Generic Kaiju Jump

By FutureMobile4

Skrrreeeeeeeeeooooooonnnnngk! Kaiju: a Japanese term describing monsters that are colossal in size, power, and awe. These creatures can have hundreds of forms and thousands of names but they all share one thing in common: wherever they go they bring destruction. Whether they be good, evil, or in-between, to be a kaiju is to be a force of nature. And if you're willing this place will be your home for the next 10 years.

Here's **1000cp** to get you started.

Location

Roll 1d6 or pay 100cp to choose.

1. **Tokyo, Japan:** The very birthplace of kaiju, the land of the rising sun. You arrive a few miles away from the capital of Japan, Tokyo. This bustling metropolis of culture and consumerism is a magnet for kaiju attacks. Be sure to pick up a plush of your favorite kaiju.

2. **New York City, USA:** The Big Apple, the City That Never Sleeps, the City So Nice They Named It Twice, etc, etc. This city is quite familiar with giant monsters rampaging in the city. Be sure to check out Broadway's new show "Godzilla The Musical".

3. **Sydney, Australia:** Throw another shrimp on the barbie! Welcome to Australia, where aside from trying to survive against the local wildlife you also have to contend with the occasional kaiju attack.

4. **Paris, France:** Bonjour, madame. Welcome to Paris, the city of love. Unfortunately the kaiju here are more interested in destruction and violence than romance. But be sure to stop and smell the flowers as you run/fight for your life.

5. **Kaiju Island:** If you're a kaiju then this place is home sweet home for you. But if you're a human then you might want to leave this place asap as this place is not for

the weak. This primordial island is home to all manner of creatures big and small, filled to the brim with dangerous areas and landscapes.

6. **Free Choice:** Well looks like you have a bit of luck on your side. That will be useful to survive here. Choose where you wish to go.

Origin

Age and Gender can be chosen freely

Drop-In: You enter into this world with no memories but your own. Here you can shape your destiny however you like. Good, evil, neutral, or just lazing about on the beach the choice is yours.

Warrior: You don't care about saving or destroying the world and you're certainly not interested in laying down all the time. You care about one thing and one thing only: getting into fights and proving you're the best.

Guardian: This world and its people are in need of a savior, someone to guide them to the right path and protect them from threats they can't handle alone. You will be that savior, to protect the world and punish those who threaten it.

Destroyer: These worlds and their puny protectors, do they truly believe that they can stop you? You are their end, their annihilation, their destruction. The only question you should ask is: Will their deaths be fast or slow?

Perks

Origins have their 100cp perks for free and other perks are discounted 50%

General Perks

0cp - Kaiju: It wouldn't be a generic kaiju jump without this. You are now a kaiju: a massive beast of nearly unstoppable power. To some you are a beacon of hope, to others a blight upon the earth. Regardless of how people see you there is no denying that you are one of the world's powerful inhabitants. Taking this allows you access to the **Kaiju Creator Supplement** down below. After this jump your Kaiju form becomes an alt-form in which you can transform into/out of at will. Additionally you can also manifest parts, use your kaiju senses, or use a variable fraction of your Kaiju body in other forms if

you want. Yes, now you can fire your city-destroying lazer while you are an adorable kitty cat or suddenly manifest a giant tail to crush a building.

50cp - Conveniently Dexterous: A 500 ft flying orb might ordinarily suffer from a lack of arms, being unable to do things like wipe its own surface after being splattered with goo. Or your giant muscular lizard form might ordinarily have claws too large, strong, hard and unwieldy to gently pick up people. But no longer, you now regardless of your form have the ability to perform minor dexterous tasks, this can be either because your manipulatory limbs are precise and sensitive enough to perform these tasks or you have some form of minor telekinesis allowing you to do these things. This isn't really a combat-capable ability and it is limited in the amount of total force you can apply.

100cp - Kaijuborn: Despite how amazing it would be, some people don't want to spend ten years as a 500ft tall lizard with stubby arms. So this perk will offer the ability to anthropomorphize your form, giving your kaiju form a human-like appearance. This can range from anthropomorphic kaiju to human with scales and a tail. Downside is you'll still be 500ft tall.

200cp - Mini Monster: The problem with being a building sized force of nature is that doors are impossible to fit through, unless they're kaiju sized. Lucky for you this perk can help fix that! You can now shrink your kaiju form to human size and back to normal height in an instant. Best of all none of your abilities or powers are weakened from doing so.

300cp - What's a Square Cube Law?: One of the many reasons scientists, the world over, hate kaiju is the fact that they spit in the face of the laws of physics. Their bodies, which should be too large to support, are able to move with no strain whatsoever. And this rule applies to you and all future giant alt-forms. No matter how large you get you'll be able to move with ease.

400cp - Controlled Carnage: Sometimes a kaiju wants to enjoy the sights of the city without destroying it. This perk helps by limiting the amount of damage you cause around a large area. However, this perk only works if you're trying to avoid causing damage. If you punch a building or step on a bus thinking this perk will help you'll be very disappointed.

500cp - Future King/Queen of the Monsters: You're not some run-of-the-mill basic kaiju, you are destined for greatness. Your potential is outstanding, allowing for growth in size and power in a short period of time. Whereas other kaiju would take decades to get stronger you could do the same in a few years, even shorter if you continually pushed yourself. In time you will eventually stand above all and claim the title most worthy of you: King/Queen of the Monster. **Capstone Booster.**

Drop-In

100cp - Marvelous Monstrosity: "Look upon my glorious form and bow." Even when they should be fleeing for their lives people can't help but gaze upon your majestic form. Your form now elicits awe in both your allies and enemies, ensuring that no one will forget you for a long time. This perk also affects any alt-forms you possess, turning even the most grotesque forms into something that is aesthetically pleasing to look upon.

200cp - Colossal Communication: "Good afternoon sir, might I trouble you for a cup of tea?" It would be great if you could tell the tiny people to stop shooting you with their guns. Well thanks to this perk you can by speaking to them via two-way telepathy to make your intentions known and crystal clear. This also removes any language barriers ensuring that no matter where you end up you'll always be able to speak to them.

300cp - Kaiju Charisma: "Look, it's everyone's favorite kaiju Jumpzilla!" You seem to have the ability to attract a large following. Now wherever you go people will be more inclined to help you rather than harm. For example, if you are engaged in battle with another kaiju the military will focus all their efforts on them rather than both of you. Just remember that this only works as long as you maintain a somewhat positive relationship with them. Start destroying their homes and they'll go back to shooting you.

400cp - Incomprehensible Being: "The inner machinations of my mind are an enigma." Very few beings can comprehend the actions of kaiju and the ones that do only scratch the surface. That's not the case for you because you are completely protected against any and all attempts to understand you and your abilities. From psychic abilities to technology to magic any attempt at uncovering your secrets will fail.

500cp - Monstrous Tenacity: “I can do this all day!” It would seem that the phrase “Give Up” doesn’t exist in your vocabulary. No matter how injured you are, as long as you're still alive you can keep fighting at 100%. Intense pain, poison, acid, lasers, it doesn’t matter what your opponents throw at you because you refuse to go down until they do. You’re the Rocky Balboa of kaiju. Just make sure not to bite off more than you can chew.

