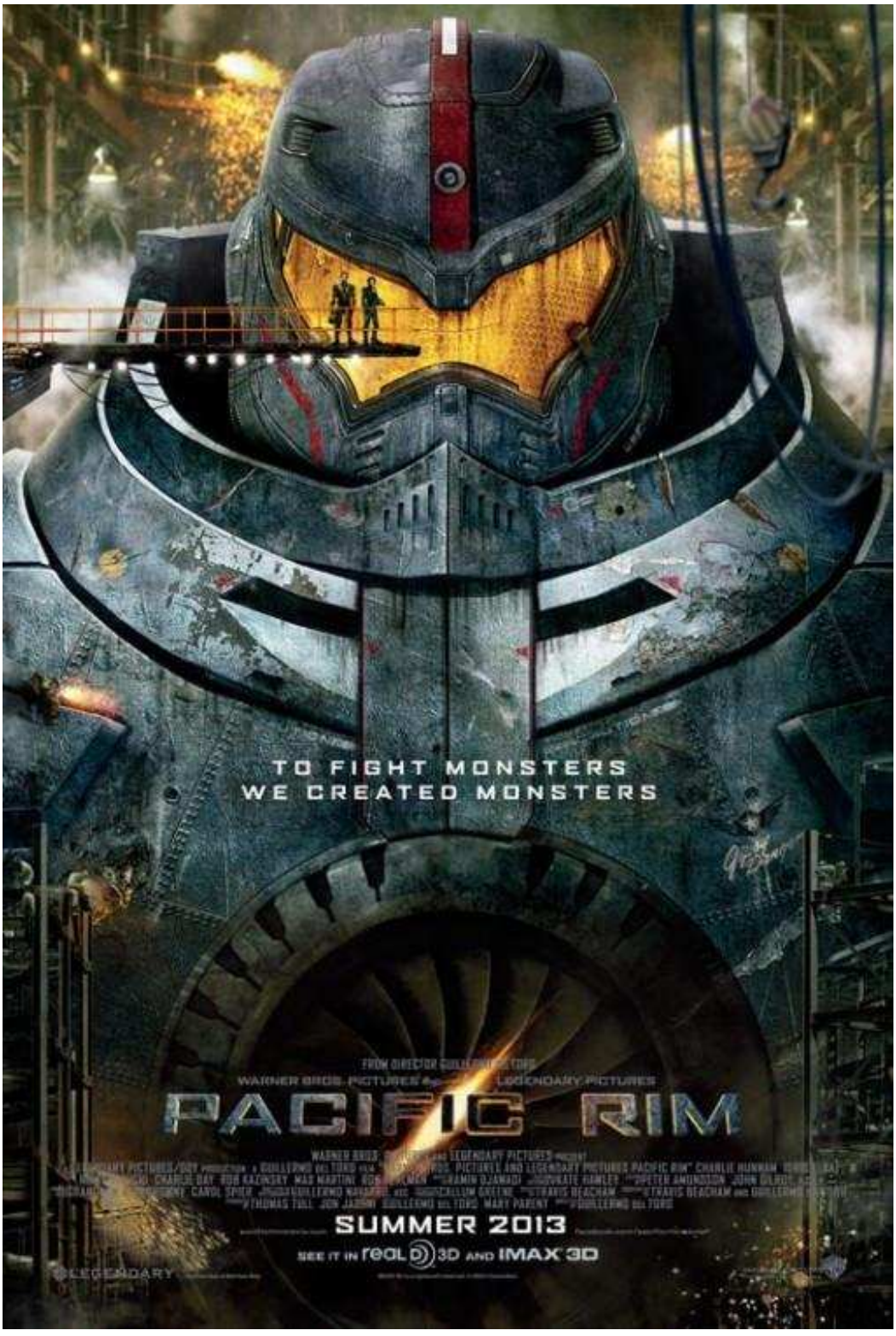
Pacific Rim (Franchise) Jump

Version 1.0.0



On August 10th, 2013 the first kaiju emerged from the Pacific Ocean and attacked the city of San Francisco. It was not brought down until August 15th leaving a trail of destruction through three cities in its wake. This was the beginning of the Kaiju War.

Over the course of the next decade, humanity would learn to fight back. Building the towering mechanical jaegers, they created tools capable of containing and killing kaiju with greatly reduced damage. They would locate the Breach, a portal connecting the Earth to another world from which the kaiju emerge. They would develop sensors to tell when a kaiju is emerging from the Breach and its relative size, toxicity, and radiation level. Humanity would begin to fight back.

And then the kaiju would evolve, developing specialized tactics and organs for fighting and destroying the jaegers. As the jaegers suffered defeat after defeat, the governments of mankind would attempt to hide their heads in the sand behind great coastal walls. A wall which, the first time it was tested, would crumble swiftly.

The last elements of the jaeger program would launch an assault against the Breach, finally determining how to travel through it, and managing to detonate a nuclear explosion within it destroying the Breach, ending the Kaiju War, and cancelling the apocalypse.

Ten years later new breaches would be opened, and new war would begin, and humanity would vow that they would no longer only play defense but that they would find a way to take the war back through the Breach and end it. Despite this, Australia would fall, breaches opening upon the land surface of the continent, which would be left in the hands of the kaiju.

Your presence in this world is liable to change how its events and history will flow. Whether you oppose humanity, help it, or just are gonna live through the storm of these monsters, you will be arriving at some point in this timeline of events and remaining here for a full decade. Take these to help you with your time here:

+1000 Choice Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Kaiju: You have emerged from another dimension through a breach, entering the Earth from somewhere else. Depending upon your time of arrival you might need to get moving quickly. You are not part of the hive mind, being unconnected from the precursors and having your own fully free will. Whether you're just a strange freak that somehow was not connected to the hive mind or if you in fact you have no connections in this world, nor any history in it is up to you. As such this may be taken as the Drop-In origin for this jump. Kaiju do not gain Item discounts. Instead they gain a discount on a Kaiju Form (which allows access to Kaiju Features).

Commander: You possess a position of military command and authority. You might not be a Marshal, and you may possibly only have a low rank, but you are part of the military command hierarchy either of your home nation or the Pan Pacific Defense Corps.

Criminal: Whether you're a low level thief and looter taking advantage of the destruction left behind by the kaiju, or are the head of a black market network and a powerful player in the underworld, you are part of the criminal underbelly of the world.

Cultist: There are many who see the kaiju as gods or angels. The Sisters of the Kaiju may have had the most screen time, but they are not the only such group. You are now part of one of these groups, serving as a member of a religion which sees the Kaiju as figures of worship.

K-Scientist: Whether part of k-watch, kaiju harvesting, acting as a researcher of their behavior and biologies, or just a kaiju groupie who is a bit too interested in the giant beasts, you are in the field of studying the kaiju and how they function.

Ranger: Whether you're still in training, or already assigned to a jaeger, you are part of the jaeger pilot program, ready to get into a giant, man-made mechanical titan and go punch out a natural disaster.

Survivor: You are one of the little people left to try and survive in the shadows of the kaiju and the destruction they wreak. Your home is gone and destroyed, but you will survive.

Technician: Whether it's programming drones, building the pons used to initiate drift, or building and maintaining the jaegers themselves, you are an engineer used to working with machines that are at the very cutting edge of this world's technology.

Time:

The first kaiju arrived in 2013. The first jaegers in 2015. The original film starts in 2020 before skipping forward to 2025. The sequel is 2035, with the anime taking place sometime at least 5 years later. As such when you arrive here may be more important than where you arrive.

Barring drawbacks to the contrary, you may choose to arrive any time from K-Day when the first kaiju attacked in 2013 up until the start of Pacific Rim: the Black at an unspecified date likely around 2040.

Location:

Barring drawbacks to the contrary, you will begin somewhere in the Pacific ocean or along the Pacific coast. If you really want to roll for location you can below:

1. California, USA – The west coast of the continental United States, a big place for tech and a big target for early kaiju.
2. Alaska, USA – The home of the Beckett brothers and where they were stationed before Yancy's death in 2020.
3. Japan – The first site attacked by a category II or higher kaiju after the formation of the categorization system, the main target of the drone uprising, and only country other than America confirmed to have 2 Shatterdomes within it.
4. Siberia, Russia – Patrolled and protected by Cherno Alpha, the last Mark-1 Jaeger that will remain in service.
5. Australia – The first place the great defensive wall will be breached, casually, by a kaiju in 2025, and the continent which will be lost to the kaiju in the 2030s.
6. Peru – The site where the first jaeger will be destroyed by a kaiju, or at least of the shatterdome out of which it was operating.

7. Hong Kong, China – The site of the last shatterdome which would remain operational during the original Kaiju War, and from which the original breach would be sealed.
8. Panama – The last country confirmed to contain a shatterdome of its own.

Age and Gender:

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

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

OST (Free): It'd be a shame to force you into this world without the score. It is, after all, almost perfectly fitting and used to great effect to create the full experience from the film. As such you will find yourself able to turn on and play the musical score from *Pacific Rim* at any time. Only you, or at your desire your companions, will be able to hear this music. You can even choose the specific track to play.

You get the scores for *Pacific Rim: Uprising* and *Pacific Rim: The Black* as well.

Shirtless (50 CP): You look good. This is especially true of your bare back and chest. Try not to change in front of people; you will get stares, and possibly even people peeking through keyholes or peepholes in doors.

Crisp and Clean (100 CP): While the series as a whole does a good job of showing how rough, dirty, and ruined things would be in a giant mecha vs kaiju fight, Uprising makes everything crisp and clean. Lines are smoother. No one is dirty. The fight doesn't seem to cause collateral damage to fall in the way, except when it's plot important. We don't see kaiju blood, an intentional weapon designed to be spread in battle, leaking out and spraying around.

You can carry this with you if you wish. You will find that places are cleaner whether it's less dirt, grime, and slime or less clutter. There can still be some, but the amount is vastly less than it should be. You can toggle this on and off when you wish though it won't retroactively clean or mess up places when you toggle it.

Kaiju Harvesting (100 CP): You have experience and training in harvesting body parts from kaiju. This isn't exactly an easy job, full of biohazardous environments and materials, a need for high powered tools to cut through their flesh and bone, and rather precise requirements for keeping their organs from rotting or going bad once the kaiju dies. You've got the knowledge of an experienced black market harvester.

This seems to have left you generally good at identifying how to harvest organs from organisms. This is especially true when they are *difficult* to harvest such as decaying if you slip up slightly, or being covered in hazardous chemicals.

Hit (Wo)Man (200 CP): You've got some skills in a fight. You're not a match for a fully trained Ranger in hand to hand, but you definitely know how to fight unarmed, or with simple weapons such as knives or brass knuckles. You're better with guns, though, being a skilled marksman.

Your specialty, however, is in understanding how to hurt, or potentially even bring down, kaiju with man-portable weapons. This requires some high powered guns, or missiles, and even then you need to hit them where they're a soft target, but you are good at fighting giant monsters with human-scale weapons. Of course, this is still an uneven match, and you won't be finding much in this world that will even hurt a category IV kaiju at a human scale and killing a category III would be a major uphill battle.

I Survive (500 CP): Did… did you just cut your way out of a baby kaiju that bit you, swallowed you whole, and then died? But… kaiju are extremely toxic environments, and even if by some luck none of its teeth pierced your flesh shouldn't you still have major internal injuries from that bite? And you're walking.

Like Hannibal Chau you have a unique combination of sheer toughness and dumb luck which seems intent on ensuring you survive. Wounds tend to miss immediately lethal spots, and even mortal wounds (i.e. eventually fatal if left untreated) are less likely. Walking around a kaiju battleground will see rubble falling around you instead of directly on you. Generally speaking you won't die due to some 'random' mishap or accident, and you've got some decent chance of something helping save you from intentional attempts on your life, though, you should still do your best to watch out for these even if your enemies had better be sure to double tap.

Of course this isn't just luck. We already said you have sheer toughness, and it's true. Something like getting swallowed by a kaiju and forced to bathe in the toxic kaiju blue would kill most people. You, though? Well you might manage to cut your way out again. That's not to say the poison wouldn't affect you, but you'd have a major case of kaiju poisoning, and full body skin issues and pain instead of dying. Lethal doses tend to be higher for you. You can handle diseases better. Getting shot from behind might bring you to the ground, but if observers didn't see what happened next and merely heard the gunshot it'd be hard to guess whether your assailant finished you off or you managed to pull your own weapon and take a shot. This is of course if you're a human; you'd be similarly tougher than normal for a kaiju if you were one of them.

Kaiju Perks

Living Weapon (100 CP): Kaiju were designed for combat, and we see that even when they're newly born they know how to use their body for battle. Even if you're not a kaiju you have an instinctive knowledge of how to use your body as a weapon. This won't necessarily make you a master fighter, but you'll know how to throw a punch without breaking your thumb, kick so that you hurt someone else more than you, aim your acid spit, use that built in electromagnetic pulse you've got built in you (though not necessarily when to do so) and use your tail-spear-mouth effectively in a fight.

Hybrid (200 CP): You are able to access the powers of one of your alt-forms while remaining in your human (or default for a jump) form. You can only access one alt-form at a time this way, but you can showcase certain of its visual traits and qualities – such as growling with a kaiju blue glow as a kaiju hybrid – while in human form, and in the case of larger scaled alt-forms access more of its power than proportionate to your scale. This hybridization also allows for another advantage allowing you to switch to the hybrid alt-form in full with greater speed; it's still not instant and will take a few moments as a sphere of blue energy emerges around you, but it is faster than the default 'too slow to perform in battle.'

Environmentally Mutagenic (400 CP): If the kaiju are an engineered life form from another dimension why do they have lice? Maybe there's a mutualistic utility, but then why do they have kaiju ticks that are deadly to kaiju? Maybe the way their blood can slowly transform humans explains why. Maybe the kaiju ticks developed on Earth in response to their blood. The Black does show them starting to fit in, and change, Australia's biosphere, and they are tools for terraforming.

