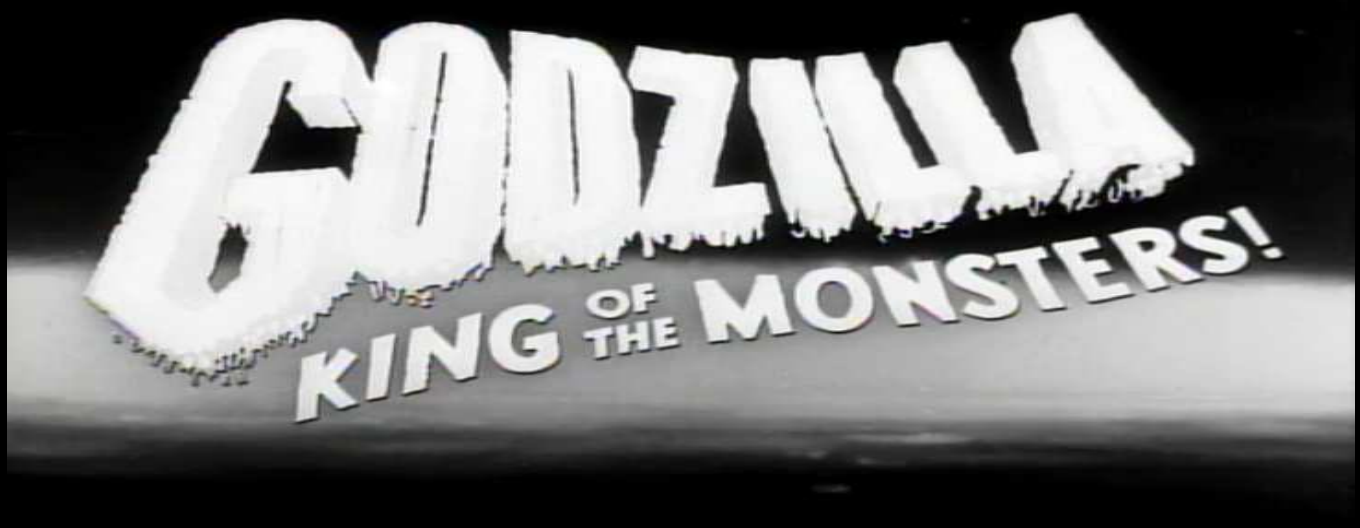

水爆大怪獣映画
ゴジラ
ゴジラか、科学兵器か驚異と戦慄の一大攻防戦！
放射能を吐く大怪獣の暴威は日本全土を恐怖のドン底に叩き込んだ！
原作・香山滋
監督・本多猪四郎
製作 田中友幸
脚本 打田武雄 本多猪四郎
撮影 玉井正夫
美術監督 北猛夫
美術 中古智
録音 下永尚
照明 石井長四郎
音楽 伊福部昭
特殊技術 円谷英二 渡辺明 向山宏
岸田九一郎
宝田明
河内桃子
平田昭彦
志村喬
東宝
東宝株式会社 製作・配給



Introduction

In 1954, 9 years after the disastrous events that would end Japan's involvement in World War 2, there was another nuclear incident in the Pacific Ocean. A Japanese freighter disappeared off of the coast of Odo Island and all subsequent search parties disappeared along with it. Fish in the area rapidly decline until they are all but gone. The Japanese government has little idea about what could be happening, but an elder in a small fishing village on Odo has the answer. **Gojira** is the name of the monster that now haunts the shores of Japan. Mutated and enraged by the radiation of the nuclear attacks on Hiroshima and Nagasaki, as well as the nuclear tests near Bikini Atoll,



Gojira has come to wreak his horrible vengeance on humanity; starting with the unsuspecting people of Japan. You arrive here a few days before the first incident with the Japanese freighter.

Location

(You may choose your location for 50 cp or you may roll a D8)

Tokyo, Japan*(1-4)* **-** The capital of Japan and the location that is to be the center of the upcoming disaster. Gojira will begin his attack in only a scant few weeks. Luckily, this is also the center for the Japanese army and Coast Guard.

Odo Island, Japan*(4-8)* **-** You arrive on a small fishing village on the coast of a small island known as Odo Island. This island is part of the Bonin Island chain some 1,000 kilometers away from Tokyo. This area will soon be struck by disaster as it is among the first places to face Gojira's wrath.



