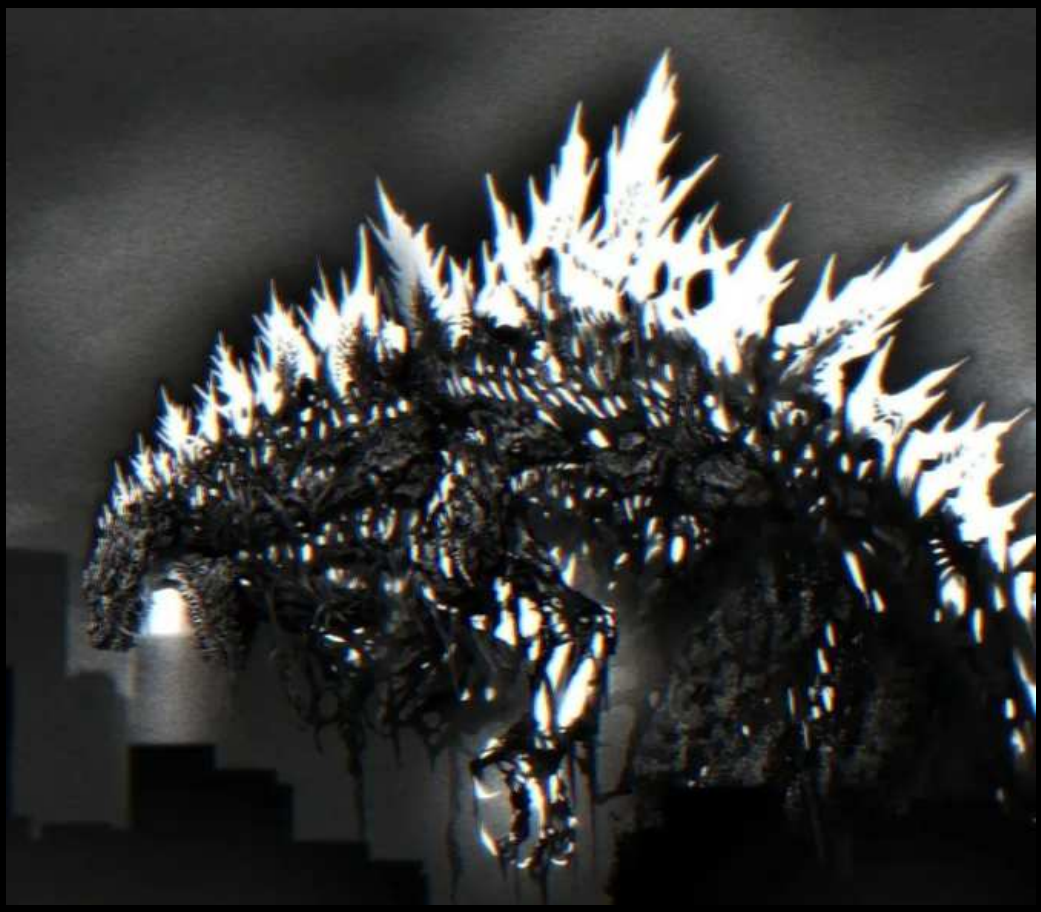
Godzilla: Just Pray

A **Godzilla/Analog Horror** Jump by SpiritualStill
Version 1.0



Welcome, Jumper, to a strange and terrifying world of kaiju. In 1954, Japan was assaulted by a great terror of the nuclear age, which was destroyed by Dr. Serizawa, who had taken his own life shortly thereafter. But sometime later, it seems that a new threat has emerged, and another Godzilla has come. You will spend ten years in this world, which will soon be dominated by eldritch monsters and religious fanaticism.

Take this, odds are that you'll need it:

+1000 Divine Points (DP)

Origin Selection

You are able to start anywhere in the world that you want. Additionally, you may choose your age for Free.

For your selected origin, you receive a 50% discount on all related perks and items. For **100 DP** perks and items, they are free instead. All options can be taken as a Drop-In.

CODC Agent [Free]
You are part of the Colossal Organism Defense Center, a somewhat undefined organization likely born following the events of the original *Godzilla* in 1954. For the duration of this Jump, you are part of the CODC.

Cultist [Free]
With the advent of a giant, almost demonic beast, this was ultimately inevitable. While you may or may not be aligned with the Church of Ghidorah, you are definitely part of some group that worships a monster as a god or emissary of god.