Whether you're a kaiju or not, you seem to be a tool for terraforming on a level greater than most kaiju. Your biochemistry infects the world around you, causing mutations in living things that occupy the area near you over time. This infectious biochemistry will also cause a shift in the soil and air chemistry of an area you inhabit over the long term; this won't be fast enough to save you in a deadly environment, but if you can survive in an environment it will slowly chemically shift to one that you are comfortable within. This works most quickly through your blood, and organisms which imbibe or otherwise absorb your blood will mutate more quickly taking on more and more of your biological traits. They are unlikely to gain any of your special biological powers at the same level that you possess, but by sharing your blood with others you can cultivate your special biological powers and abilities in other organisms.

Evolved Beyond Control (600 CP): During the Uprising War, one of the jaeger drones survived because it was able to adapt and evolve beyond the control of the self-destruct code that was destroying all the other drones. Except this drone didn't just evolve beyond this mechanical control. Apex proved unaffected by the Sisters of the Kaiju's influence within the kaiju hive mind and acted consistently against the purposes of the kaiju as a whole, having apparently evolved beyond the control of the precursors in the same act of evolution.

You seem to have evolved a similar resistance to mental control and tampering. Biologically hard coded to accept commands and obey? Nah you'll make up your own mind. A literal machine receiving a self-destruct code that should be completely impossible for you to disobey? You might have to break a mechanism inside of you, but you'll disobey. Telepathic pressure from an entire hivemind trying to reprogram your mind? You can almost certainly handle it. You are, at least as far as this world is concerned, immune to exterior mental control or forceful influence on your mind (this won't stop rhetoric or people just talking to you and making reasonable points that change your mind that way).

Commander Perks

Where Would You Rather Die (100 CP): You know how to put some major punch in your words. Whether it's a short speech, or just a few words, you have a good way of picking those that will hit hard and stir emotions, especially the will to fight.

It's Respect (200 CP): You've got a knack for obtaining the respect of those working under you, and getting people to put their trust in you as a leader. You also know how to properly demand obedience and maintain military discipline even in a group of self-important rockstars like Jaeger Pilots. They might not be perfectly behaved, but you know how to get them to work as a functional unit and respect the basics of military hierarchy.

Fixed Point (400 CP): You are one. You have the willpower, mental focus, and discipline so that when you're in command, you can present yourself as the emotionless, objective, rational commander above it all and unable to be shaken even when all the shit hits the fan. You still have emotions, you still feel it, and you aren't necessarily 100% objective or rational, but you do have a powerful sense of willpower and mental focus, which will help you maintain self-control even in disasters, and avoid panic or hot-headed behavior. This also helps you with drifting as you don't go chasing rabbits – maybe if you last partner was killed in the drift alongside you you might briefly but even then it'd be brief and you'd be able to pull yourself out of the rabbit hole – and are able to handle a greater neural load and could successfully pilot solo for long enough to finish a fight and even bring your jaeger home. If you're still human that'd not be good for your brain, but it'd be doable. This willpower, focus, and neural strength generally helps make you more resistant to external mental influences, and things like others attempting to control through the drift; it's still not a good idea to drift with a kaiju brain but you'd put up a better fight against the precursors.

Cancelling the Apocalypse (600 CP): When you are leading a group working to stop a catastrophe, the efforts of those under you seem to come together better. Your pilots react faster on the battlefield, and make better decisions. Your researchers get the untested process that has to go right or the world is doomed is done right on the first – and only – try. Your engineers work faster and don't make mistakes. Everyone under your command simply seems to work better when it comes to stopping these catastrophes.

This does, however, work based on the scale of the catastrophe both in objective terms and in relative terms. That is to say that stopping the destruction of a city will have an impact, but not as large as stopping the destruction of the world, but that if you are

stopping the destruction of the world every day it won't have the same level of effect as if you normally are only dealing with the destruction of a city and then suddenly have to save the world. This also caps at the scale of extinction level events; the Earth being destroyed is a bigger deal than a city because in the latter people can move somewhere else on the Earth and evacuation is possible, but unless you have interplanetary colonization it doesn't really matter much if the universe is being destroyed instead of just Earth.

Criminal Perks

Looter (100 CP): You've got the basic skills to be a looter in the shadows of the Kaiju War. You know how to hotwire cars, get around electronic locks, pick more mechanical locks, and generally get into abandoned buildings and tech. This also includes basic repair skills, and skills for safely removing high energy electrical components.

Kaiju-Oil Salesman (200 CP): Do powdered kaiju scales actually cure bowel cancer? Probably not. But it doesn't matter much if you can convince people to buy it for that purpose. You're an excellent salesman, especially when you don't have to worry about what you're selling actually doing what you say it does. You've also got an understanding of how black markets and fencing goods work, and how to buy and sell goods on the downlow without official scrutiny.

I Make the Deals (400 CP): And you're good at it. You are an expert bargainer and negotiator. You can recognize exactly how much leverage (and threat) you have over the opposing side, how much value you're offering, and excel at understanding how much they value what you're asking for. You particularly excel at negotiations where there is no higher, legal authority that can adjudicate things and where you can take advantage of might, violence, and threats.

You are also very good at making effective threats. You're a very intimidating individual.

Memory Manipulator (600 CP): When people are connected to each other through the Drift they share everything, and can see into the very hearts of each other as they perceive their thoughts and memories directly. Or so a jaeger pilot might have you believe. Truth is it's possible to modify drift tech for other purposes, and you might not be a drift technician to build and maintain the tech, but you do possess an exceptional ability to use it to manipulate others. You could manage to lie through the mental connection of the Drift, it'd not be easy but you could do it though having memory spheres could help. While drift tech isn't necessarily going to be common throughout your journeys, this skill will help you lie through other mental connections and hide your thoughts and true feelings from effects which would peer into them. It still won't necessarily be easy to deceive someone through this link, but you are good at it where most people wouldn't even be able to begin.

This skillset and expertise goes beyond merely lying in mental connections. You know how to use drift tech to manipulate, suppress, re-write, and edit the memories of others, and more generally as a tool for brainwashing. Not that you necessarily need drift tech for it, as you have an understanding of how to indoctrinate and brainwash individuals with

more mundane means, and a talent for using more direct mental connections and memory manipulating abilities and tech for the purpose. You could reshape someone with a happy childhood into someone who believes they were abandoned by their parents to live on the street until you saved them.

These skills also make you relatively capable of traversing and manipulating mindscapes. It's still not a good idea to push into the mind of someone highly kaiju infected and part of a hive mind of crazed cultists whose wills have been bound and united behind a single queen, but you would be able to do a better job of dragging someone's psyche back to freedom than nearly anyone else in the world. Though it would still be risking your own life.

Cultist Perks

Some Kind of Ninja (100 CP): About the only things that the Sisters of the Kaiju have in common in LA and the Black are their fashion sense and strange proclivity towards ninja skills. Whether you're part of their sisterhood or not you seem to share their affinity for stealth, acrobatics, and small thrown weapons. You know how to move quietly and hide in shadows, how to flip around like a trained acrobat, and are scarily accurate with throwing stars and other small, thrown weapons.

Performance Enhanced (200 CP): Kaiju blood is known to be a performance enhancer, and if you've been taking it regularly that just might be proof of that belief. While your physical abilities aren't quite peak human, you're definitely noticeably above what would be expected of your level of training, conditioning, and build. If you actually had the body of an elite athlete you'd be breaking world records in the field, though this is only a small boost; you're better than average just from this but you could still lose a fight against an average person if you aren't careful.

However your real abilities are only shown after a few moments of concentration. By focusing for a few moments you can briefly increase your speeds, strength, and physical abilities by a substantial margin such that you might manage to climb onto an active jaeger, jump multiple times your own height, or decapitate one of the relatively small, dog-like kaiju known as rippers in a single swing of a large knife. This boost only lasts a short period before leaving you back to your normal capabilities, before needing to wait for an extended period before boosting yourself again.

Hive of Blood (400 CP): The Sisters of the Kaiju were able to form their own hive mind, and connect to that of the kaiju, through the transfusion of kaiju blood into themselves. You do not need kaiju blood for this, as yours will work instead. By sharing your blood with other individuals you can create a mental link with them which allows for sharing thoughts and memories across this link. The more blood you share the stronger this link will be, increasing the ease with which thoughts and memories can be shared. This link will also fade over time unless reinforced regularly with more blood, though eventually this connection will grow strong enough that it will no longer fade and instead their blood can be used like yours to create and extend this hive. This also makes you, and those with sufficient doses of your blood, a universal blood donor.

Mental Infection (600 CP): You possess the ability to influence the minds of others through mental links. The stronger the link the stronger your influence over them. This helps you to assert dominance over hive minds, and alter the behavior and thought processes of others that you are mentally connected to. This is not, like **Memory Manipulator,** a matter of skill, but a corrosive, mental corruption which presses your will and thought patterns outwards and forces them onto those connected to you. This influence can be expressed through any direct mental connection, even those initiated by others or through machinery such as the technology used for the Drift. It can, however, be resisted by the will and determination of others, and will fade over time if the connection is severed. This ability does not only function with abilities that would normally be an equal mental link; it will increase your ability to influence others through any mental bonds including improving other means of telepathic mind control.

To ensure you have some form of mental connection to use this through, during this jump you're in the kaiju hivemind just enough to influence kaiju that have been left to their own devices, and the precursors won't be able to access your mind unless you mess with a kaiju they're actively directing (at which point best of luck battling them in mind to mind combat). Post-jump you'll have some minor kaiju specific telepathy which will be enough to establish a weak link through which you can influence the most animalistic and weak willed kaiju – don't expect this to work on any that are notably hard to control (like even the stupidest versions of Godzilla) or intelligent (like Gamera, Ghidorah, or Mothra) without something to further increase the mental link and bond, however.

K-Scientist Perks

Kaiju Lover (100 CP): You'd make a wonderful zookeeper. You are skilled at handling and dealing with wild, and dangerous, animals. You are especially good at getting them to accept your presence without hostility, though this may require providing them with food. This won't help you if a kaiju is being actively controlled by the precursors, but if they just let them go wild for a time – like in the Black – you could probably live among them with safety so long as you had food to keep them calm. Just remember, a tiger is still a tiger and a kaiju is still a kaiju, and if they're hungry enough you're still a quick meal.

Pattern Spotting (200 CP): You possess the power of that most important and wonderful form of mathematics, at least to the biological sciences: statistics. You are a fully trained, and expert statistician, and have an upper level understanding of mathematics in general even if stats are your specialty; you could still probably do rocket science if called upon. You are also highly skilled at analyzing data sets and recognizing patterns in them.

Biological Materialist (400 CP): Kaiju blood makes an excellent, high energy density rocket fuel – even if the ignition rate is hard to control and explosive failures are a danger – and kaiju cerebral fluids might be a cure to Alzheimer's. As much as Hannibal Chau sold snake oil, some of the kaiju medicines had real uses and really did work. And you excel at figuring out these uses. Whether they're medical, industrial, or something else, you have a gift for figuring out ways to utilize biological materials. While this will help you with the very real world act of identifying what sort of plant or deep sea biochemicals could be useful in human medicine, this is at its best when you are dealing with those biological materials with unusual, unearthly, and/or physics breaking properties.

Kaiju Engineer (600 CP): You are a foremost expert in the field of kaiju creation. Well at least among humans. You're no equal to the precursors or someone being fed information from them, but you're at least Elora Reddy's equal and she managed to clone multiple kaiju at smaller sizes, even using human DNA to fill in gaps. That is at least, because you do have the start of understanding for making your own kaiju whole cloth. It won't be as easy as copying the precursors' homework, but you could grow a kaiju that wasn't based on any specific existing kaiju, and didn't require you to already have their biological materials. Though this is bioengineering and it is easier to clone something than artificially build various chromosomes; they're rather complicated. This will also still be identifiable as a kaiju like those of the precursors, maybe you can learn with time how to use this to make other lifeforms, but right now you have the basics of building kaiju.

Ranger Perks

In Combat You Make Decisions (100 CP): Sometimes they're not the best decision, but a decision is better than none. Being a ranger means being able to make decisions as to who will live and who will die, or where to take a fight against a hundred meter mass of toxin-leaking biological weapon in the middle of a crowded city, and make them fast. You have the decisiveness required, being able to make decisions on the spot even as the world comes crashing down around you. These decisions aren't always the best decision you could have made if you had more time to think about them, but you are good at split second decisions and definitely make better ones without any time to think than most people would.

Boat Secure (200 CP): It's really amazing how much fine control of force rangers display with their jaegers. The same machine that can punch out a natural disaster, can gently lift up a boat and put it down in safety while doing so, or can cushion a falling helicopter to catch it without it being a dead stop just as bad – or worse – as hitting the ground.

You might not have the skills to pilot a jaeger, but you have a similar excellent control of force. Give you enough training to pilot a jaeger and you could do similar feats, and even outside of one you have excellent and precise control of force. Even in the middle of a fight, you could gently cradle an egg with one hand while throwing full powered punches with the other, and unless your enemy hit the hand holding the egg you'd not break it. This isn't necessarily limited to your physical force; you generally have a very fine control of how much power and force you put behind things, even special powers and abilities.

This also gives you an excellent eye for collateral damage. It won't just magically not happen, but you do tend to be very aware of where it can happen and how to prevent it. Whether it's worth sparing a building when it means fighting a kaiju will take longer and thus endanger more buildings… well that's a decision you'll have to make for yourself.

Fighting at Scale (400 CP): Even if a giant robot is linked to your mind to mimic your movements, physics says that you fight differently as a towering creation of alloyed metal and a 6 ft bag of meat. The Rangers and their jaegers even show this, as they use very different moves in training and when out in their jaeger for the real fights. And yet some things definitely seem to transfer. You know how to instinctively adapt your fighting skills, movements, and abilities to gigantic sizes – whether that's because you've grown giant or are piloting a giant robot – and instinctively adjust them for functioning at a new,

enlarged scale. This instinct isn't limited to growth, or using a giant robot that emulates your movements. Regardless of how it's controlled, you seem to have a knack for adapting your personal fighting ability and movements for use through a giant robot; yeah it's easiest when it follows your body directly, but you are good at approximating your skills and abilities even with other control systems.