Capstone Boosted: You’re now the Doomsday of the kaiju world as you grow stronger and more resilient with each battle you survive. Your body now constantly changes and adapts in response to injury and danger to increase your chances of survival. What’s more is that enough exposure to the same type of harm will eventually render you immune to it. For example, in the beginning being hit by lightning will give you a minor resistance to electrical attacks and with enough exposure will render you impervious to lightning. However, you must survive the initial attack to gain resistance to it.

Warrior

100cp - Danger Sense: “My kaiju sense is tingling!” In combat, being aware of your surroundings can be the difference between life and death. This rule is important for both man and kaiju alike. As such you now have a danger sense that warns you when and where a threat is approaching, giving you time to prepare. Your reflexes have been boosted as well to help avoid speedier foes.

200cp - Kung Fu Kaiju: “How does a kaiju know how to do a roundhouse kick?!” From judo throws to dropkicks that give the middle finger to gravity it’s quite confusing how building sized monsters are able to use techniques from beings much smaller than them. You are able to incorporate and adapt several fighting techniques into your fighting style and use them easily.

300cp - Kaiju Creativity: “Since when could it shoot lasers from its tail?!” Creativity is an important skill to have, especially in battle as it can be used to turn the tide in your favor. As such you now have the ability to use your power in new, unique ways. Turning your atomic blast into an atomic pulse, channeling radiation into your claws to superheat them, and turning yourself into a living magnet with lightning are just a few examples.

400cp - Rampaging Rematch: “Looks like he’s back for round 2.” It sucks when you get trounced by a giant moth spraying pixie dust and shooting rainbows at you. Wouldn’t you like to get even? You gain a great boost in power whenever you’re fighting someone you’ve encountered previously. Punches hit harder, claws and fangs dig deeper, and energy blasts are more effective.

500cp - Asskicking=Authority: “It’s time to teach these punks the pecking order!” Now whenever you defeat someone in battle you can force them to serve you and obey your commands. What’s more is that the ease of your victory determines how loyal they’ll be. If you win by the skin of your teeth then they’ll only be loyal enough to not attack you, but they won’t take orders from you. But, if you utterly curb stomped them then they’ll be absolutely loyal and will follow any orders without hesitation.

> **Capstone Boosted:** It would seem that now Authority=Asskicking as the higher you are on the totem pole the more powerful you get. For example, as a private in the army you’ll barely get any increase in power, but as General of the Army you could take on the full might of said army and win hands down. Just imagine how powerful you’ll be as King/Queen of the Monsters.

Guardian

100cp - Peaceful Aura: “Make peace not war, I think that’s how it goes.” You now have the ability to release a calming aura that can cool even the hottest tempers and encourage peaceful actions. This aura can be manifested in any way you like.

200cp - Mystical Healing: “Kaiju never die!” You can release a wave of healing energy that can repair both body and mind as well as restore stamina. The speed of this healing is based on how many beings you're trying to help. One person is nigh-instantaneous whereas an entire city will take much longer. Can’t be used on yourself.

300cp - Divine Wrath: “Even Buddha loses his patience when tested a third time.” You have judged these beings who delight in causing pain and misery to others and have found them wanting. The more evil the being you fight is the more powerful you get. Fighting someone who jaywalks won’t give you a boost but fighting a genocidal monster will see your power skyrocket.

400cp - Rebirth Of Jumper: “For most death is the end, but for me it is simply a new beginning.” Once per jump, or every 10 yrs, should you perish in battle you’ll be reborn

in a safe spot as a child and will grow back into an adult in a year. Also for the duration of the year you'll have an aura that renders you unnoticeable to everyone, ensuring that you'll live to adulthood.

500cp - True Guardian: "So long as I draw breath, this world will not die!" That statement is now true for you. So long as you still live, any world you're protecting will not be destroyed. It can be damaged, broken, and even corrupted but so long as you live the world will heal back to normal. In addition to this you also gain a sixth sense warning you of any threats to the world.

> **Capstone Booster:** With so many beings threatening your world how can you be certain that you're strong enough to face them? Simple, by making them too weak to be a threat. Any being who approaches your world with hostile intentions will find themselves considerably weaker. Their spells backfire and fizzle out, their weapons jam and computers glitch, and their powers and abilities become too tiring to use. With this you stand a much higher chance of defeating those who threaten your home. Just remember some beings may be too powerful.

Destroyer

100cp - Terror Incarnate: "Soon this world will learn what true fear is." You are the embodiment of fear, wherever you walk the world itself trembles and entire armies would rather mutiny than risk drawing your ire. Even the strong willed worms express caution when dealing with you.

200cp - Corruptive Power: "Join the Dark Side, it is your fate." Why do these fools fight you Jumper? Do they not realize that power beyond their wildest dreams could be theirs if they just submit? By giving someone a small amount of your power you slowly corrupt them, turning them into loyal minions willing to serve you. In time they will become so addicted to the power you give them that they would murder their own families without hesistation for you.

300cp - Hatred Empowered: "My hatred makes me stronger!" How dare these pathetic beings strike you! It is time that these fools learned their place. You now draw power from your negative emotions. The more of these you feel the stronger you become. You can also draw on the negative emotions of your followers for strength as well.

400cp - My Mind, My Rules: “You thought you could bend me to your will?!” These fools, these pathetic creatures, did they truly believe you were theirs to control? Your mind is your own, no attempts at controlling you will work. Magic, technology, psychic abilities, none will be able to rule you. Instead let these fools believe that it worked, let them lower their guard and then when the time is right strike them down.

500cp - Death, The Destroyer Of Worlds: “Now I have become death, the destroyer of worlds.” You are a master of destruction, where you walk the earth trembles and breaks, where you swim the waters rage and churn, where you fly the wind howls and shrieks. Everywhere you go death and destruction follows you leaving the land and its people dead and broken. Can be toggled.

> **Capstone Boosted:** You are more than just destruction incarnate, you are the embodiment of the end of all things. Annihilation given form, your very presence on a world causes it to slowly die. Plants, animals, people, all will fall in your presence. Even beings greater than you are weakened by your existence, their bodies slowly becoming weak and feeble. Go now and may the universe tremble in fear. Can be toggled.

Items

+500cp for Items only
50% Discount for Origins

0cp - Kaiju Merchandise: Tv shows, movies, comics, games, music, toys, you name it this item has it. Every piece of merchandise about kaiju is now yours to enjoy.

50cp - Kaiju Sized Entertainment Devices: This is a set of things like TV's, books/ereaders, tablets, computers, and game consoles with controllers which are always the right size for you and your friends to use. Other than not requiring electricity and being able to accept any media and connect to any networks available these are fairly mundane and are fairly durable, water and pressure proof but don’t throw the controllers or you might break them. You will have to figure out how to get network connections and media to use them, if you grab **Kaiju Merchandise** from above and/or if you have anything similar you can use them with these devices. This also includes a Kaiju-sized arcade machine for “Rampage” with all of its sequels and variations installed.