Colossal Organism [600 DP]
What some folks call kaiju here. You are a giant monster whose form is also divine or demonic in nature - at least that's what people likely will assume. Either way, you are likely a monument to the collective actions of mankind. You stand at a staggering 120 meters tall (roughly 393.7 feet), with a hide strong enough to shrug off all of mankind's weaponry, even things like nukes and bunker busters being peashooters. You don't need to eat anything to survive, you can survive the crushing pressure, temperatures, and you've got an immortal body that doesn't age and cannot succumb to most sicknesses.

Unless you have a perk for it, this will be your form for the entire Jump. After the Jump ends, you can have it as an Alt-Form.

Perks

CODC Agent Perks

That Was a Lie That Sounded Professional [100 DP]
Are you scared? Well, of course, but you can't let them know that! You are a master of controlling your emotions, able to project any on your face even if it's entirely contrary to how you are feeling at the moment.

But the Name "Ghidorah" Doesn't Appear Anywhere in the Bible, Does It? [200 DP]
Yeah, yeah, not all of God's words can be understood, but I feel like you're missing something here. When hysteria hits or panic sets in, you are unable to be influenced by bad faith assistance or mind control, simply through having a basic understanding.

Holding an Interview [400 DP]
You know how these interviews usually have one side just laying everything on the table with minimal issue? Whenever you request an interview with someone in good faith, they are willing to be fairly honest with you, laying out everything on the table.

Procedure Can Contain a Myth [600 DP]
Can it truly do so? Theoretically, it shouldn't, but why should that stop you? If something should work in a general situation, its effectiveness persists in situations that are scaled up even to frankly unreasonable levels. You might not be able to actually defeat Godzilla, but you can repel it from cities or corral it elsewhere.

This also has another helpful bit of procedure. When you need civilians to evacuate from an area, they are supernaturally quick with doing so, able to empty entire towns in a few hours at the absolute worst. When the evacuation needs to be quick, people are simply teleported out.

Cultist Perks

The Pain Was Not Punishment [100 DP]
It was preparation, so the priestess said. When you suffer from some pain, it does not destroy you as it would others. Instead, it causes you to strengthen your own resolve and to move on to the future.

More Faithful Than Me [200 DP]
The priestess's son, Jacob, was raised by her to be faithful and worship God. Though he might have died, perhaps something new can come from you. When you teach someone something, they can grow to be even better than you were at it. Do be aware that this must be something that can actually be taught.

Our Only Hope for Survival is to Serve Him [400 DP]
No human weapon could kill the Beast from the Sea; only God can. When you prostrate yourself to someone, you find that they are considerably more willing to treat you kindly and assist you in times of need.

Join Us. Walk With God [600 DP]
Never forget that the most dangerous sort of person in these apocalyptic scenarios is a very good orator. You are a highly charismatic person with a great ability to read the room and tug at the heartstrings. With a few words and speeches, you can bring together thousands or tens of thousands. Those who you bring with you work as one, casting away anything of themselves before that you would have no need for.

Colossal Organism Perks

He Speaks in Signs [100 DP]

Ghidorah's voice is not, obviously, intended to be literal human speech. He simply doesn't have the vocal cords for that. But as a demonic entity, he can speak and communicate in other ways. Like him, you don't need to speak for your voice and intent to be understood, and those you wish to communicate with will fully comprehend what you wish them to.

Regeneration Cycle [200 DP]

Healing factors are usually so great, aren't they? Well, considering you aren't a rotting corpse, this is considerably more helpful, as you have an extremely potent regeneration ability, which allows you to fight off even literal constant necrosis. Even if you are bombarded with weapons of high caliber, only something on your level can actually have any damage stick - and even then, you'll still be able to heal from it.

Similarly, when you have enough energy stockpiled, you can release it to trigger the opposite effect in others - a violent oxidation that melts and dissolves organic life without a similar healing factor.

Terror of the Atomic Bomb [400 DP]

In this continuity, Godzilla is not actually that special. It's a kaiju to be certain, but it is just an animal. However, even an animal becomes a world-class threat with nuclear energy, which you now have in spades. You are now capable of absorbing natural energy sources and nuclear radiation to metabolize and convert into fuel. Through this fuel, you can endlessly operate and release fearsome waves of energy that can reduce whole cities into an unlivable hellscape.

The Divine One [600 DP]

Hilariously, while Godzilla is pretty much its normal incarnation with a more grotesque look, Ghidorah is absolutely not. It's a spiritual entity that might likely be the Antichrist, who gained its physical form through turning its worshippers into a cloud of blood and gore. Its power is incalculable, having the gravity-manipulating powers of regular Ghidorah, enabling it to make black holes, and also impale Godzilla with light, and sway those around it.

This is a twofold power. You are able to combine the powers of any "normal" kaiju from the Godzilla franchise, along with the conceptual abilities of any Abrahamic entity or being, be it canonical or extracanonical. The sole exception is God.