Origin

Civilian - You are one of the 87 million Japanese citizens living during 1954. Your life has changed since the war to be sure, but that is not to say you are poor or not well off. You could be a salaryman, a nurse, a fisherman, or any number of different occupations. No matter what occupation you take, you live a relatively comfortable and humble life. *(Age:* 2d8 + 16*)*

Military - You work and live as a member of the Japanese military. After World War II, Japan's military structure was drastically altered, as to put a total focus on defense with little to no offensive capability. You may choose to be a part of the Japanese Army or the Coast Guard. *(Age: 2d8 + 19)*

Scientist - You are a researcher of some note. You could be working independently or with the government, but no matter who you work for, science and the act of discovery are your passions. *(Age: 2d8 + 25)*

Monster *(600 CP)* **-** You are the transitional step between the Cretaceous and Jurassic. This would make you unbelievably old to the point where you may well be incapable of dying from old age. You've lived in the Abyssal Regions of the world's oceans feeding off of the strange animals that inhabit that region alongside you. You stand at a towering 50 meters tall, weigh a staggering 20,000 metric tons, and are 105 meters from the point of your head to the tip of your tail. You resemble a dinosaur but are not an exact match of any known species. Your durability is immense, able to withstand the pressure of the ocean at the abyssal zone and to take untold amounts of radiation into yourself without any negative effects. *(Age: 145 million years old)*



Perks

Civilian

Personal Safety - 100
Gojira will come and people will die. You could count yourself among them if you are not prepared for the oncoming danger. With the purchase of this perk, you gain a slight boost to your ability to make escape plans. You also gain a slight boost to your physical ability when you are running away from some sort of danger.

Innocence of the Mob - 200
You're acting a tad irrationally, but that's ok, it's understandable after all. Authority figures seem to make greater allowances for breaches in protocol and in the law when it comes to you. In addition to this furthered tolerance, they seem to get less annoyed or frustrated by your actions in general.

Public Duty - 400
Everyone needs to be able to pull their weight, especially after the end of the War. However, you've taken this idea to an entirely new level of seriousness. You have a working knowledge of a whole host of professions. You can fish, farm, work as a nurse, assist as a mechanic, be a researcher's assistant, etc... You excel in support roles more than any other.

Plea of the Powerless - 600
You may not be the most important person in the country or even the city, but that doesn't mean what you have to say is worthless. You have a real knack for convincing people both to do things and of things. This may not be powerful enough for you to completely convince someone to break a deeply held ideal but it would put them towards the edge of doing so.

Military

Back to Basic - 100
Whether you've become a part of the Japanese army or a part of the Coast Guard, you'll need training befitting a Post-World War II Japanese soldier. You now have the basic training required to do whatever may be asked of you by your superiors. If you've chosen the Coast Guard you have working knowledge of your duties on the ship. If you're in the army you have a working knowledge of your duties there including duties in a mechanized division.

Discipline and Responsibility - 200
Both are vital virtues to being a proper soldier and you have them in spades. Your virtuousness has given you a stalwart constitution in the face of fear. You will not turn tail and run in the face of overwhelming force. This effect is greatly increased when you are defending civilians.

Evacuate Shinagawa - 400
When performing an evacuation planning and logistics are absolutely key to the effort, especially when the evacuation involves an obscene amount of people. You are now a master planner and are excellent at keeping track of logistics. You could fully evacuate a city into bomb shelters within 12 hours if you were really pushed to it.

Fortify the Coast - 600
The world as it is isn't prepared for the power of Gojira but you can give it your best shot. There is no point bringing the fight to Gojira without a weapon that is truly capable of damaging him, but you might be able to turn him away. In fact you can almost definitely turn him away. You are capable of creating truly magnificent defensive plans in a very small amount of time. These plans can also be put into action very quickly. If you were to spot Gojira in the morning you could have dozens of kilometers of beach fortified by night. These fortifications would include multiple army divisions, a coast guard fleet, the air force, an experimental electrical defense that puts off 300,000 volts of electricity, etc...

Scientist

Application of Knowledge - 100
You've gotten your doctorate, congratulations. You may choose one field of science in which you have at least a doctorate level of knowledge in. This may be taken as many times as you wish.

Stellar Reputation - 200
The world can be difficult for a scientific researcher; especially when people aren't willing to listen to what you have to say. Luckily, this isn't so much an issue for you anymore. While the people you speak with may not totally believe your every word when it comes to your research, they will remain open to the possibility of any conclusion you come to being true. This is especially true if you can provide them with some evidence of your claims.