50cp - Kaiju Camping Equipment: This bundle of equipment includes things like a backpack, tent, sleeping bag, pots and pans, firestarter, compass, a pocket knife and assorted other minor camping equipment. It also includes two sets of durable, rugged clothing which will take whatever appearance that you like and is fitted and sized for your body no matter what size or shape it is and should you be able to change your size or shape this outfit (and the equipment) will resize/reshape itself to fit you. The clothing also provides some minor environmental protection keeping you either dry or moist (if required). All of the equipment and the clothing will slowly repair itself back to a perfect condition after it takes any damage and it will slowly slowly clean itself over time. If any piece of this is destroyed, lost or stolen/given away you will find a new set of clothing/equipment nearby in a few minutes

50cp - Kaiju Emergency Supplies: This is a replenishing supply of MRE-like food and water (or other liquid/solid substance(s) required for your needs), sized for your body. It can meet all of your nutritional and caloric needs no matter how bizarre they might be, it is also considered to be “ok” in taste and quality and has several different “meal” variations. This takes the form of one sturdy metal box which contains enough MRE-like meals and water (or liquid substance) for a week for one Kaiju. Every week the box will refill or if the box was destroyed the box will reappear filled. You can purchase this multiple times.

50cp - Kaiju Gym: This is a wide variety of gym equipment suitable for a group of any-sized fitness enthusiasts. This equipment is suitable for the whole-body and includes things like top-of-the-line treadmills, stationary bicycles, multi-ton weightlifting equipment and even includes TV's, Radios and a fully functional hot-tub and a set of showers (with provided clean towels) to relax in after a workout. This takes the form of a very large covered fitness pavilion with both running hot and cold water, bathrooms, showers and electricity for everything. The equipment and all of the contents will always keep itself clean and in perfect condition and can always provide you with a good workout regardless of how strong you are. There are plenty of machines that can fit nearly every size and shape of body.

Drop-In

100cp - Kaiju Call: You have access to a special device that allows you to communicate with kaiju. This tool will be perfect for either ensuring a peaceful coexistence with kaiju or weaponized to drive kaiju into a murderous frenzy.

200cp - Kaiju Tracker: It's rather annoying how easily kaiju can just run and hide whenever they please, ensuring that they'll only be found when they want to be. This will make tracking them down much easier as it will lock onto a kaiju's energy signature, allowing you to locate them anywhere on the planet. Can store up to 10 kaiju energy signatures.

300cp - Feeding Ground: This 2 kilometer long, 1 kilometer wide fertile land is a hidden valley, nestled between two mountain ridges that you somehow own and is ripe with a wide variety of food and drinks for you to consume. This food is rich and filling, meeting any of your potentially bizarre nutritional needs with some minor healing capabilities. This can take the form of just about anything, from fish to fruit, piles of raw uranium ore, Energon, refined fuel to plants the choice of food(s) is yours to make. This can feed an army of assorted Kaiju and even if you and your friends should somehow consume the entire supply it will rapidly replenish.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

400cp - Kaiju Home: Home sweet home! You now have a perfect size-shifting home fit for you and any-sized allies of your own to live in. This home is well hidden and designed for both comfort and safety, for you and anyone you allow to join and will expand to add more appropriately-sized rooms as additional friends or allies join you. Comes fully stocked with food and drinks of your choice, can be connected to or located within the Feeding Ground/Kaiju Island.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

500cp - Kaiju Island: You now are the owner of your very own Kaiju Island, a massive island filled to the brim with unique and dangerous flora and fauna. As you travel across your jumpchain the island will incorporate new flora and fauna from jumps, even creating new kaiju from them, these kaiju will initially be friendly towards you and will remain so unless you start to mess with them. These kaiju can either be kept on the island or allowed to roam freely across the world.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

Warrior

100cp - Kaiju Warning System: It would be great if you could get a heads-up on whether or not your home is about to be destroyed by a kaiju. This device is capable of warning you of a potential kaiju attack days in advance. Enough time to escape, plan a counterattack, or get your affairs in order.

200cp - Anti-Kaiju Weapons: Maser Cannons, Cryo Guns, and Plasma Rocket Launchers you now have an arsenal of weapons designed to inflict serious damage to kaiju. Weapons will be scaled to your size with no loss in power. Don't expect any kaiju to trust you if you start using these. These weapons have infinite ammo and do not require any maintenance and will not jam.

300cp - Kaiju Armor: Sometimes you need a little extra defense when things get tough. This armor is made from the highest quality material, able to withstand immense damage before breaking. No matter your shape, size or form the armor will fit perfectly with no weak points. This will slowly repair itself back to a perfect condition after it takes any damage and it will slowly clean itself over time. If this is somehow destroyed/lost to you, a new one will appear sometime within the next three days near you.

400cp - Monstrous Weapon: If you prefer offense to defense then this is for you. A powerful size-shifting weapon made of a strange material which makes it incredibly durable and dangerous to your opponent. Blunt weapons will hit with immense force and blades will be able to cut through all but the toughest substances. It can also absorb and channel energy for devastating blows. If this is somehow destroyed/lost to you, a new one will appear sometime within the next three days near you.

500cp - Kaiju Coliseum: LET'S GET READY TO RUMBLE!!! This massive coliseum allows you to face any kaiju you've met and face with no danger of death. You can change the environment to any you desire such as volcanoes, mountain tops, underwater, and even space. You can also customize the types of battles you get into like team battle, 5v1, battle royale, etc. Includes broadcasting equipment, cleaning crews, repair crews, announcers, food and souvenir venders, broadcasting crews as followers, hot/cold running water with plumbing, electricity and an untraceable

connection to any mass media (Holo-net, TV Broadcasting, Internet, etc) available on whatever world that this is placed on.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

Guardian

100cp - Guardian's Eye: This mystical well of water allows you to see anywhere in the world and detect threats before they arrive. This well can also be used to see into the future, but be aware that the farther you look the harder it will be to see.

200cp - Enchanted Gem: You can't be everywhere when your friends need help, that's where this little trinket comes in. Anyone who holds it gains weaker versions of your powers. It can also provide the user a form of telepathic communication with you.

300cp - Healing Pool: After a hard day of battle it's good to rest and heal your wounds for whatever comes next. This kaiju-sized healing pool will repair your wounds and restore your stamina in an hour or less. This pool is always the perfect temperature and can also be used to relax.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

400cp - Mystical Shrine: It is here that your followers give their thanks to you and offer their love and prayers. This shrine acts as a conduit for the prayers and love of your followers allowing you to draw energy from them to temporarily grow stronger. The more love and devotion they give you the more power you'll accumulate.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

500cp - Sacred Land: This is the home of you and those who follow you, surrounded by a dense fog. This land is a veritable nirvana for you and your people and only you and those you deem worthy have access to it, the dense fog ensuring that those who try to trespass will never get near.

Post-Jump, you can decide if this location is dropped ahead of you on the next

world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

Destroyer

100cp - Corrupting Amulet: You now possess a strange amulet that entices people to wear it. This amulet grants whoever wears it a fraction, about 1/4th, of your powers. The longer they wear the amulet the more it corrupts them, making them susceptible to being controlled by you either verbally or mentally You can mentally communicate with whoever wears your amulet, and use it to spy on them and their surroundings using their own senses. The weaker their wills, the quicker they'll be corrupted.