Items

CODC Agent Items

Personal Log [100 DP]
Much like Iris Caldwell, you have a recording device on you that succinctly records your voice and emotions, and will also record the events of the day.

Tamper-Proof Emergency Alert Systems [200 DP]
Finally, I've been looking for one of these. You receive an EAS alert system that overwrites all current televisions for the purpose of warning citizens. So long as it is intended to be genuine, people listening to the EAS will follow your commands to the letter. If this takes place in a setting without electronics, it will spread another way.

Furthermore, because of how common it is, this system cannot be hijacked or maliciously tampered with by any forces.

CODC Personnel [400 DP]
Although you might not necessarily always be fighting giant monsters, you have access to the complete CODC, numbering some 5000 employees, who come from practically all walks of life. They additionally have access to a number of military weapons, and can even call in a nuke or some setting equivalent if nothing else works.

Cultist Items

Propaganda Videos [100 DP]
These videos, with a somewhat Bible-looking backdrop, are a special type of propaganda video that spreads the good word to anyone who sees it. And while this is already good, it actually increases with any charisma perks you might have.

The Priestess [200 DP]
The holy center of your cult, a woman who, after a great tragedy, found religion once more. She is a highly charismatic person who can sway damn near anyone to your side with a few words. She's also incredibly loyal to you, as the two of you have the same goal (though if you are a Colossal Organism, she's just devoted to you).

Holy Church [400 DP]
A holy site relevant to your faith, to which your flock will congregate. It is a large town that will grow to accommodate everyone, always having enough food, water, and shelter for all. It's also got the special power to ward away anyone who might try to meddle with your affairs.

Colossal Organism Items

Divine Imagery [100 DP]
Whether you are divine or not, you receive holy iconography and paintings that depict you in a divine light. When people see these images, they are overcome with a sense of calm and happiness, which can become reverence given enough time, and provided you want it.

The Heart of the Seraphim [200 DP]
The mysterious artifact belonging to King Ghidorah, held by his Church. By coming into contact with it, you receive the Seraphim's Blessing - a mark that makes you one of them. With this, you can communicate and even control anyone with it as needed, and can sacrifice them to strengthen yourself.

Those not devoted to you are unable to see it.

The Church of Jumperdorah [400 DP]
I'm sure this is a perfectly normal Church where nothing bad happens to anyone at the end. This is a religious organization of decent size that is devoted to you and seeks to spread your message across the world. If need be, they'll even die for you. In addition to many "normal" people, it also has authority figures, police officers, and even government officials.

Companions

Import/Create Companion
For every **50 DP**, you may either create or bring along any companion you want, with them getting **+600 DP**.

For **200 DP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 DP** to spend.

Recruitment Drive [100 DP]
If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Here For the Plot [+0 DP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished

Supplement Mode [+0 DP]
You may choose to have this mode either supplement any other jumpdoc, or have it supplemented by any other doc that you please.

Prolonged Stay [+100 DP]
Stay a while longer, why don't you? For an extra **+100 DP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

Are You Scared? [+100 DP]
Hell yeah! You are actually quite easy to frighten, and even if you can hide it, you'll probably be scared shitless whenever you are near real danger.

Compromised [+100 DP]
It seems that the government has already been full of people praying for Ghidorah's coming, possibly even before the first Ghidorah Phenomenon was known. As a result, you find any instance of trying to avert this catastrophe to be stymied.

Analog Horror Land [+200 DP Each/+600 DP]
You thought Godzilla was the only threat you had to deal with? Oh no, there are many others. For **+200 DP** each, you are able to add one analog horror series to the setting, with which you will have at least one encounter with beyond.

For **+600 DP**, the Mandela Catalogue is also canon to this continuity. While Alternates themselves might not be threats, I'm sure you'll figure out pretty quickly the problematic implications it has for the setting at large.

Do Not Listen to Its Vocalizations [+400 DP]
You have heard Ghidorah's voice, even if you might be a Colossal Organism. It is an extremely charismatic entity that is capable of sweet-talking you, even if you should be able to resist such things. Should you fall under its sway before it is killed, you will fail this Jump.

Tears of Blood [+400 DP]
Godzilla is for sure a danger to mankind, but less in a deliberate sense, and more in a lashing out sense. It might not be radiation poisoning, but there is something you are suffering from that causes you to experience considerable pain.

Perk Lockout [+600 DP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 DP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 DP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Giant Monster All Out Attack [+800 DP]
Things are going to get worse, a lot worse, I can assure you. Within months of Godzilla appearing, kaiju of all varieties, equally as distorted as Godzilla and Ghidorah here, will appear and begin their rampage.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.