The World Isn't Ready - 400
The world isn't always ready for things that you create, so sometimes you may feel like you have to hide your creations or even any notes that you may have made about your creations. Hiding is a skill that you're rather good at, whether it be hiding in an urban sprawl or underground. You're incredibly adept at creating hidden areas for laboratories and -if worse comes to worse- very capable in seeing that these labs and any creation from them are destroyed.

For the Sake of the World - 600
Maybe... even if the world isn't ready for what you may create, you should still create it. You're now certainly a top of the line scientist, truly at the knife's edge of your field, but there is more to it than just your scientific ability. You have the ability or perhaps curse to create things that may be used as horrific weapons, even if that was not your intention in the beginning. Despite this potential curse the things that you do create or the things that you do study may one day be used for a better and greater purpose.

Monster

Foreboding Silence - 100
A terror hidden at the bottom of the ocean, unknown to man until it is far too late. You excel at hiding even at your tremendous size. Radar, sonar and any other sort of location device can still detect you, but you have an odd ability to avoid visual confirmation. More interestingly, when you've determined that it's time to show yourself, it is like the world holds its breath. All noise seems to stop as if nature is in awe of its own creation*(This is toggleable.)*

Ominous Aura - 200
Silence reigns across the bay. A bustling city emptied to nothing but a ghost town with desperate gnats to defend it. Your presence is terrifying. Fish vacate the area you dwell. Even people who are unaware of your existence feel an unease around your dwelling, but the people who do know of you find this effect magnified to a sense of terror.

Undying Leviathan - 400
The Leviathan that dwells in the Abyssal region of the oceans. A terror in which man has no recourse against. By some quirk of your biology, you are immensely durable. The shells of a fleet of battleships would do little more than enrage you. 300,000 volts of electricity is nothing more than an irritant. You are all but immune to most conventional weaponry(that would exist in the 50's.)

Atomic Abomination - 600
The atom. One of the most fundamental building blocks for nearly all that is. Humanity thought it could harness this power, control this power, weaponize this power. Sadly, they were right. You've absorbed immense amounts of radiation from the nuclear testing that has occured in the world above water. This has left you even more deadly than before. You've mutated. You now produce a large amount of radiation in a field around you. This amount of radiation is enough to give people severe radiation poisoning very quickly*(You may toggle this field.)* You are also able to breathe this radiation out as superheated extremely radioactive mist. More than just this, your physiology is incredibly odd. If you ever find yourself inundated with large amounts of energy, that you are able to survive, your body may take it in and begin to produce it in small amounts.

Items

Civilian

Sturdy Wardrobe - 100
Pressed suits, flowing sundresses, brown boots and khaki pants. A full wardrobe of sturdy clothing -befitting of the 1950's- can now be found within your Warehouse. This wardrobe covers any sort of situation that you may imagine from informal meetings to the most formal conferences.

Fallout Shelter - 200
Japan is a nation scarred by the memory of a not too distant past. The atomic bomb and the devastation that it caused in Hiroshima and Nagasaki has been burned into the public psyche. It is only natural that such shelters would be made in response to such a national tragedy and now you find yourself in the possession of one. This shelter would completely protect you from a bombing raid and no radiation would reach you due to the materials used in the construction of the shelter.

Place of Business - 400
The entire country may be on high alert due to a horrific abomination just off of the coastline, but that doesn't mean you can just stop working! There is now a place where you are guaranteed to have a job. This could be any job within the civilian sector. If you wish the business could follow you on your chain. If you choose to do this then the business is staffed by people from the new world.

The Interest of the People - 600
The country is far different than it was 10 years ago. The Emperor is little more than a figurehead and the dictatorial rule of the military is long gone. It's an era of democracy in Japan, with all the positives and negatives that come with that. As odd as it may seem, purchasing this item gives you a group of people. You are able to use these people to filibuster in whatever political system that would allow such a thing to take place. These are companions.

Military

Basic Equipment - 100
A soldier is still a soldier, even without their equipment, but it sure helps to have it. Basic equipment would vary greatly between the different branches. No matter which branch you use you aquire a sidearm and a uniform. If you choose to go into the army you will get a rifle and whatever protection was available for a soldier in the 1950's. If you choose to specialize even further and be a part of the mechanized divisions then you will acquire whatever tools you need to perform maintenance on your vehicle, as well as a manual that would aid you in this endeavor. If you choose to be in the Coast Guard you acquire whatever tools that an engineer would require on a warship. You would also acquire a pair of binoculars.