This also ensures you've gone, very successfully, through Ranger armed and unarmed training. You're not just good enough to pass, but like Raleigh or Mako you're one of the best in the program and a real expert.

We Drift Inside of Each Other (600 CP): You possess the makings of a truly exceptional jaeger pilot. Drifting is easier for you than for other individuals, and you find that it is particularly easy to sync yourself with partners through it. You seem to find personality incompatibilities much less of a thing, something that would be almost unheard of as a problem for you. Physical incompatibility is much less of an issue as well; no matter how inhuman your physiology becomes you'll still be able to perform a full neural handshake with a human, and effectively work with a partner that still has human limits. You might have to tone yourself down, and you might not work at full capacity when partnered with someone too far behind your level, but you won't find yourself unable to get in sync with a partner altogether. You'll find a similar ease in forming other, similar mental links and bonds even if they are not directly related to drift technology.

But this is more than ease in drift compatibility. You find it extremely easy to fall into a working relationship, and work in close coordination with a partner even without drift technology or mental connections being involved. You excel at one on one teamwork and working with a partner at a level of coordination that almost seems to be that of a singular being, finding it much easier to build coordination and partnerships with another to very high levels.

Of course, you are best when it comes to drifting, or other forms of mental bonds and links. It's not unheard of for drift partners to pick up skills from their partner, especially when drifting with 'ghosts' (that is memory recordings from pilots), or even for drifting with another healthier mind to help individuals with trauma, anxiety, or other issues. The benefits of this melding of minds seem to be strengthened when you're involved: you pick up the skills of partners more quickly; they pick up yours more quickly as well; and your psyches can reinforce each other and bring out the best from each of you more easily. This also helps minimize the risks to your own mind and personality in such a connection, helping you to resist corruptive or deleterious influences on your mind

through these mental connections. This isn't enough of a protection to make drifting with a ghost, much less a kaiju, safe, but it is safer for you than an average individual. And no, this is not limited to drifting and drift technology, any deep enough mental melding involving you can see this exchange of skills and your mind is good at protecting itself from deleterious mental influence through mental connections.

Survivor Perks

Living in the Shadow (100 CP): You seem to have had experience in living in areas where kaiju have destroyed functional society. This means you know something about getting by and building a life from the ruins of human society – you might not be enough of a carpenter to build a house, but you probably can build a shelter from pieces of broken houses – and surviving on your own in these environments; you might not be an expert hunter-gatherer but you know enough hunting and farming to get by if you have to.

You also seem particularly adept at avoiding the notice and attention of kaiju. And while kaiju in future worlds might have different behavioral patterns or sensory abilities, you will remain unusually good at remaining unnoticed by kaiju and similar giant beasts. You're not invisible by any means, but you are good at escaping notice if you're careful.

For Them (200 CP): When you take actions to protect someone else's safety they seem to be more effective for that purpose. It's almost as if your actions provide them a karmic blessing of protection. This is most effective when your actions put yourself in danger or at risk, or otherwise have a serious cost to you, and is more effective the more limited the group you're trying to protect: risking your life and very soul to give your wounded husband a chance to escape is going to give him an unusually certain chance to make it back to safety across a kaiju infested wilderness while limping on a broken leg; doing the same to save 20 people is likely to see a few of them still dying.

I'll Handle It (400 CP): You will. You excel under pressure, especially that related to an immediate threat. You don't panic, and instead seem to lock in. This won't push you to perform above 100%, but distractions fade away, and your concentration and focus increase helping you perform at your best to face life or death situations. The sheer danger or enormity of a situation you find yourself won't stop you from thinking or acting. At least when the threat is upon you; this is a bit worse when helping you deal with distant, looming dread.

However it's not just that you function closer to your peak during danger situations. You excel at developing the varied skill set necessary to survive. You seem to learn skills related to day to day survival in your environment substantially faster. The exact skills that qualify will vary based on where you live. Living in a well-ordered and crime-free city you'd not need to know how to shoot, but you might need to know how to make a home. Living in a mobile community in the shadow of kaiju, you'd pick up how to keep track of your surroundings, recognize new terrain, hide from kaiju, shoot, and more. You

seem to pick up these skills by osmosis or intuition, learning them just by being in a lifestyle where they are necessary to success, but training will still be (much) faster.

Friends Made On the Way (600 CP): When you embark on a difficult journey or adventure you have a way of encountering potential allies and even friends along the way. These individuals tend to have useful, elite, or even unique abilities and skills. Hayley encountered the first emotion-capable AI, a human-kaiju hybrid, a brainwashed hitwoman on the cusp of rebelling against her programming, her mind-controlled mom, and more. You have similar luck in this regard so who knows what sort of individuals you'll encounter.

These are only potential allies, and you will have to work sometimes to find common ground and common cause, and you can still alienate them or turn them against you, but this will help ensure you have some encounters where it's possible, and draw you towards other survivors in places where people are rare to begin with. This also seems to help give reasons for individuals, even enemies, to find common cause for you.

That said this only applies when you are on a difficult journey or adventure. You won't be making any more friends during day to day life from this.

Technician Perks

Computer Engineer (100 CP): You are a highly skilled computer engineer and programmer. Whether you're programming remote controlled drone robots, reconstructing damaged or scrambled messages, covering your tracks while putting backdoors into the programs to control drones, figuring out how to overload hacked drones and make them explode due to a flaw in their engineering, or something else you are an excellent programmer and computer engineer.

J-Tech (200 CP): You are a fully trained mechanical engineer specializing in the construction and maintenance of jaegers. While this doesn't include the technology used to drift and control jaegers, you have the stuff to build a jaeger from the ground up if you had to, and can recreate this technology in other settings. Besides being giant robots, jaegers demonstrate compact nuclear reactors, plasma based weaponry, whipswords, limited gravitic manipulation, hologram projectors, and a host of other technological marvels, including the technology used in the world's seamless prosthetics or cybernetic limbs shown in the comics, does seem to be based on the same principals or have been incorporated into the jaegers somewhere along the lines.

Scrapper (400 CP): Advanced technology tends to have advanced and rather difficult requirements for the tools and precision needed to make it. For example, the highest quality microchips have very exacting environmental conditions and require incredible precision to make, and you can't exactly make modern fighter jets in a normal garage. Except apparently not here, or at least not with jaeger tech. We see people putting together drift mechanisms or building entire jaegers from scrap, and simply attaching one jaeger's limb to another that was built on completely different specs seems a simple thing. You'll carry this with you, and it won't be limited to jaeger tech. It seems that it's simply easier for you to make cutting edge technology in less than cutting edge situations, building top of the line microchips in a dusty warehouse somewhere, managing to put together a modern fighter jet in a machinist shop that'd probably fit better in WWII, or having it work when you replace parts for a Russian tank with ones from an American one which has somewhat different size standards for parts. This does have its limits – you won't be making cutting edge microchips without some sort of fab for microchips and it'd be easier to make an F-35 with modern tools than WWII ones and you're probably not succeeding with much less than WWII ones – but they're a lot looser than they really should be.

Drift Technician (600 CP): You are at the very forefront of drift technology and engineering. Whether you're building prosthetic limbs that respond to the brain like real limbs, devices to control a robot with a mind-machine interface, or a full-fledged drift system, you know how this world's mental connectivity technology works and will be able to replicate it in future worlds and have it work there. You're only at the forefront for humanity, so something like the kaiju hivemind might still be beyond you, and you definitely don't have the grounding in bioengineering required (at least just from this) but humanity has certainly not reached the limits of what this technology can do yet; perhaps someday you will.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

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

Cane (25 CP): This is a nice, respectable looking cane. It's nice and sturdy, and good for leaning on if you have a limp. It will repair itself over time so you don't have to worry about the bottom wearing out. If you lose it or it's destroyed it will be replaced in under 24 hours.

Ice Cream Toppings (25 CP): This is a carton of ice cream, as well as a supply of toppings for the ice cream including whipped cream, sprinkles, cherries, broken bits of candy, chocolate syrup, strawberry syrup, and the like. The amount of toppings is really excessive for the single carton of ice cream, but they do make a nice treat and all restock weekly. Somehow they also don't need to be refrigerated to stay at the right temperature while in their proper containers.

Memory Core(s) (25 CP+): This is a recording of the memories of an individual recorded through drift-related technology. You'll receive 1 core representing several memories from a single individual, 2 for 50 and for every 50 CP you pay after that the number of cores you will gain will be doubled (100 CP gets you 4, 150 CP gets you 8, 200 CP gets you 16 etc); this is instead of the discount for re-purchasing an item.

These memory cores also come with a very limited pons device which only works to allow an individual to view these cores.

Hanger (50 CP; Free with Jaeger, Mini-Jaeger, or Sentries): This is a warehouse add-on which is a simple room for storing giant mechs. It has enough room to store any mechs and/or giant robots you have purchased from a jump document and nothing else. Somehow these mechs seem to move and rearrange themselves so that you can easily reach the mech you desire, and when your warehouse door is open you can move one of these mechs into or out of this chamber through it even if the door is (massively) smaller than the robot in question.

Cult Knife (50 CP): This is a large bladed knife, almost a shortsword really. It's sturdy and strong, and cuts through the flesh of kaiju surprisingly well. It's sturdy enough that it could be used to cut cleanly through the neck of a horse sized kaiju, and it will remain sturdy enough that you can use it as an effective weapon no matter how strong you become. It will also sharpen and maintain itself when not in use.

Anti-Kaiju RPG (100 CP): A piece of tech from after the Kaiju War, and likely the Uprising War as well. This is a rocket propelled grenade launcher. It's not too special, but it comes with three grenades and given the radioactive kaiju blue glow of these grenades one can guess what they use in their explosives. And they do make some big booms. While one of these grenades won't do more than hurt even a category II kaiju unless you hit it somewhere particularly vulnerable – like in its mouth or eye – it could kill one if exploded inside of it, and they're powerful enough that hitting a jaeger's joint could cause structural damage to it and a few grenades might cripple a limb.

The launcher will repair and maintain itself over time, and the grenades will be replaced within hours if used.

Missile Car (150 CP): This car lacks a bit in passenger space – only having a single passenger seat beside the driver's – and storage space – having a rather small trunk – but it makes up for it with its firepower. See the back of this car is instead full of missiles. While they lack the size to explosive payload of the **RPG** (above), they're a lot larger, and there's a lot more of them. You're unlikely to bring a jaeger or a category III or higher kaiju down with this, but this is enough firepower to cause some serious damage to one, and potentially kill a category II from the sheer volley of explosives even if you don't hit it somewhere critical.

This vehicle will repair, maintain, refuel, and re-arm itself when not in use.

Commander Items

Uniform (100 CP): This suit or military uniform is very well made and cut for you. Not only does it seem to have been personally tailored for you, fitting your body extremely well, there seems to be an air of respectability and authority that comes with this suit, making you appear more proper and formal to those who are easily led by surface appearances. It also automatically repairs and cleans itself, even while worn, so that it will look presentable even if you're running a resistance from a crumbling underground base.

Personal Helicopter (200 CP): This is a small helicopter. It's large enough to carry the pilot, you, and a few other individuals. The pilot is a follower, probably. They don't seem to be able to do anything other than pilot the helicopter, receive cell phone calls to bring the helicopter places, and provide light conversation that could pass a turing test and never seem to leave the helicopter.

As for the helicopter itself it will maintain, repair, and refuel itself when not in use.

1.2 Million Tons (400 CP): Of TNT. At least that's what this bomb is the equivalent of. This is a Russian nuclear bomb. It doesn't come with a missile to deliver it, but it does come with various ways to set it to detonate whether you want it timed, or set off in person.

If you detonate this bomb, you'll receive a new one within 1 year.

Sentries (600 CP): This is a group of 6 identical jaegers. They have the **Abyssal**, **Long Range Missiles** and **Drone** upgrades from the Jaeger Customization section, but nothing else. You can, however, purchase upgrades for them from the Jaeger Customization section at double the normal cost. They do not automatically have the **Conn-Pod** upgrade like a standard jaeger, meaning that barring buying one yourself they cannot be manually piloted.

Criminal Items

Flick Knife and Gold Tipped Shoes (100 CP): This is a common gravity knife, and shoes with golden plates over the toe box. The knife is particularly easy for you to flick open and closed, and to throw so that it will stick in the target. When you wear these shoes, and pull out this knife, you also seem to be more intimidating and unpredictably violent than you'd normally be (even for having just pulled out a knife) especially to those who are easily scared by physical threats.

Jaegerracer (200 CP): This is a land vehicle created from scrapped jaeger parts. It lacks a conn-pod, being piloted by more typical controls, and is significantly smaller even than a mini-jaeger being more comparable in size to say a tank or a truck. We see several designs, from a many wheeled centipede-like truck, a jaeger head propped up on a jaeger hand, and more. You can design yours roughly within the acceptable size range. Regardless of the specifics its speed will be near that of a car designed for street or road racing (though somewhat below), it will be armored favorably compared to a tank (though not at the level to effectively fight a kaiju), and you gain 100 Jaeger Points to use to customize it in the Jaeger Customization section, though the various upgrades will be modified for a non-humanoid vehicle in place of a mech (and weapons will be significantly scaled down for the smaller size).

This vehicle will repair, maintain, refuel, and re-arm itself when not in use.

Kaiju Byproducts (400 CP): This item is several large crates of kaiju related products. Most of it will be things like kaiju crap, kaiju lice preserved in ammonia, and other more 'common' kaiju byproducts; something like a particular gland is rare and something as difficult and valuable as a brain won't be in here. Still every part of a kaiju can be used or at least sold; though the latter might be harder in future worlds. Kaiju shit is the best fertilizer known, kaiju blood can be used as extremely high thrust to mass rocket fuel, and many kaiju body parts have legitimate medicinal uses. As stated you will begin with several large crates of these products, and lost, used, or destroyed byproducts will not be replaced directly, but instead you will regularly gain additional shipments of kaiju byproducts such as these. These will only be byproducts of kaiju from this world (or really the anteverse).