200cp - Scouting Probe: If you're going to invade/conquer/destroy a planet you need to know what you'll be up against. This bowling ball sized probe can travel over 100mph via land, air, or sea. The drone has multiple forms of vision such as infrared, x-ray, and night. It can withstand immense pressure and can show either live or recorded video. If this is somehow destroyed/lost to you, a new one will appear sometime within the next three days near you.

300cp - Spaceship: Your own personal ship that allows you to travel the endless vacuum of space with speed and power. Able to withstand devastating punishment and fitted with countless powerful weapons this ship is the symbol of your might and superiority over others. This has unlimited fuel, ammunition and a comfortable internal breathable atmosphere, you can also use this to import an existing spaceship/vehicle to gain these properties which can be scaled to your size and reverted at will. If you have this, you can optionally change your starting location to **In space, In your spaceship: Near a planet of your choosing.**

400cp - Mindless Minions: These small kaiju are nothing more than empty shells, puppets on strings waiting for their master's orders. You gain access to 5 kaiju that you can control as an extension of yourself. These kaiju can either be controlled directly or given orders to follow such as, "Destroy this city" or "Guard this cave". They will follow these orders completely until given new ones. If they die or are somehow destroyed/lost to you, a new one will appear sometime within the next three days near you. You can double the amount of minions you get by spending an additional 100cp (undiscounted), you can buy this multiple times.

500cp - Dark Fortress: The perfect symbol of your might, to inspire awe and terror in both allies and enemies. This massive fortress is fitted with countless weapons and traps to deter any fools thinking of trespassing upon your domain. It also comes with a veritable army of robots to do your bidding.

Post-Jump, you can decide if this location is dropped ahead of you on the next world, attached to another property you own, or attached to your Warehouse, assuming you have those things.

Companions

100cp - Canon: From the iconic monsters like Godzilla, King Kong, and Mothra to the more obscure kaiju you can bring them along on your journey. Hopefully, you can convince them to go.

50-400cp - Import: For 50cp each you can bring up to 8 companions with you on this jump. Each companion gets 800cp and 1000kp to spend on the jump and kaiju supplement respectively.

100cp - Baby Kaiju (free for drop-in): Congratulations, it's a kaiju! You now have a baby kaiju to love and care for. The background of this baby is yours to decide. Maybe they're your actual child, a younger sibling, or just someone you adopted. Baby Kaiju get 600cp and 900kp to spend on the jump and supplement.

200cp - Kaifu (discount for drop-in): You may kiss the kaiju! This kaiju is to be your lover, someone close to you that you cherish and love. They will always be there to help you when you're in trouble and when you need someone to hold. Kaifu gets 900cp and 1100kp to spend on the jump and supplement.

100cp - Anti-Kaiju Squad (free for warrior): This elite squad of humans are trained in hunting and fighting kaiju, yet they don't act hostile towards you or anyone you're allied with. With them utilizing the latest in anti-kaiju weaponry you'll have quite the friends to rely on in a fight. AKS gets 800cp for perks and items.

200cp - Friendly Rival (discount for warrior): This kaiju sees itself as your rival, a foe to test your strength against. This kaiju will often challenge you to battles with each appearance in an attempt to prove their greatness, despite this the kaiju isn't your enemy. Should there be a greater threat the kaiju will gladly help you against them, if

only to prove their better than you. Rival gets 900cp and 1100kp to spend on the jump and supplement.

100cp - Worshipers (free for guardian): You have a group of worshipers who gladly help you in keeping your home safe from harm. 100 worshipers currently follow you, but that number can change with time and effort. Their prayers can grant you a small boost in power, with the Mystical Shrine item this boost is increased exponentially. Worshipers get 800cp for items and perks.

200cp - Shobijin (discount for guardian): These two tiny priestesses are the link between you and humanity. Despite their small stature they possess many abilities that set them apart from others. Their telepathy allows them to communicate with nearly any creature, allowing you the ability to conversate. They can also teleport vast distances and sing to summon you. Shobijin get 800cp for items and perks

100cp - Cultists (free for destroyer): A darker take on the worshipers, cultists are beings that have been corrupted by your power. These people follow your orders without question and will gladly sacrifice themselves and others to aid you. Starts out at 100 cultists, and can change with time and effort. Cultists get 800cp for items and perks

200cp - Loyal 2nd (discount for destroyer): Whether they're a scientist, a military leader, or even another kaiju you now have a very loyal and useful servant. This servant will provide you with multiple benefits based on what they are. As an example, a military leader would focus all their efforts and firepower on your enemies while ignoring you. A scientist could help your research and build devices that would assist your goals. Loyal 2nd gets 900cp for items and perks and 1100kp for supplement if kaiju.

Drawbacks

No Drawback Limits

+0cp - Kaiju Crossover: Did you know that Godzilla once battled Thor? What about the time he also fought the Power Rangers? Or the time he got dunked on by Charles Barkley? Well with this drawback you can now combine 2 or more different franchises with this jump. Want to chow down on some titans in Attack on Titan? Or maybe fight the entire Greek Pantheon in Percy Jackson? The choice is yours.

+0cp - Generic: As a generic jump you can use this jump to either travel to an existing fictional world/franchise or make your own mash-up Kaiju world where the events of Godzilla 2000, Pacific Rim, Cloverfield and Colossal etc are all going to happen. You could also use this to enter worlds which have Kaiju in them. So you could travel to Star Wars the Clone wars (Zillo beast), Kipo and the age of wonderbeasts (Mega-mutes), Rampage (video game world/movie), Rumble (movie) etc.

+0cp - Supplement Mode: As an additional option you can use this jump as a supplement to any other jump which already exists, so long as it features Kaiju in it.
How does this work? You get to use both jump documents together but you only get 1000cp starting CP (Not 2000cp) and you get to share it between both jump documents but they also share drawbacks, CP (from the drawbacks) can be freely transferred between the two. For starting locations you can pick either jump documents starting locations using whatever methods the relevant document allows. So as an example you can go into Star Wars the clone wars using this document + Supplement mode + buy perks/item etc from the Star wars the clone wars jumpdoc.

+100cp - Don't Speak Human: I'm sorry could you repeat that, I couldn't understand you. You can no longer understand what non-kaiju say to you. You can communicate with your fellow kaiju fine but anything else is next to impossible. Even telepathy will not help, only allowing you to read and understand emotions at best.

+100cp - Hideous: regardless of your kaiju-bodies build and form you've become a more hideous, bruteish version of what you intended. Your body will often elicit disgust in other beings when they see you. This doesn't have an impact on your health or abilities but might visually make you look like you are permanently sick/infected and/or deformed in some way. After the jump you get what you "actually" intended to look like as your Kaiju-alt form and you also get the hideous version created here as a separate alt-form.

+200cp - Clumsy Kaiju: You've got the balance of a heavily drunk man trying to walk across a tightrope. You stumble, fall, and trip over your own feet if you have any. What's more is that your lack of balance tends to cause problems for others. Falling on your allies, pushing them in the way of an attack, or just getting in the way your klutzy movements will be the source of many headaches.

+200cp - Stuck: Your alt forms and outside jump shapeshifting abilities and/or mind/spirit transference magic/technology are disabled. You are stuck in the kaiju-body you create in this jump-doc for the entire length of this jump.

+300cp - More Beast Than Man: It would seem that becoming a kaiju has altered your mind greatly. Your mind is now more animalistic and instinctual than usual. Your thought process is now very simple in nature, making more complex thoughts and ideas difficult to create.

