films). Jiger seems to similarly compare to Gamera in strength. Finally Zigra, while possessing speed and force to injure Gamera underwater, is easily overpowered once grabbed.

On Gyaos's regeneration: Wikizilla says Gyaos regenerated its foot in under 1 hour. The film itself does nothing to imply this scale of time. We are shown a time skip during which Gamera leaves, and 2 workers - presumably workers dealing with the aftermath of the battle - on break find Gyaos's foot before proceeding to inform the police, who then have it transferred and taken to a lab. We are not told how long any of this takes, but the implication would be hours not a single hour. Then we are shown its foot starting to regrow. Then there is another time skip in which we're shown that they have begun preliminary tests on samples of Gyaos's tissues before performing the ultraviolet test on the main mass of its toes. Then we flash back to Gyaos still regenerating, kicking a rock with its not quite fully healed foot, and screaming in pain for a while. Then we skip to a briefing, and preparation of a Gyaos trap. This implies less that it took an hour and more that it took at least a day and possibly multiple explaining why they had the time to prepare for Gyaos.

On Gamera's 2 tiers: As the films progressed Gamera got better. Besides being more acrobatic (that's its own perk), his flight got more maneuverable and his ability to carry monsters increased once he started flying straight forward, flew Viras up high enough that Viras froze over, and he went from overpowering Gyaos with difficulty to overpowering Guiron with difficulty who himself had easily overpowered Gyaos.

On Gamera's speed: So the closest we get is a child saying he's moving at mach 3 like a type of jet, and another correcting him stating he has to be going at least as fast as Apollo 8 at Mach 33 to leave the atmosphere and reaching Mach 50 to leave the solar system. In the atmosphere, he does seem to move at jet-like speeds when he's flying. Outside of it... well Apollo 8 didn't reach Mach 33 (escape velocity from Earth's surface), it entered the atmosphere at ~Mach 32 and that was specifically the fastest it got. Finding numbers for its ascent speed is harder, with things either stating it was going escape velocity because they misunderstand escape velocity (Apollo 8 had multiple phases of acceleration, and escape velocity from is different from that in the upper atmosphere where it was doing its later stages of acceleration), or unsubstantiated and putting it at about 2/3rds that. And Mach 50 would be a meaningless speed to get across the solar system and is obviously well below Gamera's speed in space.

On Zigra's beams: Wikizilla says he has 3 beams due to a 1995 encyclopedia... named after the first film of the Heisei trilogy. In the movie itself, however, the teleportation was worked by machine in the space ship (the kids use it to escape) and not his beam, and the earthquakes were also stated to be done by a machine, and could cause them without firing the red beam from the ship on the other side of the planet. However, he did have hypnosis abilities which while not shown directly on screen (X1 is hypnotized before we meet her), were somewhat implied to be related to his cell-activity freezing beam as her eyes glowed red when she was using it, and they attempted to use the same cure (high frequency sound) on Gamera but were interrupted from doing so by Zigra before they could get the sound powerful enough to break it on a kaiju.

On Energy Drinking Snake: It's based on Garasharp which didn't show up until 1991, into the Heisei era. However Garasharp was based on the concept of W the antagonist of the planned but never made 1972 Gamera film, and the short film which showed Garasharp was directed by the original director of the Showa era continuity (minus vs Baragon). As such I felt it acceptable to include it as an option even if I had to make some assumptions as to how it worked, and straight up make up details for things like 'how bad is his poison smoke' since Garasharp's only showing is an under 4 minute short film. This left pricing Garasharp as hard. On the one side it apparently could physically overpower Gamera (after drinking him for power) which makes it impressive, and it has a variety of powers, on the other Gamera is stronger until it feeds, it doesn't have a hax I win attack like Zigra, its weapon variety seems a little weaker than Jiger's... I went with the top tier of 600 CP because it lacked a weakness other than 'force feeding it an experimental bomb' which is sort of the same "weakness" as Guiron... and except for maybe Gamera probably would work on any of the kaiju.

Changelog:

Version 1.0.0: Released.