M75 APC/ Eagle Class PT Boat - 200
Japan wasn't able to produce any heavy military hardware after the War. Luckily, the Americans decided to consistently gift new hardware to the army and to the Coast Guard. With this purchase you will acquire an American M75 APC. It's armament is an M2 Browning heavy machine gun and it goes at 43 miles an hour at its peak speed. If you're in the coast guard you get an American Eagle Class PT Boat. It moves at 18 knots and has a whole host of weaponry.

Japanese Defense Headquarters/Yamato Class Capital Ship - 400
The soldier is vital to a war effort, but leadership is equally as important. In the new ways of modern war, a general being on the front lines isn't always the most feasible feat nor is it always the best tactic. With the purchase of this item you acquire a fully stocked modern headquarters. It is roughly the size of a small library building and made of reinforced concrete. It could very well take continued bombardment from conventional weaponry for hours on end. It also comes with a small mechanized division that will be under your command. It is filled with radio's, radar, telephones, telegraphs, and any other machine that may be necessary to leading a war effort in the 1950's. It also comes stocked with maps of the immediate area. If you have chosen to be in the Coast Guard then you acquire a Yamato class capital ship with a command room that comes with all of the above.

Japanese Defense Group - 600
The forces of the Japanese military are not what they once were. The Japanese military reserve didn't exceed 110,000 in the 1950's, but with the emergence of Gojira, the American's have decided to loosen the reins a tiny bit. You find yourself to be the proud leader of a newly formed Japanese Defense Group. This group cannot make up more than 5% of the available reserves, but anything that needs to be provided for mechanized divisions or a fleet will be provided by the Benefactor.

Scientist

Suit and Tie - 100
Science is just as much about appearances as any other elite profession. After all, how can anyone expect to be taken seriously if they don't look the part? You now have access to a proper wardrobe, filled with formal clothing befitting a person of high stature in the 1950's. This wardrobe also comes with field clothing for any proactive researchers. It also comes with an eyepatch and a lab coat.

Field Equipment - 200
There is a time where a scientist must leave the laboratory and venture into the world to discover the unknown. However, no matter how good a scientist may be, they will always need their tools. With the purchase of this perk you will never have to go without such tools. The purchase provides an incredibly spacious tent at least the size of a large shed. It comes stocked with portable storage units that are excellent at preserving biological samples, chemical compounds, and other materials. It also comes with proper detection equipment such as Geiger counters.

Well-To-Do Home - 400
Being a successful scientist comes with more perks than one would think. Money can come quite easily to a well respected and acclaimed scientist; thus, it's not so much of a shock that a scientist could live a very comfortable life. You are now the owner of a house befitting of someone that has high social status. This isn't a mansion but it is a home that demonstrates that the owner is very wealthy. It comes fully furnished with furniture that reflects it's 1950's Japanese origins.

Underground Laboratory - 600
The world doesn't always need to know about what you're researching. In fact, it may be better if no one else knew what you were doing at all. You now have access to a very discreet underground laboratory. You may choose where this lab appears and may attach it to a property that you own. If you choose not to attach it to a property then the entrance to the lab will take the form of a well camouflaged cellar door. This lab more closely resembles Dr. Frankenstein's laboratory than any other modern lab. It comes with odd scientific instruments that are far more advanced than something that should be found in the 1950's. It comes with entire storage areas for any sort of material that you may come across during your research. This lab is also very durable and very difficult to detect. It could not take a direct attack from Gojira or even the military for that matter, but they would have to find it first.

Monster

Gojira Suit - 100
Well… this might be a tad insensitive to wear around here, but a suit is a suit. This hellish abomi- I mean this suit is made of plastic and perfectly resembles the terrifying Gojira. Be warned, unless you are unreasonably tall your head will be in the neck of the suit. If you take this option as a monster then it will be scaled up to your size.

Irradiated Sand - 200
The nuclear testing on Bikini Atoll spread nuclear fallout far and wide across the Pacific Ocean. This fallout was more concentrated in certain areas of the ocean and at some points covered to the very bottom of the ocean itself. This has left small patches of the ocean and ocean floor completely inundated with dangerous levels of radiation. This radiation will not spread from these areas and all wildlife will avoid these areas.

Secluded Island Village - 400
Rural villages are becoming all the more rare in this new modern age and even the ones that do exist are abandoning old traditions and beliefs. This village is one such a village. A small island community that survives off of fishing and small scale agriculture. It has limited contact with people outside of the community. The new generation has turned away from old legends and wives tales but the previous generation still spreads the legends of old; including legends of a leviathan that lurks in the deep.