+400cp - Hated Kaiju: BOO, YOU STINK!!! You are the most hated creature in the world, everyone from humans to your fellow kaiju treats you with disdain and disgust. Expect to be attacked almost daily by the army, the media, the public, and other kaiju. Hope you can handle all the insults, ridicule, and attacks.

+500cp - Soft-Skinned: You are quite soft with nearly no natural defenses whatsoever. Claws, horns, fangs, missiles, even buildings will pierce your hide with ease like a hot knife through warm butter.

+600cp - Destructive Instincts: You just can't help yourself can you? You now have a near insatiable urge for destruction, to inflict as much damage as possible on everything and everyone around you.

+700cp - Monster Magnet: Where are all these kaiju coming from?! Everywhere you go you attract monsters to you like a moth to a flame. These kaiju feel compelled to hunt you down and will not let anything or anyone stop them. And depending on their stance toward you they may either leave you be or attack you onsite. Either way, a bunch of kaiju in one place is bound to be dangerous.

+800cp - Anti-Jumper Weapons: The government has been tasked with destroying you and they have created powerful weapons to do so. These weapons are tailor-made to kill you and will inflict serious harm upon you if not protected against. The government will focus on making as many of these weapons as possible and will use them in every battle against you.

+900cp - Mecha-Jumper: Can kaiju sue for copyright infringement? The army has made a robotic version of you with stronger versions of your abilities. It will be employed every time they engage in combat with you. If you've selected the

Anti-Jumper Weapons drawback as well then the Mecha-Jumper will be fitted with stronger versions of them.

+1000cp - Giant Monsters Melee: Maybe it's mind control, some new virus, or all the kaiju just woke up on the wrong side of the bed but they are now rampaging all across the world and it's your job to stop them. This will not be easy as they are now stronger and more violent, even the "nice" kaiju have become vicious killers.

+1200cp - God of the Monsters: What is a king to a god? You have drawn the attention of an immensely powerful and ancient kaiju, who sees you as both a threat to its rule and a worthy challenge to test its might. Near the end of your jump you will encounter this being, the last obstacle preventing you from leaving. You must muster all of your strength to win as defeat means the end of your journey.

Ending

Whatever choice you choose, any and all drawbacks taken will be removed.

Go Home

Stay Here

Move On

Kaiju Creation Supplement

You are a kaiju, a living force of nature, whose might makes you an apex predator amongst all the lesser creatures. Kaiju come in all shapes and forms with different origins. You gain **1500 Kaiju Points (KP)** to use here. Can exchange cp for kp at a 1:1 rate.

Origin

All origins are free to choose but you can only pick one.

Ancient Monster: You are one of Earth's natural inhabitants, an apex predator who existed long before mankind took its first steps. Being a child of the earth you find it easy to travel it no matter what form you take. What's more you emit a strange form of radiation that heals the earth and its inhabitants. Take **Terrain Master** or **Natural Radiation** for free.

Unnatural Disaster: You were not born from the earth but from the hands of man. Whether accidental or intentional your existence spits in the face of natural order. You draw your strength from something dangerous which makes your very presence a threat to anywhere you go. Take **Unnatural Power** or **Deadly Presence** for free.

Alien Invader: Take me to your leader. You are not a child of this world but of the stars, with abilities and powers never seen before. Whether you're here to find a new home or cause trouble is entirely up to you. Your unique biology makes it harder for enemies to counter you and your time in space has given you much experience in low gravity. Take **Xenobiology** or **Zero Gravity** for free.

Divine Being: Be not afraid. You are a being of supernatural wonder and mystery. Long ago mankind once revered you as a god but has now forgotten you. Whether you seek to bring judgement or salvation to this new world the choice is yours. As a being of supernatural origin locating others like you is child's play and your unique existence makes physical and magical blows weaker. Take **Supernatural Sense** or **Half-Spirit** for free.

Body

The general shape of your form.
One free choice unless otherwise labeled.

Serpentine: No arms, no legs, just one long slithery body. What this body lacks in limbs it makes up for with great speed and agility. Certain serpentine kaiju like to subdue and defeat their opponent with either crushing strength or deadly venom. Take **Venomous** or **Crushing Grip** for free.

Bipedal: Just like humans you stand on two feet. In addition to giving you a height advantage over most kaiju, your powerful legs can be used to give you a quick burst of speed or unleash an earthshaking stomp. Take **Power Boost (Legs)** or **Quake Stomp** for free.

Aquatic: UNDER THE SEA! You are more at home in water than on land and are quite suited for underwater life. You can choose to be completely aquatic, capable of withstanding immense pressure yet unable to survive on land for long periods of time or you can choose to be able to survive in both land and water. Take **Under Pressure** or **Amphibian** for free.

Winged: Take to the skies Jumper! Soar freely through the air, free of all restraints and fears as you assert your dominance as ruler of the skies. You could be a master of speed, able to outpace even the fastest man-made aircraft or have the ability to perform unbelievably aerial maneuvers. Take **Fast Flyer** or **Aerial Acrobatics** for free.

Quadrupedal: Just like most animals in the world you get by on four legs. While this does mean you're smaller than others you can move at much greater speeds for longer periods of time. You can either go on the offense and unleash a powerful charge that destroys everything in its path, or be defensive and have a body durable enough to withstand blows from those stronger than you for a short time. Take **Destructive Charge** or **Sturdy Hide** for free.

Amorphous Blob: Rather than any set form or shape you become a living mass of goo, sludge, or some other substance. This gives you an advantage over other forms as you can alter your shape into a variety of forms, allowing you to adapt to new situations. Or if you prefer to be a one kaiju army you can split yourself into multiple copies,

becoming smaller and smaller with each copy made. Take **Shapeshift** or **Multi-Clone** for free.

200kp - Hybrid: For 200kp per extra body type you can instead become a hybrid of two or more forms. How these forms work together is up to you. As an example, you could have a hybrid of bipedal and quadrupedal be able to shift between each form. Or you could make your new form a centaur like creature.

Species

What lifeform your form takes after.
One free choice unless otherwise labeled.

Reptilian: Cold Blooded, hardened scales, and able to shed their skin reptiles come in many shapes and forms. From the simple turtle to the ruthless crocodile your form takes after one of these creatures.

Avian: Hollow bones, feathers, and enhanced eyesight are just a few advantages birds have over other creatures. From aerial birds like hawks, albatrosses, and eagles to their more terrestrial cousins like emus and ostriches.

Mammalian: Fur, fangs, and claws are a part of this species. With sizes ranging from as big as a coin to larger than a house mammals come in many shapes. From terrestrial creatures like lions, tigers, and bears to the more aquatic creatures like dolphins and whales.

Insectoid: Multiple limbs, many eyes and a hardened exoskeleton make up these creatures. What they lack in size they make up with sheer numbers, outnumbering every creature on the planet. Praying Mantis, centipedes, rhinoceros beetles and more make up this species.

Fish: Under the ocean lies these simple lifeforms. Will gills for breathing and bodies capable of withstanding great pressure these aquatic creatures come in a variety of shapes in forms. From the tiniest anchovy to the greatest of great white sharks, fish are numerous and unique across the world.