Underground Lab (600 CP): This is a well-hidden laboratory complex. It's not the largest, but it's still large enough to make miniature jaegers, grow reduced size kaiju clones, or even potentially make a single full sized jaeger or kaiju within it. It has several floors and stories, and while its tools and equipment are not the cutting edge top of the

line best that the PRDC would expect when being properly funded, they are high end for things that ‘fell off the back of a truck’ being only one or two generations behind the best.

While the lab might not be the best government backing and unlimited military budgets can provide, it does have some advantages. One it’s built mostly or entirely underground, preventing easy identification from outside. Second, it’s built off the grid. It has its own power supply which is capable of providing enough energy to fully operate a lab designed for the construction of giant mechs or cloning massive kaiju (even if only 1 full sized specimen at a time), as well as an appropriate water supply. Neither of these require access to outside networks or supplies. Third, its design does include some shielding to prevent outside detection of what’s happening inside. This isn’t guaranteed to be fool proof but at least it’s built for it.

Cultist Items

Cult Robes (100 CP): This is the outfit worn by the Sisters of the Kaiju. Its most notable elements are the red hooded robe and the white mask which hides the side effects of their continuous use of mutative kaiju blood. You will find that when you wear this robe and mask your own inhuman traits become harder to notice. This won't hide you if you're a full-sized kaiju, but as long as you're roughly in line with the human form and keep your hood up and mask on people won't seem to notice you're not as human as you should be.

Ripper Mount (200 CP): This is a category I kaiju, at least according to the classification system used in Pacific Rim the Black. They resemble six eyed dogs the size of horses and lightly glowing with the blue hue of kaiju blood. As kaiju their strength is likely greater than comparable real world megafauna and yours is an above average member of its breed. You will also possess a mental link with it allowing you to psychically command it and with concentration tap into its mind and senses much like the Sisters could control the kaiju of the Black, except that it is extremely obedient and loyal.

If it dies or is lost it will be replaced within 24 hours.

Skull Temple (400 CP): This wouldn't be the largest church, temple, or place of worship you'd come across in an American city. However this building is certainly an impressive one with an entrance built around the skull of a kaiju, in the front of a moderately sized place of worship. Its basements and lower levels are perhaps a touch more extensive than you'd expect from a religious center of most other faiths, but besides its monstrous entrance it's not too unlike what you'd expect from a church, temple, or other place of worship, except that it's designed for the belief system of your choice, with artwork and furnishings based on that system.

This temple seems to attract lost souls in need of guidance and support, and when your chosen belief system is being preached out of this temple it is easier to believe and accept, especially for those who are scared, or emotionally lost.

"Wild" Kaiju (600 CP): This is a group of 5 kaiju. Four of them are category III and one is category IV. They have varying levels of special biological properties within their category, but are all rather average kaiju. They are also wild creatures, and ones that do not take kindly to human civilization and which will act like wild creatures. As such they will remain in stasis in a warehouse add-on provided for you to keep them in until you have need of them, at which point you may generate a breach near the current entrance to your warehouse to call one or more of them through. While you could theoretically put them back in the chamber through this breach, there is no means of putting them back in

stasis provided so you'll have to find your own method for that, or wait till they are returned to it at the end of the jump.

They are not, however, simply forces of chaos and destruction. You possess a telepathic link with them which allows you, with concentration to tap into their senses or control them. This requires focus and effort, though once they're on something's trail and enraged against it they will generally continue to fight it without further instruction from you.

K-Scientist Items

Blackboard (100 CP): This is a large blackboard on wheels. It seems to help you think when you write out mathematical or scientific formulae, theories, or data upon it. You'll find that you think about mathematical and scientific topics you have written on it more clearly and have a touch more ease putting the information together properly.

Personal Pons (200 CP): This is a pons device, that is the core device used to establish a neural bridge for drifting. It seems to have been put together from scrap, but despite its homemade appearance it is every bit as safe and functional as any other pons device. In fact it seems to be extra resistant to things going wrong.

And just like Newt's proved that a pons device could connect human and kaiju neurology, you'll find this pons device seems to be able to work between any 2 minds as long as they are truly a mind and self-aware. Since you're paying CP for this it's guaranteed to include such things as digital minds, or non-biological ones, though it may be difficult to attach to things which lack physical form or substance altogether.

Kaiju Organs (400 CP): These are several glass tanks holding preserved kaiju organs. These organs are of the highest quality, and you can expect things like entire organs, as opposed to just powder or materials. You'll get some small supply of things like kaiju blood and bones too, but these will be small supplies; if you want quantity you want **Kaiju Byproducts**. Still if you need fully intact organs this is what you want. Some of them might be less than 100% intact – you're likely to have a damaged kaiju secondary brain in here – but they are perfectly preserved and you could even potentially drift with a brain found in this collection.

These organs won't automatically replace or repair themselves and if lost will be lost, but at the start of each jump you'll receive another shipment of kaiju organs. These won't be limited to kaiju from this world, but can include organs from kaiju, or similar strange beasts, of any setting you have visited in a jump.

Automated Factory (600 CP): This is a large, fully automated factory. It is, theoretically, capable of making any and all parts of a jaeger or another similar machine as long as you give it the proper blueprints and instructions. It might take time for the fabrication robots that make up the factory to manage it, but as long as you provide them with power, materials, and instructions they will build for you; though if things require more sophisticated tools than jaegers do you may have to upgrade the machines which should be possible if you know how to make the tools to make the tools required.

It won’t come with materials, but it will come with enough power to run itself at 30% capacity. You’ll need to plug into local grids, or otherwise power it yourself for more. Still even at 30% it should be more than comparable to an ordinary, non-automated factory in sheer production output.

Ranger Items

Drivesuit (100 CP): This is an armored 'flight suit' designed for piloting jaegers. It contains full body sensors and neural interfaces – especially along the spine – to allow for the interface with the massive machine through the drift, while also picking up your life signs, any damage you receive, your every sensation, and even your every thought.

Yours will, like those after the Kaiju War, be able to be donned alone without the need for technicians and external help. It will also be compatible with any other giant robot piloted by mind-machine interface or direct capture of your movements, and not interfere with other forms of mind-machine interface as long as you would be capable of them; if it'd normally have to plug into the base of your neck you could plug it into this suit instead, but if it requires anything special other than a socket installed to use it you'd still have to have that.

V-50 Jumphawks (200 CP): This is a small radio device. With it you are able to call a group of helicopters which will carry any mecha or giant robot you possess which is not being piloted at the moment either to your location or to a location you designate. They aren't fighters and so are unable to get mechas which are secured against them; unless a group of ordinary, unarmed people, could walk up to the mech without danger (assuming they had your permission and you told them how to get to it) they can't pick up the mech. They can, however, pick mechs up from your warehouse or other pocket dimensions, taking a matter of minutes to bring the mech to your location from this other dimension, and can even take an unoccupied mech back into such a dimension; they will carry an occupied mech to other locations.

They are used to flying into kaiju fights, though, and will be willing to fly you into a warzone, though if one of the copters is damaged or destroyed you won't be able to call them again until it has been replaced. They will also only carry mechs and giant robots. Oh you can maybe get a few passengers that fit into the mech or giant robot, but they are only just about enough to carry whatever mech you called them for, only enough to carry one mech at a time, and will not come or carry anything other than a mech or giant robot. If they are bringing a mech to you the time it will take varies by how far away the mech is. If they are coming for pick up it will be a few minutes and then you'll have to travel at helicopter speed.

Jaeger (400 CP): This is a full sized and fully capable jaeger. Standing somewhere on the order of approximately 240-300 ft tall (depending upon which official source you believe), these are massive machines created to bring the full kinetic force of a nuclear bomb into a controlled package which can punch out a hurricane, or at least the (un)natural disasters known as kaiju.

You receive a stipend of 600 Jaeger Points for use in the Jaeger Customization section below. This mech will repair, maintain, refuel, and re-arm itself when not in use.

Shatterdome (600 CP): This is a fully functional shatterdome. That is to say a base designed for holding and launching jaegers. While not the largest shatterdome this one is still designed to maintain, repair, launch, and oversee 20 jaegers. Since you're paying CP for this you'll even find it easy to adapt its data feeds for other mechs or even military vehicles; it'll require some form of radio communication still, but you'll find it easy to modify vehicles or mechs to give this full level of communication back to the Shatterdome if desired. Your shatterdome is also fully functional, possessing its own internal power supply and reactor fully capable of powering it indefinitely automatically recharging at a rate of the energy needed to fully operate the shatterdome.

What is not included, however, is crew, personnel, or jaegers. You'll have to provide them yourself.

Survivor Items

Post-Apocalyptic Mansion (100 CP): This mansion was damaged by a kaiju and has since been abandoned. Still it was a large house that could be called a mansion and half of the building is still there. It has pipes and wiring, but it's not attached to the local power grid any longer, though the pipes might still work.

This half of a mansion will insert into future jumps at an appropriate location. It will not be attached to the local power grid, though if it's somewhere that there'd be water pipes it may be attached to the water system if appropriate.

Power Cell (200 CP): This power cell is approximately the size of a tall and thin 5 gallon can of fuel, and capable of providing enough power to power a jaeger for weeks of travel including several bursts of combat throughout. It could power something like a large building for years.

This power cell will recharge itself over time at a rate similar to that required to power a jaeger for travel. It will also repair itself if you do something dumb like smash it.

Jaeger (400 CP): This is a full sized and fully capable jaeger. Standing somewhere on the order of approximately 240-300 ft tall (depending upon which official source you believe), these are massive machines created to bring the full kinetic force of a nuclear bomb into a controlled package which can punch out a hurricane, or at least the (un)natural disasters known as kaiju.

You receive a stipend of 600 Jaeger Points for use in the Jaeger Customization section below. This mech will repair, maintain, refuel, and re-arm itself when not in use.

Sheltered Enclave (600 CP): This is a small village. It's unoccupied, but there are small farms, houses, and a place to live. It is all built into a secluded area, and you will find that unless you send signals outside of the village that are then detected; besides things like radio signals, sufficiently loud sounds or bright flashes of light can count as signals, though they need to be detectable from miles away. This village could be placed into the heart of kaiju filled territory where kaiju constantly roam hunting for any human settlements and remain undetected indefinitely as long as you don't do something stupid like allow one to follow you home, produce loud noises that can be heard well outside of the village, or begin broadcasting signals. Since you're paying CP for this it will be similarly hard to find for more intelligent enemies; satellites won't spot it, enemies will go around it, and hostile entities won't find it as long as they don't follow someone into it and signals are not sent out from it.

This small village will insert into future jumps in a secluded and hidden location. It will only retain modifications to the best of its ability, though this insertion may change certain aspects about the village and its terrain. It will not retain a population, and its effect is limited to roughly the original area of this village so it will not retain major expansions.

Technician Items

Holo Table (100 CP): This table sized computer possesses a touch screen display along the top of it, and the ability to project holographic, 3d images above it for ease of observation of models and designs. Since you're paying CP for this it will not require an external power source.

Mini-Jaeger (200 CP): This is a miniature jaeger about 40 ft tall. It's too small to fight a full sized kaiju, though if some smaller productions by humans get loose it might prove a useful weapon. It is small enough to have a much reduced neural load compared to a full sized jaeger and therefore only requires one pilot.

You receive a stipend of 300 Jaeger Points for use in the Jaeger Customization section below. This mech will repair, maintain, refuel, and re-arm itself when not in use.

Jaeger Parts (400 CP): This is a large crate of jaeger parts. Well given the size of some jaeger parts this could just be a single jaeger part. While the individual parts won't repair themselves or replace themselves if lost, you will receive another large crate of jaeger parts at regular intervals.

It'd take some elbow grease and know how, but you'll get enough parts to build a whole full sized jaeger at least once a decade, and you'll get plenty of spare parts along the way. You can, of course, probably use these parts for other purposes as well.

Automated Factory (600 CP): This is a large, fully automated factory. It is, theoretically, capable of making any and all parts of a jaeger or another similar machine as long as you give it the proper blueprints and instructions. It might take time for the fabrication robots that make up the factory to manage it, but as long as you provide them with power, materials, and instructions they will build for you; though if things require more sophisticated tools than jaegers do you may have to upgrade the machines which should be possible if you know how to make the tools to make the tools required.

It won't come with materials, but it will come with enough power to run itself at 30% capacity. You'll need to plug into local grids, or otherwise power it yourself for more. Still even at 30% it should be more than comparable to an ordinary, non-automated factory in sheer production output.

Jaeger Customization

With a few exceptions each Jaeger tends to be a highly personalized machine. As such, you will likely want to personalize yours somewhat.

You may use the following options, purchased for Jaeger Points (JP) instead of CP, for the purpose of customizing your Jaeger to your desires. Alternatively you may have them adapted for another mecha you desire to customize if you would prefer to bring a mech from another jump in without buying a jaeger (or have simply kept them separate). You may customize multiple mechs with this customization section, however all purchases are separate; if you buy a Jaeger, a Mini-Jaeger, and a Jaegerracer and you cannot then buy the Mark-5+ upgrade and apply it automatically to all 3, but must buy it once for each mech you want to apply it to.

A jaeger purchased here comes with a supply of Jaeger Points, but if you want more you can buy JP with CP receiving 2 JP per CP spent.

Any upgrade purchased here is scaled to your jaeger. This means that the same weapon on a Mini-Jaeger or Jaegerracer will be much smaller and weaker than on a full scale jaeger, and the range of tools such as signal jammers or the enforcer bullhorn will also be substantially reduced. In the case of Jaegerracers some upgrades may function differently depending upon what sort of design your jaeger-derived vehicle possesses.

Cockpit

These upgrades represent the core control system of the jaeger.