Abyssal Zone - 600
The deepest, darkest pits of the ocean are between 4,000 and 6,000 meters deep. Within this watery hellscape there is a 50 by 50 kilometer region that you call home. It's an area that seems to be stuck within the time period in which you were born: the era in between the Cretaceous and the Jurassic. Giant beasts roam the region with wild abandon as it is undetectable to humans above the water. It simply shows a dark abyss on detection equipment. However, the beasts that roam these waters know that there is at least one creature that towers above them.

Companions

Import - 50+
To be alone during a disaster is truly a horrible thing. Luckily, you won't have to go through such an experience. With every purchase, you may import an existing companion or a new one will appear for you quickly after the jump begins. Each companion starts with 600 CP to spend with an exchange rate of CP at a 1:1 ratio.

Canon Companion - 100
The people of this world are on the precipice of a true tragedy, yet there are persons who stand strong in the face of disaster. With every purchase, you gain a chance to convince a single canon character to accompany you on your journey. This option does not include Gojira

Gojira - 300
The terror that will cause so much destruction in the coming months, unless you are able to do something about it. You will encounter him soon after your time in this world begins. Be warned his mind set is animalistic in nature, yet there are signs of higher intelligence and of emotion within him. He was wrathful towards the humans who would interrupt his slumber with their horrific weaponry. If you do not intervene he will carry out what would have been his fate in this world. To attack Tokyo and be killed by the oxygen destroyer. However, you have the opportunity to intervene; to save his life and the lives of the countless humans that would have died in his assault. If you are able to calm his rage for the duration of your time in this world; he will follow as a loyal companion and true friend for the rest of your journey.

Drawbacks

Melodramatic Personality - +100
The world is just worth overdoing it. The smallest of slights can lead to large expressions of anger. Seeing something genuinely shocking would without a doubt lead to fainting. People in general are less in control of their emotions than normal.

Reclusive - + 100
The cities of Japan are incredibly crowded even in this period of time. The crowding, for some reason or another, can truly be too much for some people to take. Sadly, you are one such person. Large groups of people make you nervous and anxious. You far prefer being away from society so you can just be left alone.

Cookie-Monster - +100
Th-that's it? You're sure, right? Well, ok. You're not very intimidating, in fact you look down right goofy at times. It is difficult for you to be taken seriously at times because you simply have a goofy look about you and you can all but forget about intimidation.

Post-Traumatic Stress Disorder - +200
The mind, once damaged, is a difficult thing to heal. Sadly, it is also a fragile thing, that once broken can rarely ever be put back together the way it was before the damage. Your psyche has suffered damage, whether it be from one of the World Wars or from some other traumatic event. This is not crippling, you will still be able to live a mostly normal life in some ways, but sometimes you find yourself in a deep melancholy. It haunts you.

Cassandra Truth - +200
There's a monster out there, but they just won't believe you. The worlds moved on from your superstitions, your myths, and your legends. They can only see what's right in front of them, but you know the truth. People are very hesitant to believe your words and assertions without explicit evidence of the truth being presented to them.

Burnt & Scarred - +200
Hellfire and radiation rained from the sky. The world would never be the same and neither would you. You've been close to a nuclear incident and it's left its mark on you. Your body is covered in painful scars and your skin is burnt and for all the world there is nothing you can do about the pain.

Gojira Obsession - +300
Kill him? He's one of the greatest scientific discoveries ever made! Think of what we could learn! You have an unhealthy obsession with Gojira. It could be for any reason from being enamored with the scientific discovery or treating him as some sort of ocean God. Either way you are obsessed with the monster and refuse to take part in any action that may harm him.

The Folly of Man - +300
Human's will never truly understand what their actions do to the world around them. Their actions scorch, crater, and poison the planet. And their recent discoveries have made it all the worse. If humanity continues it's wanton rape of the world who knows what will come of it, what monsters they will unleash.

You Must Continue - +300
Tired and hot, there is no end in sight, but you must go on. You have to go on, your journey must be finished. You must do some type of work for at least 8 hours a day. In the process of this work you are near blind, slowly begin to warm up until the point of heat stroke, and ending each day in a state of complete exhaustion. This will be your life for the rest of your days here.

No Hope For Men - +600
Dr. Serizawa failed. He was able to destroy his research and kill himself, but he was not able to remove the only Oxygen Destroyer in existence. Luckily, his accomplishment -or perhaps his greatest failure- would be nigh impossible for anyone else to create, but it doesn't matter. A scientist will be able to replicate his discovery. The testing of a new superweapon will begin again. A monster, far, far worse than Gojira will awaken.

Notes

If you have any questions just ask Goji-anon.