Plant: A form of life that can be found all across the world. Requiring at least water and sunlight for sustenance plants can be found in all types of sizes, shapes, and forms.

From underwater algae to trees taller than buildings the amount of plant life you could take after is nearly limitless.

200kp - Chimera: Why be one when you can be two? Or three? Or all of them? For 200kp you can mix another species to your form. How they work together is entirely up to you. Can be purchased multiple times.

Abilities

What your form is capable of.

General

Abilities all kaiju possess.

0/100/200/300kp - Size: What makes kaiju stand out amongst all other creatures is their immense size, towering over all other life forms and most buildings. For free you're a measly 50m tall, large but smaller compared to other kaiju. For **100kp** your size doubles at 100m, making you equal in size to most kaiju. **200kp** sees your size double again to 200m, making you one of the largest kaiju ever. Lastly, **300kp** doubles your size one last time for a whopping 400m, letting you stand as the largest kaiju ever. Your size affects your strength, speed, agility and durability see Notes for details.

0/100/200/300kp - Strength: A kaiju's size also allows them great strength allowing them to bulldoze buildings with ease and crush any threat that comes their way. For free you're strong enough to lift up to 25,000 tons, more than enough to lift and throw the Eiffel Tower. **100kp** doubles that to 50,000 tons, **200kp** for 100,000 tons, and finally **300kp** for a staggering 200,000 tons. Enough to lift the heaviest kaiju.

0/100/200/300kp - Speed: You wouldn't expect a two-hundred thousand ton monster to be able to move so quickly but despite their immense bulk kaiju are surprisingly fast when they want to be. For free you can move at a max of 120mph, the max speed of a typical car on the highway. Spending **100kp** triples that to 360mph.. A payment of **200kp** triples that to 1080mph and a maximum purchase at **300kp** allows you to move at 4320mph, reaching speeds over mach 5. Tier levels beyond that (caused by interactions from other perks like **Fast Flyer**) triple the speed for each additional level at which you are able to move.

0/100/200/300kp - Agility: Whereas speed represents how fast you move agility is about how well you move. For free you move just like any standard kaiju, with lumbering and simple movements. **100kp** allows you more flexibility in your movements like being able to bend and flex up to a certain point. A payment of **200cp** will grant you agility similar to the average human. A total payment of **300kp** will allow you agility equal to olympic level gymnasts.

0/100/200/300kp - Durability: Kaiju regardless of shape or sizes are immensely durable, able to withstand and survive blows that would reduce any other creature to nothing. For free you're tough enought to withstand a one megaton bomb. **100kp** allows you to withstand a 50mt bomb (equal to the Tsar Bomba). **200kp** doubles that to 100 megatons. Lastly **300kp** gives you durability to withstand a one gigaton bomb. Tier levels beyond that (caused by interactions from other perks like **Sturdy Hide**) triple your durability per additional tier.

0/100/200/300kp - Regeneration: All kaiju possess vast healing capabilities far beyond anything thought humanly possible but some are superior to others. For free you heal minor wounds in days, major wounds in weeks, and near-fatal wounds in months. **100kp** sees your healing boosted greatly, to the point the minor wounds are healed in hours, major wounds in days and near-fatal wounds in weeks. **200kp** grants you incredible healing capabilities, enough to see minor wounds healed in mere minutes, major wounds in hours and near-fatal wounds in days. But for **300kp** your regeneration has increased to the point that you heal faster than your harmed, your body repairing damage before your foes have finished attacking.

0/200/300kp - Roar: The most common feature of kaiju is their signature roar, a roar that lets everyone know of their presence. From Godzilla to Mothra to King Ghidorah the roar is the ultimate symbol of the kaiju. For free you get your own personal roar, strong enough to be heard tens of miles away. **200kp** makes your roar strong enough to shatter windows and destroy the eardrums of nearly every creature listening, other kaiju will be strong enough to resist. For **300kp** your roar is so powerful that it creates a powerful shockwave of air, strong enough to destroy surrounding buildings and send even the heaviest kaiju flying back several miles away.

Basic

Abilities found in most kaiju.
100kp each unless otherwise labeled.

100/200/300kp - Claws: For **100kp** you gain a set of mundane fingernail-like claws, these become dull quite quickly and like most mundane animals require sharpening and grow at a sustainable, practical rate based on usage. With your size and strength these can probably rend some steel or rocky materials once or twice before becoming dull. For **200kp**, these are upgraded to be constantly supernaturally sharp, requiring no maintenance and being able to tear into steel materials, rocks and similar hard materials with ease. For **300kp** these are upgraded further, with the claws effectively passing through normal matter without resistance; only supernaturally tough materials provide any resistance.

100/200/300kp - Fangs: Sharp teeth, for **100kp** you got some sharp chompers there, almost shark-like in spite of looking like whatever you'd prefer. Your teeth are able to easily tear through flesh and bone without any issues. Also as a secondary perk from now on you won't accidentally bite your own tongue or cheek; you also don't need to floss or brush your teeth anymore as your teeth and breath will always be clean and minty fresh. They also grow back perfectly straight in a day or two should they become damaged or get knocked out. For **200kp** your teeth are upgraded to be constantly supernaturally sharp, enabling you to bite and chomp through metals and rocks with ease. Your bite force is also upgraded to enable you to actually do the above. At **300kp** your bite force becomes incredible and equal to the rest of your body's strength. Your teeth are further strengthened and sharpened enabling you to chomp into even supernaturally tough things and become unbreakable.

100/200/300kp - Horns: Bony protrusions usually sticking out from your head. For **100kp** you now have as many as you want, wherever you want sticking out from your body. They can be any shape, color (including "glowing") or size that you want, giving you the option to have a boney turtle shell along with a pair of majestic horns sticking out from your head if you want. You could also do something like give yourself knuckle-duster spiked "horns" on your hands, "knee-pads", boney wrist blades, and/or a boney scale-armor down your spine or over most of your. Keep in mind though that these are literally attached to your bones and by themselves are inflexible so you will be restricting your own movement range, speed and dexterity, you could even turn yourself in a near-immobile egg shape covered entirely in growths if you wanted. By

default these bony growths are about twice as tough as your average (no horns included) durability. When broken these bony growths will grow back at the rate your regeneration allows. For **200kp** they are four times tougher than your average (no horns included) durability. For **300kp** they are eight times tougher than your average (no horns included) durability and when broken, grow back twice as fast as your regeneration allows.

100/200/300kp - Tails: For **100kp** you have a prehensile tail of some sort. By default it's any size up to the length of your body and is as strong as one of your arms. You can sacrifice some of its dexterity and turn it into a semi-prehensile tail to add additional strength making it double to your arm strength and/or add on a horn-like melee weapon of some sort. For **200kp** you can either adjust its length up to sextuple its previous length, triple its dexterity, triple the amount of tails you have of the same length/type as the first one or triple the strength of your tail. For **300kp** you can do **two things**, you can either triple the amount of tails you have, change (all or some) of your tail(s) into additional heads hive-minded with your own and sharing senses with you, adjust its length up to sextuple its previous length, triple the strength of your tail(s) or add some sort of melee/ranged weapon similar in destruction potential to a 100kp energy attack (you pick the energy type) or give it some sort of defensive structure or ability that can defend from such as attack.