Conn-Pod (100 JP; free with Jaeger): The cockpit of a jaeger designed to allow for two pilots to perform a neural handshake over the built in pons and pilot a jaeger through a shared mental bond. You won't have to worry about your non-human neurology stopping you from using this pons, it will work on you regardless of your neurology (or lack thereof if you're a robot, animate skeleton, or the sorts), though some elements of the piloting machinery might still work best with a human form. Conn-Pods also come with emergency ejection systems to allow pilots to escape in case of critical failure of the jaeger. If bought on a non-jaeger this will allow you to control the mech through the same mechanisms as would be used for a jaeger.

If you want a conn-pod, and jaeger, built to be piloted by 3 or more individuals you can have this conn-pod redesigned for an additional pilot for 25 JP, and theoretically continue to do so for any number of pilots within reason. A jaeger can still be piloted by fewer pilots than it is designed for as long as they can handle the neural load, but more pilots may allow for greater ease of using additional limbs, weapons, or if you're importing something much larger (or more complex) than a jaeger.

Solo Conn-Pod (50 JP; free with Mini-Jaeger): The cockpit of a miniature jaeger can vary in size, but they have only the machinery needed to connect a single pilot's mind to the great machine of the jaeger. Given these miniature jaegers tend to be rather slipshod illicitly constructed machines they don't come with an emergency ejection system either. Like with the Conn-Pod this will function for you even if you're not a human or similar. If bought on a non-jaeger this will allow you to control the mech through the same mechanisms as would be used for a jaeger; be careful of the neural lode on larger machines.

Drone (300 JP; discounted Mini-Jaeger or Jaegerracer): Like the drone jaegers your machine has been designed to be piloted by a single pilot via remote through the use of a quantum core to lighten the neural lode. This is vulnerable to jamming, hacking, and interference. This will come with a quantum core and suit setup to create a long distance connection and pilot the drone.

Full Machine Modifications

These upgrades affect the entire jaeger and its construction. You can only buy each of these modifications once unless otherwise specified.

Mark-5+ (300 JP): Your jaeger is the culmination of years of research and development and the cutting edge of jaeger tech. Like Striker Eureka it has simply higher all around performance than other jaeger, moving faster, hitting harder, having greater stores of power, and generally being a better machine. In short this is an all around boost to your jaeger and its systems, and will improve the function of any other upgrades or weapons purchased.

Abyssal (50 JP; free Jaeger): Jaegers are made to function in and out of the Pacific Ocean and this extends to being able to walk along the abyssal depths of the ocean. If your mech wasn't already, it is now water and pressure proof to the extent that it could walk along the floor of any ocean on Earth at least outside of the deepest trenches.

Extra Arm (50 JP): Your jaeger has an extra arm. This could alternatively be used for an extra leg. Either way it possesses an extra limb. If it is an arm any arm-based asymmetric system you pay to have be symmetric will be copied onto this limb as well, though operating a three armed jaeger is difficult for normal pilots and Crimson Typhoon required a third pilot for the purpose.

Ball Mode (100 JP; discounted for Mini-Jaegers or Jaegerracer): Your jaeger has been specially built to transform itself into a ball and roll at higher speeds than it could walk, propelling itself as a sphere.

Ultrasonic Sensors (100 JP): Your jaeger is equipped with ultrasonic sensors designed to map out a region through sonar and identify foes and threats around or through walls.

Acrobat Typhoon (150 JP): Your jaeger has been built with superhuman flexibility and a significantly increased range of movement. To take full advantage of this it has also been constructed with extremely precise and many balance plates and pressure sensors as well as advanced programs for auto-stabilization. Or in other words your jaeger has a much better sense of balance than others. This won't directly increase its speed, but will make it much easier to do flips, and acrobatics inside of it.

Heavy Machine (150 JP): Like the Mark-1 jaeger Cherno Alpha, your jaeger is very heavily built with more powerful engines to compensate. This slows it down, but makes it stronger and more armored even than a Mark-5.

Light and Speedy (150 JP): Your jaeger has been built for speed and maneuverability. It might not be quite as strong or well armored, but it is significantly faster, and able to move as if it was much lighter than it really is. If taken with **Heavy Machine** your machine will have the full power of both upgrades without the reductions in capabilities from either.

Nuclear Missiles (150 JP): This upgrade does not directly give your jaeger nuclear missiles. However it does make any missiles you purchase with weapon systems tactical nuclear weapons instead of merely extremely large conventional bombs. This can be expected to multiply their force by around 3 times making them much more lethal, though prone to leaving radioactive fall-out.

Nuclear Reactor (200 JP): This is a nuclear power source fully capable of powering a jaeger for extended periods. Of course, given their battery life and yours already recharging when not in use this isn't necessarily the biggest concern for you. This does mean your jaeger is fully analog and not subject to being overloaded or shut down by electromagnetic pulses and is better able to handle and reset itself from other electrical shocks. It also means that it is able to take in sea water to cool this reactor, and to vent heated air and water; besides being useful in regulating the nuclear reactor, this can also be used as limited emergency propulsion or to vent superheated air against kaiju. Additionally, in stark defiance to how nuclear reactors work, you can turn it into a makeshift nuclear bomb by overloading its reactor. This won't be a full megaton, but it's still more than enough to handle most kaiju. This also generally increases the maximum power output of your jaeger. And don't fear; the shielding will be more thorough than in the Mark 1s.

You can buy this upgrade additional times at a discount to increase your jaeger's power supply and output, as well as explosive potential in the case of an overload.

Submarine (200 JP): Your jaeger has been designed with deep sea functionality not only as an option but a primary function. You gain **Abyssal** (above) for free, but beyond that your jaeger has a substantially increased air supply, and hydropulsar turbines which allow it to propel through the water much like an actual submarine allowing your 250+ ft metal giant to swim at high speeds. This is somewhat limited in direction – the main turbines only point one way moving you towards the head of the mech – but it still makes your jaeger much, much faster in the water. Your jaeger is also capable of detaching limbs that have been breached and sealing them off to maintain your air supply and keep water out.

You may choose to convert any missiles your jaeger would have into torpedoes.

On a jaegerracer you effectively have an actual submarine now.

Dumb AI (25 JP; free Jaeger): Your jaeger possesses a basic diagnostic computer that is capable of informing you about various aspects of the jaeger's condition through voice activation. This computer cannot control the jaeger, or do much other than provide a small amount of assistance in finding out what is wrong with your mech.

Training AI (300 JP): Your jaeger possesses a full fledged artificial intelligence. Theoretically designed for training, this AI is fully capable of developing combat strategies, analyzing their odds of success, having fully fleshed out conversations, and optionally has an emotional chip which allows it to develop and feel emotions including, most often, a protective attachment to its pilots. While not an all-powerful AI, this does

seem to be an artificial general intelligence, albeit one primarily built for instructing individuals on how to pilot a giant robot against kaiju successfully.

It comes fully loaded with drift-recordings of every jaeger battle that has happened at your entry into the timeline, and can allow you to drift with the 'ghosts' of former pilots, or use these battles to simulate fights against kaiju.

At your discretion it may have an emotional chip like Atlas Destroyer's AI or be the generation prior. It is capable of shutting down any part of the operations of the jaeger including forcibly breaking the neural bridge, but you get instructions as to how to physically disable these portions of its capabilities, though the AI recognizes you as having highest administrative authority over the AI so you could leave these on so it could stop other people from using your jaeger.

Symmetrical Systems:

These upgrades represent systems that are either built into the torso, or by necessity symmetrically applied (such as rocket thrusters which won't function if built into only one leg).

You can buy the same upgrade in this section multiple times to increase its ammo/fuel capacity, add second copies of weapons, or choose a second option between two options if you desire.

Enforcer Bullhorn (25 JP): This is a very powerful loudspeaker system built into your jaeger. Designed for commanding rogue jaegers to stop. How you want to use this ability to speak loudly through your machine is up to you.

Shooting Stars (25 JP): This is a pair launchers which fire magnesium tipped missiles which create extremely bright explosions. These explosions are bright enough to temporarily blind even jaegers' sensors, or to blind an unsuspecting kaiju for some time. Unfortunately they only carry 1 missile each.

Traction Treads (25 JP): The feet of your jaeger possess small (relatively) spikes to pierce into the ground and increase traction. They can also be used to stomp things.

If taken on a Jaegerracer this will give it a similar traction increasing design for whatever it uses for movement.

Chest Gun (25 JP/50 JP): This is a gun built into the torso of your jaeger able to fire volleys of shells. This gun is relatively weak compared to other weapons available to a jaeger, and even on a full sized jaeger this weapon is primarily a distraction against a (full sized) kaiju.

For 50 JP this is improved to a Gatling weapon capable of much higher rate of fire with armor piercing shells. It's limited by how many bullets it can fire in a burst, and its ammunition, but it is significantly more capable of at least wounding a kaiju or with sustained fire potentially killing one.

Smoke Screen (50 JP): This is a device designed for the production of smoke. It can either be built directly into your jaeger, allowing it to produce a continuous stream of smoke until its supply of smoke-producing chemicals is expended, or be detachable canisters which are dropped to leave a cloud of smoke in an area. The latter will be a larger cloud and fill an area, as opposed to being just enough to cover the jaeger.

Anti-Kaiju Missile Launcher (50 JP/100 JP): This is a set of missile launchers. A full sized jaeger will get 6 launchers. Each launcher can hold up to 3 missiles. These missiles are fairly light, able to harm a kaiju, and potentially longer range than a plasmacaster, but rarely a critical weapon against a kaiju unless they can strike vital or vulnerable locations.

For 100 JP this will be upgraded to a heavier set of chest launchers. With this upgrade a full barrage from all 6 launchers is potentially sufficient to kill even full sized kaiju, and the full 18 missile payload can make even the most powerful kaiju hurt.

At either level on a mini-jaeger or jaegerracer this will have a fair bit less bite. These smaller machines may trade their number of launchers for larger missiles. This will result in less overall explosive force but more in a single successful hit.

Evacuation Compartment (75 JP): Your jaeger has a large hollow section intended for carrying over 100 evacuees. It's not the most comfortable ride, but it is inside of an armored mech. This also includes space for food and water storage to supply these evacuees (food and water supplies not included).

As a mini-jaeger this is a much smaller passenger space (~5 people), and as a jaegerracer this gives a passenger capacity similar to a small bus.

Maneuver Thrusters (75 JP): Like many jaegers yours has been equipped with thrusters for the purpose of providing enhanced jumping, and bursts of speed when moving. Far from sufficient for flight, these can greatly increase your speed in a forward direction though they do still have limited fuel.

Vortex Cannon (75 JP): This is a pair of machine guns built into the torso of the jaeger which can be turned around to fire forward or backwards. Unlike the Chest Gun this is at the level of being a meaningful anti-kaiju weapon possessing an extremely fast rate of fire and the capability of doing significant damage, but risking collateral due to the imprecise aim and bounce of the gun. It is also still reliant primarily on hitting weakened or vulnerable spots. This can come with a smaller, ball glass covered ball cockpit which a third 'pilot' can use to serve as a gunner manually controlling this weapon like a WWII gun on the underside of a bomber as shown on Bracer Phoenix. This is free because it is in all practicality almost entirely useless.

Signal Jammer (100 JP): This is a high powered radio jamming device capable of creating a 360 degree field of jammed transmissions out to a very long range. It's not really the most effective tool against a kaiju, but can shut down various forms of radio communication in a broad spectrum, jamming long range guidance systems on missiles, and shutting down drone jaegers if they weren't controlled by a secondary kaiju brain.

Twin Blades (100 JP): This is a pair of energized swords. Despite being energized they don't seem to be that powerful, similar to the **Fangblade** below, however the swords can be combined together to form a more powerful, two handed sword comparable to a **Chainsword**.

De-Salination Systems (150 JP): Your jaeger is built as a mobile de-salination plant capable of making potable water from sea water at scale enough to easily provide for hundreds of individuals.

Breacher (200 JP): This is a chest mounted energy based beam weapon. Besides being an effective weapon against jaegers and kaiju which is capable of sustained use, this energy beam can be turned to the purpose of opening a breach. Normally this would be used by the drones to open a portal to the Anteverse, but since you probably don't have the stuff set up in the Anteverse to stabilize it on the other end or enough other drones to work together with to even do that, yours will instead open a temporary breach to your warehouse. If you have another personal dimension or pocket world this can open onto it instead, or you can modify this beam to access it with a bit of work. You'll get the instructions to do so (and this documentation will update whenever you get another

personal dimension from a jump document). Though do be careful, without something else to stabilize these breaches they are only temporary and you might need another way back out if it closes while you're in another dimension.

Rocket Pods (200 JP): Your jaeger has been equipped with full fledged flight rockets using kaiju blue to provide high speed, rocket powered flight. They have enough fuel to take a jaeger from China to Japan, and to do it fast, and still have enough to move from Tokyo to high above Mt Fuji. Normally these would be highly unstable and prone to exploding or malfunctioning, but yours seem to have managed to get the bugs dealt with.

As a Mini-Jaeger (or equivalent) you may choose to have lower powered, more controllable thrusters that can allow for limited flight maneuverable enough to be relevant in a combat situation.

As a Jaegerracer you may have an aerodynamic design and effectively be either a very high speed rocket jet capable of reaching exo-atmospheric (though still limited to below hypersonic in atmosphere) or more controllable thrusters which effectively makes your jaegerracer a heavily armored fighter jet.

Asymmetrical Systems

These upgrades represent systems that are built into the jaeger potentially asymmetrically. This can be because they're built into an arm, or on a shoulder.

You can buy the same upgrade in this section multiple times to increase its ammo/fuel capacity, add second copies of weapons, or choose a second option between two options if you desire. Unless otherwise noted for an additional **25 JP** these systems can be made symmetrical, placing a copy into the other arm/side (or each arm if arm-mounted and you purchased extra arms).

Melee weapons on jaegerracers may be some form of ram, or your jaegerracer may have two small 'arms' added to the front, though expect these to be very small and weak even compared to a mini-jaeger.

Brass Knuckles (25 JP): These are reinforced, temperature resistant alloys built around the joints of each finger effectively functioning like brass knuckles, providing extra force and power to its punches.

Elbow Rocket (25 JP): This is a thruster on the back of your jaeger's arm which can be used to add additional force and speed to its punches. It has limited fuel, only enough for one or two punches, though if you are **Nuclear Powered** you can dump coolant for additional usage.

Hammer Hand (25 JP): This is a large solid hammer which slides into place over the hand of your jaeger allowing for powerful swings and blows.

Retractable Claws (25 JP): Your jaeger's hand has retractable claws. These can either be from the fingers, or from the knuckles like Wolverine's claws. Either way they are relatively small compared to **Fangblade** or **Chainsword** and inflict shallower wounds.

Triple Claw (25 JP): Your jaeger's hand has been replaced with a three pronged claw, designed to stab into kaiju to grasp onto them.

Blaze Gauntlet (50 JP): Your jaeger's hand is capable of being energized to produce heat intense enough to melt through the armor of other jaegers, burn kaijus, or overheat their brains.

Arm Machine Gun (50 JP): This is a high powered machine gun built into the arm of your jaeger. On a full-sized jaeger this is powerful enough to wound weaker category III kaiju, though beyond that it will require striking soft targets or just act as a distraction.

Fangblade (50 JP): Your jaeger possesses a long blade that can switch back behind its arm. This is a simple weapon, merely a jaeger sized blade capable of cutting a kaiju.

Flamethrower (50 JP): This is a jaeger sized flamethrower intended to be used to burn and incinerate kaiju.

Hellbolt Launcher (50 JP): This shoulder mounted weapon launches projectiles filled with a napalm-like substance which will set ablaze on contact with the air, designed to impact a kaiju and then burn away at them. Each launcher has 4 tubes with 3 projectiles each.

Sawhand (50 JP): Your jaeger's hand is capable of transforming into a buzzsaw. Not the most effective weapon against kaiju – a chainsword seems to cut through them much more easily – but it's still a formidable melee weapon.

Shield (50 JP): This is a massive metal plate built into the arm of your jaeger acting effectively as a jaeger sized shield. This does weigh down the arm substantially making it move much slower, but it's also a large slab of metal which can be used to block or slam kaiju.

Shoulder Mortar (50 JP): This is a large mortar built onto the back of your jaeger. It's not the easiest to aim, using a ballistic arc, but possesses great range and enough power to wound kaiju.

V-PI Energy Caster (50 JP): This is an early energy weapon used on some of the first jaegers. It lacks power compared to the I-19 Plasmacaster, but it has 5 settings allowing it to modulate between range, power, and efficient use of plasma producing chemical fuels.

Welding Beam (50 JP): More of a tool than an anti-kaiju weapon, this is a short range, highly focused, beam of heat. Even on a mini-jaeger it's powerful enough to burn through a jaeger's armor, however, and while it'll take a while to burn through a kaiju's flesh with this on a full sized jaeger it is still potentially an effective weapon.

Elec-Whip (75 JP): This is a whip of electricity held together to somehow act similarly to a solid object. It functions like a massive whip capable of cutting through buildings, or electrocuting kaiju. Be careful, though, if it doesn't cut through a kaiju and you wrap it around its limb, the kaiju might be strong enough to throw your jaeger around with it.

Pneumatic Lance (75 JP): This is a short spear loaded with pressurized gas which can be used to suddenly extend it to a great extent allowing for an extremely fast, and powerfully penetrative, thrust. Unfortunately the weapon has to be reset between uses to extend again, and after that first extra fast thrust it is just a jaeger sized spear.

Revolution Cannon (75 JP): This is a massive, arm mounted gun, capable of firing shells powerful enough to significantly injure kaiju. While its power is limited compared to missiles and the stronger energy weapons, it possesses much greater ammunition depth, and typically more range than the latter.

Tesla Fist (75 JP): Your jaeger's hand possesses a weighted bar across its palm which can be grasped in your fist. This initiates an electrical system providing heavy, spring or piston loaded punches providing additional speed and force to its punches. This also provides electrical shocks powerful enough to injure or stun kaiju to your jaeger's punches, though this electricity is best when hitting from both sides.

Atomic Drill (100 JP): This is a large drill that can extend over the hand of your jaeger. A powerful tool it is capable of drilling, quickly, through the heavily reinforced skull of a kaiju or deep into their body. It's not as quick or easy to use in battle as a sword, but it is a powerful melee weapon.

Cryo-Cannon (100 JP): This is a shoulder or arm mounted supply of super-cooled liquid which can be sprayed out in a pressurized jet to freeze kaiju solid, or at least part of them, leaving them vulnerable to being shattered if they don't just die. The tank can be jettisoned once emptied.

EMP Grenade Launcher (100 JP): This is an arm mounted grenade launcher which fires EMP mist grenades. It holds up to 3, and these grenades are as described electromagnetic pulses designed to take out and fry electronics which are insufficiently shielded. They're powerful enough to knock out a jaeger at least for a time, though a jaeger is shielded enough to reboot within a few minutes.

Hammerhead Missile (100 JP): This is a single arm-mounted missile. It is however the biggest, non-nuclear missile available, at least for a full jaeger; mini-jaegers and jaegerracers will merely have the biggest missile available to them with any of these upgrade options. Given advancements during the Kaiju War this might be larger than some real world nuclear weapons that have been used in WWII. This upgrade costs **50 JP** instead of **25 JP** to have be symmetrical.

I-19 Plasmacaster (100 JP): This is a hand-mounted particle dispersal cannon which fires high powered plasma. While it's a 'ranged' weapon the range is particularly short, but it is powerful. This weapon only carries six charges, but used well that's more than enough to end most kaiju. This upgrade costs **50 JP** instead of **25 JP** to have be symmetrical.

Taser Fist (100 JP): This is a hand mounted jaeger-scale taser. It launches an electrified grappling hook which can pierce into a jaeger or a kaiju and electrify it. This releases an EMP inside of the target allowing it to fry electronics and immediately shut down non-nuclear powered jaegers. It's not as effective against kaiju, but is an extremely potent weapon against even normally shielded electronics as few are protected against EMPs that have penetrated their armor. This taser can also be used as an electrified whip if needed.

Chainsword (100 JP/150 JP): This is a wrist mounted sword made of multiple segments which lock together. It is a surprisingly effective sword, cutting through kaiju with shocking ease even for a jaeger-scale weapon. This can instead be more similar to Striker Eureka's "sting blades" or a chainsaw sword like Obsidian Fury's though in either case it won't be energized unless you purchase the upgrade and will only be comparable to the base chainsword option in cutting power.

For the higher value this sword is heated and energized making it capable of melting its way through jaegers and kaiju and cauterizing its way behind it. Simply put it cuts noticeably better.

Gravity Sling (150 JP): This weapon produces some sort of electrical energy field that has a tractor beam-like effect pulling in loose elements from the environment and gathering them together like the ball on an end of a ball and chain or pulling them in directions you direct. At normal power, from a full-scale jaeger, this could gather things like cars and debris and whip them at an enemy. At higher power, from a full-scale jaeger, it could cause entire skyscrapers to fall towards a foe.

IB22 Plasmacaster (150 JP): Possessing three times the power of the I-19 Plasmacaster, this weapon is a powerful, kaiju destroying tool, capable of directly targeting their skeleton and potentially killing kaiju in a single shot. Unfortunately it requires a 6.8 second charge time, less than triple the range leaving it still a short range weapon, and similarly limited charges that can be fired before needing to refuel. This upgrade costs **50 JP** instead of **25 JP** to have be symmetrical.

Saber Chain (150 JP): This weapon consists of a harpoon tip that can launch out of the palm of your jaeger's hand and pierce into the body of a kaiju with enough force to potentially launch through the limb of a weaker category III. This harpoon is connected to your jaeger with an extremely durable chain which is also extremely sharp, capable of cutting through the bodies of a kaiju and if looped around one's limb (or neck) capable of easily severing it completely.

Shoulder Mounted Missile Launcher (150 JP): This is a large, shoulder mounted missile launcher. While not quite as powerful as the upgraded Anti-Kaiju Missile Launcher, it possesses a similar number of missile tubes, and a much greater range able to use radar guidance to lock on and follow targets and fire from beyond the horizon. This upgrade costs **50 JP** instead of **25 JP** to have be symmetrical.

As with the Anti-Kaiju Missile Launcher, Mini-Jaegers and Jaegerracers may reduce their number of missile tubes for larger missiles. This will result in less overall explosive force but more in a single successful hit.

Morning Star (200 JP): This is a weapon like an oversized wrecking ball which completely replaces a hand of your jaeger. Attached by a chain it can be launched forward at high speed and with relatively long range and great force. The ball is filled with a superdense liquid metal adding to the force of its blows, and when activated multiple spikes can stand up upon it and begin to move across its surface cutting away at the armor of targets. Even the mightiest kaiju can be shaken by blows from this weapon, making it potentially the most powerful 'melee' weapon available here.

Advanced Plasmacaster (250 JP): This is the pinnacle of plasma weapon technology which shouldn't be available until after the Uprising War. While this weapon still has limited charges coupled with a multi-second charge up time, its range is significantly greater than other plasmacasters – enough to truly qualify as a long ranged weapon – and is powerful enough to blast directly through category III, and in the case of a Mark-5 or later jaeger many category IV kaiju with a single shot. This will of course be significantly scaled down on a Mini-Jaeger or Jaegerracer but will still be the biggest energy weapon you could expect to mount on them in this world. This upgrade costs **100 JP** instead of **25 JP** to have be symmetrical.

Kaiju Form and Features

You may purchase only one kaiju form below; including the 'Imported Form' option. The Kaiju origin grants you a discount on a Kaiju Form and if it would be 100 CP before discount you may take it for Free.

Kaiju Features will then modify that form allowing you to customize it to your own wishes and desires.

Kaiju Form

By default you are buying to be at the general baseline level of a given category. This means you will not, without other features, be on the level of the more powerful specimens of it shown.

Unless you use Imported Form (where you will be running an existing alt-form through this builder) your kaiju form has the following basic requirements:

It is obviously inhuman and animalistic.

It can be worm-like, centipede/millipede-like (many much smaller legs), insect or arachnid (6 or 8 relatively smaller legs; free wings not included), quadrupedal, bipedal, or a hybrid between quadrupedal and bipedal such as knuckle-walking used by gorillas.

It will not possess any strong mechanical advantages due to its shape and form beyond this unless you purchase it as a Kaiju Feature. That is to say you can be scaled or have an exoskeleton but it won't make you significantly harder to hurt than if you were just flesh.

Imported Form (100 CP): Instead of gaining a new, monstrous form, you may choose to apply your Kaiju Features to a single alt-form you possess, adding to it and modifying it.

Category I (100 CP): You are one of the smallest kaiju. This may or may not be the same as an official category I depending upon your time of entry; the initial kaiju were much larger than what would be called category I by the time of the blackout in Australia, but it is the best tool to categorize you. You are between the size of a large animal – such as a gorilla – up to approximately the size of a mini-jaeger.

Category II (200 CP): You are one of the smallest kaiju. This may or may not be the same as an official category II depending upon your time of entry; the initial kaiju were on par with the size (and potentially power) of many category IIs encountered in the

blackout in Australia, which man-portable weapons skillfully used could defeat. You range from the size of a mini-jaeger up to somewhat over half the size of a jaeger.

Category III (300 CP): You are a Category III kaiju. Given this is a combination of size, radiation output, and toxicity measurement, and at this category the latter two begin to predominate, this is a little less concrete than the previous two categories. You range from significantly smaller than a jaeger to on par with one in size. Your power is generally less than jaegers, at least those that were surviving by the end of the initial Kaiju War or later.

Category IV (400 CP): You are a Category IV kaiju. At this level you are built to kill jaegers, though pilot skill, your specific biological advantages, and the armament of the jaeger will decide the day. Physically you can range from significantly smaller than a jaeger (Otachi was), up to noticeably larger though not typically much taller. You are typically stronger and faster than jaegers from Mark-4 and earlier, though exceptions exist, and Mark-5 and later jaegers typically exceed you in these categories.

Bio-Jaeger (400 CP): You are a biomechanical kaiju created by a drone jaeger being constructed around a kaiju brain and nervous system and an unprecedented physical evolution. You fight more like a jaeger than a kaiju, though you are capable of eating to sustain and 'refuel' yourself. By selecting this form you gain access to the Jaeger Customization section for your Kaiju Form as well as Kaiju Features. You do not, however, gain the freebies available to Jaegers. If you have the Kaiju background you will be able to take the **Mark-5+** upgrade at a discount.

Category V+ (600 CP): You are on the level of the strongest kaiju. As there's no real consistency in increased power of kaiju on higher categories than V, with the 2 examples shown demonstrating less raw durability than Slattern the first category V, they will not be purchased separately. Still you possess great power, and should expect to be more than a match for a jaeger in a solo-fight. It's worth noting Slattern shows more durability and raw power than other, later category 5s and would have the **Armored** and **Mighty** features.

Kaiju Features

As most shown kaiju battles involve category IV kaiju descriptions of ability to damage jaeger is based on category IV kaiju by default. Kaiju features will scale to your form. A human sized imported form will have much weaker versions of combat features than a category II or higher kaiju, a planet sized one will have much stronger. How something like being a kryptonian or Greek god factors in will require consulting your Benefactor on the matter.

If your Kaiju Form is insect/arachnid/millipede/worm-like you must pay an additional **25 CP** when taking a feature that would replace your forelimbs. This surcharge must also be paid for an Imported Form without arms.

Amphibious (25 CP; free with Category II or higher Kaiju): Until after the Uprising War, kaiju came from a single breach in the depths of the Pacific Ocean. As such they were universally made able to breathe underwater and swim with natural ease; perhaps not the best swimmers but better than humans. You are likewise made to be able to breathe underwater and swim with natural ease.

Claws and Fangs (25 CP; free for all but Imported Form): You have claws on your forelimbs and fangs meant for combat in your mouth. Alternatively you could have tearing mandibles or a beak in place of fangs.

Extra Legs (25 CP): This is an extra pair of legs. These limbs are designed primarily for locomotion and not designed for striking or manipulation of the environment. If you took an insectoid or arachnid-like body plan this gives you 2 additional legs per purchase. If you took a millipeda style body plan you already have an arbitrary number of legs.