This also synergizes with "**Crushing Grip**" and you can give your tail(s) this strength (replacing the default strength level here) from the get-go if you buy at least the **100kp** level of tails, or you can leave that Crushing Grip strength in your arms, tentacles, torso or legs.

You gain the benefits and choices from lower-levels on top of the choices and benefits from the level you selected, you can pick things multiple times. So for example you can give yourself nine kitsune tails by picking the triple the amount of tails twice after paying **300kp**, once at the **200kp** level and once at the **300kp** level leaving you a **300kp** pick for something else. You can even give yourself 27 tails by tripling your tail count again if you want.

100/200/300kp - Energy Attack: For **100kp** you can emit a powerful energy blast of a single type of energy that you select now, it can be any mundane energy source like lasers, masers, microwaves, electrical, radioactive or a more "generic type" like kinetic

or vibrational/sonic force. By default this is equivalent to a concentrated laser beam weapon which extends outwards for ten kilometers in the atmosphere (at sea level) before weakening. In a second it can melt a metric ton of steel or rock and you can hold it for five seconds (its longevity) before needing to "recharge" for thirty seconds.

You can adjust this now and alter its properties, so for example you can reduce its range by a 1/2 and increase its damage potential by 50%. You can also alter its mechanics, where instead of a concentrated beam with a ten kilometer range weapon it's a 250 meter short-range 360 degree blast. You can also change it so that it takes a few seconds longer to "charge" to extend its range or increase its damage by an equivalent amount.

For **200kp** you double its potency, its range, strength, longevity and halve its recharge rate. For **300kp** you triple its potency, its range, strength, longevity and halve its recharge rate yet again. You can also purchase this separately multiple times, giving you a different energy type to work with for each "base" **100kp** level purchase. This also synergizes with "**Unnatural Power**", "**Natural Radiation**" (making healing-beams) and "**Venomous**" allowing you to use the power/energy/substances gained from those perks as an optional source for your energy attack.

Camouflage: Sometimes the best way to hide is in plain sight. You now have the ability to mask your form by using the environment. This not only hides you from sight but from any other form of detection such as smell, hearing, heat, energy, etc. This camouflage only works so long as you are immobile.

Terrain Master: Certain kaiju excel in fighting in certain terrains, which makes it difficult to fight them. This will allow you to move and fight comfortably in any terrain. From swamps to deserts to frozen wastelands you'll be able to move in these environments as if you were born there.

Deadly Presence: You emit some dangerous aura that poisons and weakens anyone and anything that comes within a mile of you. Stronger beings can resist this and beings with powers the counter yours can nullify it. Can be toggled.

Zero Gravity: The effects of gravity have no hold on you, whether the gravity is 100x or 0 you are able to move as normal with no effort. What's more, any gravity based abilities used on you will be ineffective. So no worries about Ghidorah's gravity beams.

Supernatural Sense: Kaiju have amazing senses that sets them apart from other creatures. But for some kaiju they possess other senses outside the realm of human understanding; such as the ability to sense mana, life force, negativity, radiation, and many more. And now you too have one of these abilities. Can be bought multiple times.

Crushing Grip: You have an unbelievably powerful grip, enough to temporarily restrain kaiju 2 tiers above you in strength and harm kaiju one tier above you in durability. This grip is extremely difficult to break, requiring either greater strength than you or a body that can't be grabbed.

Amphibian: Just like frogs you have the ability to survive in water for extended periods of time. You can also withstand immense pressure up to a certain point. Your body also has the ability to secrete a very slippery slime that can prevent kaiju from grabbing you.

Fast Flyer: Whether it's done by wings, defying gravity, or just sheer willpower you are incredible fast in the air. At the start you'll be at least one tier faster but as you keep flying in a straight line you'll get faster and faster. In addition, your reflexes get a boost to handle this speed.

Destructive Charge: You are able to initiate a powerful forward charge that can crush nearly anything that is in your way. Only objects and kaiju tougher than you can withstand your assault. One major downside is that you can only move forward and have difficulty stopping once you're in motion.

Quake Stomp: You have the ability to initiate a powerful, localized earthquake with a stomp of your foot. The build up for this takes some time so quick enemies will be able to stop you, but once completed the stomp will be enough to send nearly anything tumbling to the ground. Has no effect on flying kaiju.

Shapeshift: You are able to mold and shift your body into a variety of shapes and forms. With time, study, and practice you can even copy the forms of other kaiju although you will not receive their abilities. Although you could fool most people and kaiju any being with specialized senses will be able to spot the ruse.

Additional Limbs: You have another set of limbs of some type. This includes the dexterity and familiarity to use them like any other limb. These can be another set of arms, legs, tentacles or wings (if you have them). These have an effect on your speed

and strength, if they are an additional set of legs/wings they increase your base speed by 25%, if they are an additional set of arms/tentacles they increase your base strength by 25%. You can purchase this multiple times.

Advanced

Abilities found in some kaiju
200kp each unless otherwise labeled.

Web Slinging: You have the ability to produce a strong, durable webbing from your body that can restrain kaiju one tier above you in strength. This web is resistant to several forms of damage from cutting to burning to melting. Creating this web requires a good expenditure of energy and the more created the more energy needed.

Natural Radiation: Your body produces a unique form of radiation that is beneficial to life. Rather than poison the earth this radiation heals and strengthens it, turning dead wastelands into lush, massive forests and cleaning pollution from all but the most tainted locations. This requires no effort on your part although you can expend energy to increase the amount of natural radiation you produce.

Unnatural Power: You now have access to, immunity to and control over a particularly deadly type of energy, one that grants you immense power at the cost of being capable of great destruction. Perhaps it's extraordinarily hot plasma or magma, setting fire to plantlife and singing the earth around you as you walk. Maybe you have the power to harness nuclear radiation, to destroy your foes and poison the land. Maybe something like Micro-Oxygen to destroy lifeforms at the molecular level or feeding off the smog and pollution of humanity to grow stronger. Can be bought multiple times.

Xenobiology: You are not a being of Earth and your biology is proof of that. You no longer require any form of sustenance such as food, air, and water. Your body is also immune to toxins, diseases, and poisons. You are also protected from any form of mental control, ensuring that your actions are yours alone.

Half-Spirit: You are a rare existence, a unique creature found only in myths. You now exist within the physical and spiritual planes simultaneously. This allows you to see and affect beings that normally couldn't be interacted with such as ghosts. This also provides a boon of you only suffering half the damage you would normally take from both sides as your unique existence weakens their attacks.

Venomous: You can release a potent venom that can inflict serious damage to anyone it comes in contact with. This venom can either be lethal, non-lethal, paralyzing, and many more. Can be bought multiple times for different types of venom.

Under Pressure: You are now completely immune to the effects of water pressure, enabling you to swim to the deepest depths with no issues except with having to breathe underwater.

Aerial Acrobatics: Your skills in flying are second to none, able to pull off incredible aerial stunts and maneuvers that would leave even the best stunt pilots stunned in awe.

Sturdy Hide: You now possess a large and incredibly durable shell, enough to raise your durability by two tiers while you have it. In times of crisis you can retreat into your shell to avoid attacks. Incase of damage or destruction your shell will regenerate in a day or two. Major downside is that this shell is quite heavy and will impact your speed and agility without efficient strength.

Power Boost: By focusing and channeling energy into a limb or limbs you can temporarily boost their power by one tier. This is perfect in situations where you need a little extra power to get out of a dangerous situation. As an example, channeling power to your legs to give yourself extra speed or jumping power. Can be purchased multiple times.

Cloning: You have the ability to split yourself into multiple copies, each one controlled by a hive mind that you command. With each copy you get smaller and smaller and the hive mind more strenuous to control. Splitting yourself into 2 would make each copy half the size of the original, into 4 and they would be half the size of the first 2, and so on and so on. Any destroyed or damaged copies will result in the original being weakened until they can regenerate.

Ultimate

Abilities found in a few kaiju.
300kp each unless otherwise labeled.

Mana Reactor: Mana is the very lifeforce of the Earth. In ancient times people had the ability to harness and use this power for their own needs. And now that power has

awakened within you. You can use mana in a large variety of ways. From healing to protection to strengthening yourself the possibilities are nearly limited. Your mana repleneshes over time as long as you don't use it, requiring at most a week to recover from total exhaustion.

Overcharge: You have the power to charge one of your abilities, boosting its strength based on how long you charged it. A minute will see a minor increase in power, an hour will definitely show improvement, a day will see the ability empowered by one tier. Resets after each use.

Tool Master: You wouldn't expect building sized monsters to be good with tools but there's a first for everything. You now are surprisingly good at using technology, human or otherwise. You may not have a complete understanding of the tech you're using but you'll be good enough to at least understand the basics.

Self-Destruct: Sometimes there's no other way to win. The enemy is too powerful for you to handle and there is nothing else you can do. This ensures that if you go down you're taking them with you. The power of the explosion is dependent on your power. A weak kaiju could only destroy a city block whereas the most powerful could destroy a planet. Can be canceled.

Power Share: You have the ability to share your power with others, increasing their abilities depending on how much you share. For example, reducing your strength by a tier will result in theirs increasing by the same amount. This ability, while useful to your allies, can be detrimental for you in serious situations like a fight. Another purchase makes it so your allies can share their power with you.

Legendary

Abilities found in a single kaiju.

600kp - Ghost: It would appear that you have died, Jumper. Ordinarily this would mean the end of your chain but instead you have become a ghost, a spiritual manifestation that now walks among the living. This grants you many abilities such as flight, invisibility, teleportation, sensing life, and intangibility. What's more is that you can feed on the fear and anger of living beings to strengthen yourself.

600kp - Mecha: We can rebuild him, we have the technology. You have been augmented and enhanced by advanced technology, granting you a boost to all your abilities by one tier. In addition, you also gain access to new weapons such as maser cannons, lighting guns, and the powerful absolute zero cannon which can freeze any object or lifeform solid in seconds.

800kp - Burning: Sometimes you have to throw caution to the wind in order to achieve victory at any costs. This ability pushes your body to its limit and beyond raising all abilities up by 2 tiers. However, this comes at a cost as constant use of this form does extreme damage to your body and will eventually lead to your destruction if not turned off in time.

800kp - Keizer: Enhanced by the power of M-Base your physical abilities have been boosted by one tier. In addition, you gain incredible telekinetic abilities, strong enough to surpass your physical strength by one tier. But your greatest ability is to share the power of M-Base with other creatures, greatly enhancing their power at the cost of becoming subservient to you. Any creature with M-Base within them is now able to be controlled by you, stronger willed beings are harder to control.

900kp - Super: Whether it was cosmic radiation, absorbing your fellow kaiju's energy or simple training you've unlocked a new, more powerful form. This form boosts your abilities tremendously, to the point that all of your tiered traits go up by one level. Using this form at first is very taxing on your stamina, but with time and training eventually this form can be made permanent.

900kp - Ultima: You have the ability to emit a strange crimson dust known as Archetype. This substance disrupts any technology, can be spread over tens of miles, and can be used in 2 ways. It can be refined into a crystal form that draws on energy from the future to create a limitless power source, although too much energy drawn too quickly will cause it to explode. Or you can use the dust to create weak kaiju barely larger than a truck. The amount of these kaiju you can create and control is near the thousands and the number will increase with time. They can only survive within the dust and will last up to 30 minutes outside of it, although you will get lucky from time to time and create stronger kaiju that can survive without the dust.

1000kp - Hyper Dimensional Being: You are clearly not from here and your abilities show that. You are now capable of releasing devastating bolts of lightning powerful

enough to harm the toughest kaiju and crush massive spaceships by manipulating gravity. You also possess the ability to absorb energy from your enemies to grow stronger. But, your greatest ability is an advanced form of intangibility that allows you to attack your opponents while preventing you from being attacked in response. The flaw of this ability is that you burn through your energy supply at a tremendous rate while it's active.

1500kp - Earth: You are the embodiment of Evolution, the personification of endless growth and advancement. Your ability to grow and evolve will never stagnate or affect you negatively in any way. With time and intense battles your abilities will grow to the next tier and further beyond. What's more you'll find your abilities evolving in new, unique ways. As an example, your roar becoming so powerful it can be focused into a powerful oscillatory wave that tears anything it hits apart at the molecular level. Eventually, you'll be able to control how your abilities evolve. Such as, turning an energy beam into an energy pulse and vice versa. This also affects any alt-forms you have.

Notes

I would like to thank everyone who helped me finish this jump. I truly appreciate the help I was given. A special thanks to Rhylith Torri for help with new perks, drawbacks, items, grammar fixes, and pricing.

Please be aware that certain abilities can enhance your general abilities beyond the third tier. For examples please see below.

The Size stat in the Kaiju Creator Supplement affects the other general stats, with the exception of Regeneration, based on your size. Smaller sized kaiju will benefit greatly from stats like Agility and Speed but not Strength and Durability. To give an example, a kaiju at 0kp size will gain twice the agility and speed, whereas a kaiju at 300kp size would only receive half the agility and speed. The inverse also applies to Strength and Durability, kaiju at 300kp gain twice the strength and durability while kaiju at 0kp only gain half. Link to Kaiju Stats Chart for more details.

Kaiju Stats Chart				
	Size 0kp	**Size 100kp**	**Size 200kp**	**Size 300kp**
Strength (0-300kp)	.5x	1x	1.5x	2x
Durability (0-300kp)	.5x	1x	1.5x	2x
Speed (0-300kp)	2x	1.5x	1x	.5x
Agility (0-300kp)	2x	1.5x	1x	.5x
Regeneration (0-300kp)	1x	1x	1x	1x

Examples -

High Speed Kaiju-
Speed 300kp (3rd tier - purchase (4320mph) + **Fast Flyer** perk (+1 speed Tier (already at 3rd tier) = 3x Speed) (12960mph) + one set of **Additional limbs (wings)** (+25% to base speed = 16200mph) + Size 0kp (2x)
Total speed 32,400mph - beyond escape velocity (28,000mph)

High Strength Kaiju-
Strength 300kp purchase (200,000 tons) + one set of **Additional limbs (arms)** (+25% to base strength = 250,000) + Size 300kp (2x)
Max strength= 500,000tons

Changelog

V1: Jump Created.