You may purchase this feature multiple times.

Extra Mouths (25 CP): This is an extra mouth with fangs, or mandibles, or even a beak, designed to tear and rip at foes, though as a mouth it's rather limited in range. You can get up to 2 for the price of 25 CP.

You can purchase this feature multiple times to gain up to 2 more mouths each time you do so.

Manipulators (25 CP): This is a pair of stunted, short limbs which end in small hand-like manipulators. Small is relative; they're about half the scale you'd expect from your overall body so even a category II kaiju won't be performing open heart surgery with them. Still they do have somewhat better manual dexterity and precision, though they have vastly less strength than would be expected of main arms.

You may purchase this feature multiple times.

Striking Tail (25 CP/50 CP): You possess a tail large enough, flexible enough, and not so essential to your stability and movement of your body that you can use it as an effective striking limb against enemies. This isn't the most effective weapon, no more than smashing them with your arm, but it is still usable as one.

For the higher price the end of your tail possesses some weaponized element such as a bludgeon, thagomizer like spikes, or even a bladed length to make this a much more effective weapon should you hit with the proper portion of the tip.

Bladed Arms (25 CP/75 CP): Instead of ending in claws or hands, your arms/forelimbs end in long blades for piercing and cutting. This limits their use for movement and grappling, but makes them potent cutting weapons capable of damaging and threatening most jaegers, though higher levels of armor can prove difficult to critically damage.

For the higher price instead of replacing your hands, this represents an additional pair of forelimbs with these blades. You may purchase this upgraded version of this feature multiple times.

Bonehead (25 CP/75 CP): Your skull has been heavily reinforced and armored for the purpose of using it as a bludgeoning weapon. This lacks the penetrative focus to pierce through jaeger armor, but it can damage older and lightly armored models or be useful for knocking them off balance.

For the higher price this hardened skull is even larger and thicker, stretching out in front till it comes together with blade-like sharpness and spreading out like the head of an axe.

Bioweapon Body (50 CP; free for all but Imported Form): Kaiju are as a whole toxic to the Earth's biosphere. Whether it's ammonia concentrations that would be deadly to ordinary life forms, or their acidic blue blood, a kaiju's form counts as a major chemical hazard. This is minimal in those like the ripper hounds, and relatively low in some of those that would be category IIs in the Black, but it is still an ever present threat and danger of their presence. Even if you weren't a kaiju of this world your body presents the same biochemical threat to Earthly – and Earth adjacent – biochemistries.

Extendable Neck (50 CP): You possess a long neck which can pull back into your torso, and allow you to launch your head forward like a snapping turtle's with high speed, and then pull your head back into yourself. This also allows you to pull your head into your body for protection.

Frog Tongue (50 CP): You have a long frog-like tongue. This tongue can stretch out around 1000 ft as a category IV kaiju (a category I might expect 100 ft if they were particularly large). The tongue is covered in a sticky substance allowing it to latch onto targets, and it'd be possible to use it to catch a jaeger and potentially pull it around or tug it towards your head. Just be careful since it's still a tongue, which tends to be a relatively soft target.

Goring Horn (50 CP): You possess a large, blade-like, weaponized horn designed to stab and/or cut enemies. Alternatively you can possess a pair or even trio of smaller goring horns. These won't pierce as deeply or be as good as individual weapons, but will let you strike multiple points or lose some without difficulty. You may also alternatively get goring tusks instead of horns.

You may purchase this feature multiple times either to choose different options or gain more horns.

Head Shield (50 CP): You have a large, armored secondary head over your own head. It is capable of opening up and fanged like a secondary mouth, though using it reveals your more vulnerable true head.

Loose Petals (50 CP): Your body is covered in superfluous, and loose structures. These give you the illusion of greater size, and easily tear free and drop away. This can simulate damage, spread your bodily materials, and even provide a level of ablative armor as they are designed to possess spaces between them to dissipate explosions.

Tentacles (50 CP): You possess a pair of tentacles. They are large and powerful enough to use to strike foes or entangle their limbs. They don't have claws, or the manual dexterity of hands, but they are comparable to arms in power and more flexible.

You may purchase additional tentacles for 25 CP per tentacle.

Water Jet (50 CP): You are capable of containing water in your body, pressurizing it, and releasing it as a jet that propels you at increased speed and aids in jumping. You can refill this jet with some time in the water to suck it in and pressurize it again. You will propel yourself proportionately further as a smaller kaiju.

Bioelectric Charge (50 CP/100 CP): Choose a part of your body such as your head, claws, or tail. You are able to build up an electrical charge in it and then release that charge into something you strike with that body part. Building this charge takes several seconds, and will tend to be visibly evident before reaching full charge, and the charge can only be held for a time, but the strike can fry electrical systems and simply electrocute your target.

For the higher price you can charge any part of your body, though you remain limited in how much of your body you can charge at a time.

Defensive Spines (50 CP/100 CP/200 CP/300 CP): Your body possesses spikes or spines which can be used to impale enemies against your body, and provide you with a defensive cover of sharpened growths. An overpowered enemy could be crushed against them until they had pierced deep inside.

For the higher price of 100 CP you are able to launch these spines as piercing quills. The range of this is limited but still further than expected arm's length, and the force is enough to make these an effective weapon at your scale and size capable of damaging and impairing the function of a jaeger, though unlikely to pierce the conn-pod or critically damage them.

For the higher price of 200 CP these spines secrete a poisonous substance with electromagnetic properties causing them to electrocute and magnetize objects they come in contact with. This makes them well-suited to disabling the electronics and mechanisms of jaegers.

For the highest price of 300 CP you may combine the ability to launch these spines with this electro-poisonous substance making them a highly dangerous anti-jaeger weapon.

Bonespurs (75 CP): This is a pair of hardened, bone lances which are capable of extending from your palms with great force to pierce through the armor of jaegers. It takes some time to properly retract them, but they can be used as built in thrusting daggers until they are withdrawn.

Enhanced Leaping (75 CP): Your body has been designed for long distance leaps of great speed and power. Your leaps will be longer and higher in proportion to your body the smaller you are, because even though kaiju are highly resistant to the square-cube law's tyranny they aren't completely immune, but even as the largest kaiju your leaps can cover a surprising amount of ground.

Extra Arms (75 CP): You possess an extra pair of limbs designed to be used as arms. At your option they may also be used for mobility like apes use their arms as secondary legs, but they are designed for striking and/or manipulating the environment.

You may purchase this feature multiple times.

Hydrodynamic (75 CP): Your body isn't merely a more capable swimmer than a human, capable of reaching shore from the abyssal depths, it is designed for high speed and maneuverability in the water significantly greater than on land moving through the water with the agility and speed of a darting fish. You may take **Amphibious** for free if you could not already. You may take this for **Free** but it will render your form ill-adapted and ill-suited for movement on land, able to do little more than crawl about and remove your base limbs to replace them with fins.

Keen Olfaction (75 CP): You possess a keen enough sense of smell to detect and follow individual humans in your area even as a towering monster. Your sense of smell could be compared to a bloodhound's regardless of your size, and the range of your olfaction only seems to increase as you get larger.

Crushing Claws (75 CP/125 CP): Instead of ending in claws or hands, your arms/forelimbs end in large crab-like pincers. While this limits their manual dexterity, this provides them with a great deal of power. Besides being able to be used as heavy clubs, they possess increased grip strength and the ability to apply crushing pressure making them easily able to squeeze through the armor of even the mightiest jaegers and even wholly severe limbs that they catch hold of.

For the higher price instead of replacing your hands, this represents an additional pair of forelimbs with these claws. You may purchase this upgraded version of this feature multiple times.

Acidic Explosion (100 CP): This may be a strange feature for you to select. This is a biological self-destruct, in which you can destroy your own body in an explosion of your poisonous blood and even more concentrated bodily acids and poisons, spreading an acidic mist – that used to be you – through the air large and powerful enough at category IV to be a serious threat to any jaegers that had come close to engage you. Make sure you have a way to use this properly.

You may take **Bioweapon Body** for free if you could not already.

Extra Head (100 CP): You have a second head, which provides you with an additional backup brain. You can survive the loss of either head and brain, and they remain linked through a system similar to drift to keep them in sync so you will not lose any memories or aspects of yourself. They are not, however, the best at multitasking, and this will not double your cognitive capacity.

You may purchase this feature multiple times.

Long Tentacles (100 CP): Your tentacles from other Kaiju Features are significantly longer. This makes them about 100% longer than they normally would be (double the length).

For each additional **50 CP** you pay this will increase their length by 100% of their original base length (so for 150 CP total you'd have 300%/triple, and for 250 CP they'd be 500%/5 times the length).

Megos (100 CP): You are massive even by the standards of a kaiju, or at least one of your category. This won't double your scale, but you're something like 2 to 4 times your previous volume. This comes with the expected increase to raw strength, power, and durability, though it does slow you down noticeably; you've just got all that extra mass to move.

Mighty (100 CP): You are stronger than other kaijus of your classification. You simply have more raw physical power. You could destroy a jaeger with your raw strength, and overpower even particularly strong jaegers with relative ease. This helps you resist blunt force trauma and impact too, though it does little to resist blades, bullets, and energy weapons.

Scorpion Tail (100 CP): This is, as the name suggests, a scorpion-like tail and used like such. It is an effective weapon against jaegers, though as a penetrative weapon there are better options. However, like a scorpion's stinger it is designed to inject a chemical weapon into its target. Unlike a scorpion's this isn't a poison, that'd do little to a jaeger, but a highly potent acid much more potent than a kaiju's blood, or even the **Acid Spit** feature, and able to melt substantial holes in even the most advanced jaegers if fully allowed to inject.

Sonar (100 CP): You possess natural sonar similar to that of a bat or a whale. The range will be much further underwater than on the surface, but you could use it to navigate in the dark or identify enemies by sonic pulse.

Piercing Tentacles (100 CP/150 CP): This is a pair of tentacles, similar to the tentacle feature above, except the tips are much thinner and harder, forming into piercing spikes designed to punch through the armor of jaegers. While they're too small to cause serious damage to a jaeger's superstructure – or a foe on your scale's body – they excel at stabbing into conn-pods to kill the pilots of even heavily armored jaegers.

For the higher price they are not only hardened spikes, but produce a heavily corrosive and destructive acid, greatly expanding their ability to pierce armor – even category IIIs would become dangerous to jaegers made after the Uprising War – and allowing them to spread damage around the impact point.

With either version you may buy additional piercing tentacles for 50 CP each (if you took the upgraded version these will be upgraded as well).

Armored (100 CP/300 CP): You possess a hardened exoskeleton, armoring scales, or bony plates across your body. Whatever the precise nature, you are significantly more difficult to injure than most kaiju of your category. This isn't enough at category IV to survive a point blank megaton bomb, but at category V even that wouldn't put you down any longer.

For the higher price you are covered in a crab-like armoring shell. Only this is vastly more powerful than that of most crabs. As a category II kaiju this would make you hard to deal with for inexperienced trainees of mark-6 jaegers, and as a category IV only the heaviest and most powerful weapons could potentially pierce your shell without targeting joints or weak spots in your armor. You will, in general, compare favorably in durability and defenses to a kaiju 1, even 2, categories more powerful than you.

Alternatively for the higher price this can be a turtle-like shell which has fewer joints and weak points, and is even harder than the crab-like carapace but leaves your head and arms relatively unprotected at the lower level.

Kinetic Absorption (100 CP/300 CP): You possess some part of your body, such as your head, which can absorb kinetic impacts and redirect them through your body to lash out with. You can only hold this energy for a short period, and absorption requires some preparation of your body and positioning so you need to know the attack is coming and prepare for it properly. Sufficient force, or force sufficiently concentrated in a certain point, can overcome this.

For the higher price this is no longer limited to a specific part of your body. Instead you can, with proper position and stance absorb kinetic force through any part of your body,

though not all of it at the same time. Still as long as you're not taking blows from all sides and can keep track of your opponent this will massively increase your defensive capabilities, as well as letting you throw their own force back at them.

Agile Beast (150 CP): You are significantly faster and more agile than the norm. This will improve your ability to leap, though not to the level of **Enhanced Leaping** (above), and will generally improve your reaction time and reflexes as well as your movement speed, and even coordination and manual dexterity. Your speed will make it difficult for all but the fastest of jaegers to engage with you.

Tapeworms (150 CP): A rare feature not intended to battle things on your scale, but instead to serve as a weapon against those much smaller than you. You possess a colony of symbiotic worms, much smaller than you, and occupying an internal cavity. You can vomit forth these worms by the dozens or even hundreds, letting them loose onto the world. They are, of course, much smaller than you, instead being effectively tiny worm-shaped kaiju with triple jawed mouths full of serrated cutting teeth, and great burrowing capabilities. From a category IV kaiju these worms would be capable of easily burrowing into public anti-kaiju shelters and slaughtering the individuals sheltering within, or spreading through a city bringing death with them and their heavily bullet resistant forms.

Acid Spit (150 CP/200 CP): You are capable of releasing a projectile spray of acidic spit from your mouth. This is a relatively short ranged projectile, most concentrated (and thus effective) the closer you are though it should still reach further than your limbs. This acid can melt through the armor of jaeger, and begin to damage their electrical and mechanical systems, potentially disabling them, or at least interfering with some of their systems and smooth operation while also weakening their armor.

For the higher price this acid is extremely sticky and glue-like. Besides being harder to remove it is capable of causing parts of your target to stick together or even stick to other objects. A jaeger can overcome this adhesion but it should slow down even the strongest ones for a time and leave their inner workings becoming gummed up.

Mass of Tentacles (150 CP/250 CP): This is a veritable mass of tentacles. Each tentacle is thinner and weaker than those from the **Tentacle** feature, but you gain something like 15 of these tentacles.

For the higher price they ooze acid. This won't be as destructive as the acid from a **Scorpion Tail** or upgraded **Piercing Tentacle**, but it can still eat and wear away at the

armor of jaegers and is similar to that from **Acid Spit** only being constantly applied through your tentacles as they entangle an enemy.

You can get an additional ~15 tentacles for **100 CP** per ~15 additional tentacles you desire.

Beachhead (200 CP): You are capable of opening a breach. Normally this would be used to open a portal to the Anteverse, but since you probably don't have the stuff set up in the Anteverse to stabilize it on the other end, yours will instead open a temporary breach to your warehouse. If you have another personal dimension or pocket world this can open onto it instead. Though do be careful, without something else to stabilize these breaches they are only temporary and you might need another way back out if it closes while you're in another dimension.

Compressed Form (200 CP): You're substantially smaller than normal with no loss of strength or power. If you'd be on the scale of a category III to V this may reduce your size to category II with no loss in raw, physical might or resistance to blows. If you'd be on the scale of a category II kaiju or smaller you can be down to ½ your scale. If you'd be significantly larger than category V this may reduce you down to 1/10th your scale. This small size does help you move faster, however, and make you more agile; you're moving a lot less weight around after all.

EMP Organ (200 CP): This is a large, multi-lobed organ on your back which is capable of building up a charge and releasing a powerful electromagnetic pulse. This is sufficient to shut down the computer and power systems of Mark-4 or later jaegers within normal combat range, though Mark-6 or later jaegers are likely to have automated reboot systems. As a weaker kaiju this might require you to be closer, or even fail to affect something as shielded as a jaeger, though could still fry less shielded electronics nearby.

Hive Mind (200 CP; requires Bioweapon Body): Kaiju are normally part of a hive mind. You would normally be removed from it, but you are no longer. You are part of the kaiju hive mind connected to the precursors and other kaiju. This hive mind can be spread through the blood of kaiju, and that now includes yours. In future jumps there won't be the precursors or likely other kaiju, but it is possible to spread this hive mind through the consumption or transfusion of your blood; though it is a toxin for humans and will require repeated dosing to pull a human in. This provides you no special protection against being controlled by the precursors; hopefully you are prepared.

Landshark (200 CP): You are capable of burrowing through the ground at speed. It's not quite as fast as running (or walking if you're doing it at a more relaxed pace), but you can dig underground to move almost as fast as you would across the surface; though if you lack the full power of a category IV this will get slower compared to running.

Panoramic Vision (200 CP): You possess eyes in the back of your head. Literally. They're also on your underbelly, sides, legs, and more. You have a number of eyes scattered all across your body leaving you with (nearly) no blindspots.

Wings (200 CP): You possess a pair of wings allowing you to fly at high speeds. As a category IV you could carry a jaeger aloft into the upper atmosphere. As an adaption to this flight you are much more efficient in your breathing than humans, able to go much longer without breath, and even able to survive spans in the upper atmosphere near the edge of space.

These wings will be part of your arms or front legs, and have the surcharge for features that replace arms on non-bipedal/quadrupedal forms.

Subsonic Roar (250 CP): You possess a roar that produces infrasound. This infrasound cannot be heard, but it can produce vibrations powerful enough to bring planes out of the sky – even at category III or close enough at category II – and to 'shake' the bones of pilots inside even the most well armored nearby jaegers and at category IV potentially cause internal injuries or knock out pilots inside of a jaeger. Unless you're a weaker kaiju, it will be very dangerous to get anywhere near you.

Bridge Builder (300 CP): You are able to project a blue light and field of energy which is capable of functioning as a pons device, connecting your mind to that of those individuals within this field. This effectively allows you to initiate a drift with other individuals. However, you seem to possess more control than a human machine would, making it easier to delve into an individual's mind to seek out specific memories, or thoughts and feelings about a specific subject. You can control this field, narrowing it to a single individual, or spreading it to affect entire crowds, though at a lower category you will have a lower range and spread.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. In the case of jaeger pilots you may bring their primary drift partner along for the ride. No, Chuck Hansen does not count as Stacker Pentecost's primary partner, though in the case of Raleigh Beckett, Taylor Travis, or Herc Hansen who could be said to have two different primary drift partners (because of death of their previous partner or just because Mei and Hayley alternate) you may choose between the two options. The kaiju hibrid, b0y, costs 100 CP, as does any kaiju you wish to bring with you.

Black Team (250 CP): This is Taylor Travis, Hayley Travis, b0y, and Mei all sharing a single companion slot. They come with Atlas Destroyer and its AI Loa.

Best Boy (100 CP/200 CP; discount Kaiju): This is a quadrupedal kaiju. It has six eyes, and looks something like a hairless dog writ large. Well if you squint a bit. And ignore the oversized claws, and fangs, and the way its forelegs look like they're two pairs of limbs that merge partway down the humerus. They're completely cut off from the kaiju hive mind, and seem to have no malice against humanity or even jaegers. In fact if anything they're a bit too friendly – dog kisses are dangerous when it's a dog the size of a skyscraper with acidic saliva. It has the **Living Weapon,** and **Evolved Beyond Control** Perks and is a **Category IV** Kaiju with the **Amphibious**, **Claws and Fangs, Bioweapon Body, Enhanced Leaping, Keen Olfaction,** and **Acid Spit** features. For the higher price it will be upgraded to a **Category V+** kaiju.

Big Sister (100 CP; discount Survivor): This young lady might not actually be your older sister, but if she isn't she seems to have adopted you as a younger sibling. She's in her late teens, maybe her early 20s, and has apparently had a hard life that has left her knowing how to survive in the shadows and ruins of the kaiju. She has the **Living in the Shadow, For Them, I'll Handle It**, and **I Survive** perks as well as the **Post-Apocalyptic Mansion** item. She seems to be a touch *too* willing to sacrifice her life to protect you;

maybe you can teach her that there's something worth living for and the world can get better.

Boss (100 CP; discount Criminal): This middle-aged Russian man might not be the prettiest around; the scars on his face make him anything but. He does, however, have some deep, familial connections to the Russian black markets, and knows how to get a lot of things that fell off of Russian trucks, especially in relation to the Russian jaeger program and kaiju clean up. He has the **Hit (Wo)man, Looter, Kaiju Oil Salesman, I Make the Deals**, and **Respect** perks as well as the **Flip Knife and Gold Toed Shoes** and **Kaiju Byproducts** items.

Drift Partner (100 CP; discount Ranger): This individual is highly compatible with you. If they're not already an experienced jaeger pilot, than they're at the top of their class in ranger training, and how they move, and react in combat is surprisingly close to your own style – even if they might not be able to match your more superhuman abilities or even superhuman fighting instincts – and they've got a personality that seems to make them just work well with you whether that's in the drift or outside of it. They have the **In Combat We Make Decisions, Boat Secure, Fighting at Scale, We Drift In Each Other**, and **Fixed Point** perks as well as the **Drivesuit** item.

High Priestess (100 CP; discount Cultist): This woman has somehow learned of your otherworldly nature and declared you the Great Angel, if not the one true God itself. She is a fanatic, absolutely convinced of your divine nature and utterly devoted to your cause. She just needs you to tell her what that cause is. Of course, she might be on to something. After all she hasn't been doping kaiju blue but has somehow developed many powers normally associated with it. She has the **Some Kind of Ninja, Performance Enhanced, Hive of Blood, Mental Infection** and **For Them** perks, as well as the **Cult Robes** item. She's eager to believe and do anything you tell her, other than accept that you are not a god or the next closest thing. That'd obviously be a lie to test her faith and devotion.

Kaiju Groupie (100 CP; discount K-Scientist): This woman is something of a brilliant biologist, but she has a somewhat unnerving obsession with kaiju. Her entire body is covered in tattoos of them, and she has some dangerous theories on how humanity might be able to clone them to grow their own. If only somebody would give her a lab and access to the supplies necessary. Apparently nobody thus far has trusted her with that. Maybe she hopes you will. She has the **Kaiju Lover, Pattern Recognition, Biological Materialist, Kaiju Engineer, Computer Engineer**, and **J-Tech** perks as well as the **Blackboard** item.

Lieutenant (100 CP; discount Commander): This young man is fresh from a military academy, but he has the makings of a great future officer. He just needs someone to teach him how, and one way or another you seem to have ended up with him looking up to you like you're his older sibling or the elder commander who will teach him the proper way to be a man and a leader. He has the makings of the **Where Would You Rather Die, It's Respect, Fixed Point, Cancelling the Apocalypse, In Combat You Make Decisions**, and **Hit (Wo)man** perks; while he's not all there yet on all of them he'll have them all by the end of the decade. He also has the **Uniform** item. If nothing else he speaks political bureaucrat fluently so might be nice to have for dealing with the stuffed shirts running the PPDC.

Next Chief Designer (100 CP; discount Technician): He at least is convinced that he will be, and he does seem to have the skills. This is an expert on all things jaegers, who is convinced he could build better machines out of scraps than the PPDC has been producing. He doesn't exactly have the best, or much in the way of, social graces, but he can go on at great length about how he would design a jaeger or the key points of drift technology and how he thinks it might be improved. He has the **Computer Engineer, J-Tech, Scrapper, Drift Technician,** and **Pattern Recognition** perks. He also has the **Holo Table** item and the ultimate proof he might have a point is his own **Mini-Jaeger** with the **Solo Conn-Pod**, and **Training AI** upgrades; it's not much in a fight, but it's an impressive piece of programming at least.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Long Stay (Toggle): You may increase your stay time to as late as 2050 if you desire.

The Full War (Special): Your timeline choice is heavily reduced. You may only choose to start in the period from K-Day to the first successful battle by a jaeger against a kaiju. You will be staying here until the precursors are defeated to the extent that they are no longer a serious threat to humanity, or 2045 whichever comes later. However you will find that any of your purchases here will only be received once they would be chronologically appropriate and develop towards their full form over time as the technology would normally come into existence (without your interference). This means if you purchase a jaeger you will get a bare bones Mark-1 in 2015 (with full radiation leaks), and if it was supposed to be a Mark-5+ with a Gravity Sling you'd be waiting till nearly 2035 before it is complete. A similar effect is given to your Kaiju Form and Features, with Category II and higher kaiju not beginning at full strength and power, and kaiju features slowly developing.

This drawback is worth +100 CP on its own, but if you have at least 300 CP in other drawbacks this is increased to +200 CP and if you have at least 800 CP in other drawbacks this is increased to +300 CP.

Scrambled Brains (Varies): There are dangers in the drift. Drifting with a mind can cause it to bleed over into you. And drifting with too many different minds especially in a short period can cause serious memory loss and even more of this bleed.

For +100 CP you drifted far too many times too quickly. Your memory of your past has major holes in it. You still remember mostly who you are, you've still got probably more than half of your memories, but you can expect there to be holes, things you know you should know that just come up as gaps and sometimes leave you questioning actions you remember taking. Filling in these gaps are the memories of others, fragments of the lives of several other individuals. On a less existentially, but not necessarily day to day pragmatically, problematic front you've lost some of your more specialized skills. Oh you can still walk and talk, but you may have forgotten your advanced engineering from your time in that space opera, how to cast spells from your trip to that fantasy world, or even how to properly use and control your fire powers from the time you decided to take Johnny Storm's place. This tends to affect the more specialized, cognitive, and high end

skills first, but it also seems to have maliciously targeted your specialties and greatest strengths.

For +200 CP you can rest assured you don't have other people's memories floating around in your head. You don't have any memories floating around in your head. You are an amnesiac. You still remember how to walk, even talk, probably how to drive, and you will even find plenty of skills coming back to you. Though the more specialized, cognitive, and advanced ones will probably never be coming back, and the ones with more muscle memory tend to be the fastest. Your in-jump memories (if you have any) may theoretically be able to be recovered, but those from your time as a jumper or your pre-jumper life won't be coming back till the end of the jump.

For +300 CP things have gotten worse. You still don't have any of your memories from before this jump, but you now do have memories from it. They just happen to not be yours, but instead artificially constructed, implanted, and modified memories designed by an individual who spent years brainwashing and manipulating you into their loyal agent, tool, and possibly even surrogate child. You still are yourself deep inside, but your memories tell you that you owe a great deal of debt and loyalty to this immoral individual. These memories will have reshaped much about you, and while you might still find your moral fiber pushing you away from them, you can expect an inner conflict if it does. As with the 200 CP level your in-jump memories may theoretically be recoverable, but those you had before the start of the jump must wait till the end of the jump.

Authority Issues (+100 CP): You have issues with authority, even reasonable authority. You seem to be a rebel without a cause, refusing to play by the rules and generally refusing to listen to others. This won't make you have issues with your own authority, though it will make you really bad at listening to advice from others.

Lame (+100 CP): You walk with a limp. If you are something built for other forms of movement – such as swimming like a fish (or kaiju), flying, etc – you'll perform those with the equivalent of a limp.

Let's Build a Wall (+100 CP): The governments of this world, and their responses to crises, now is inversely proportional to what you'd want it to be. If you're trying to save it and the people, the government will shoot itself and its people in the foot every step of the way. If they're fighting you they are now massively more competent, even hypercompetent. And yes, if you take over the government, it will become hopelessly incompetent despite this.

That Was Supposed to be Epic (+100 CP): But it was not. It's like the entire universe perversely wants to ruin any moment that should have emotional weight, great importance, or just come off as impressive. Every time you encounter something that should be the highpoint of a film, or get the audience going wow, someone or something will immediately undercut it and undermine the moment, often by a bad attempt at comedy or a sheer act of stupidity. You're usually this someone. This won't put you in actual danger, but it will ruin a lot of moments.

Trauma (+100 CP): You have trauma. This trauma is somehow related to kaiju and jaegers. Maybe you lost your brother while in mid drift fighting one. Maybe they killed your family and nearly killed you as a child. Maybe you caused one to kill everyone you know except your brother. Expect this to give you trouble in your first few drifts and to have left you with some heavy influences on your actions. If you arrive on K-Day, this will be very fresh.

Category J (+200 CP): You appear to sensors as a kaiju; the greater the scale of your out of jump powers the more substantial of one (to a maximum of category v). Kaiju and the precursors can detect your otherworldly signal as well, and they can detect how it's different. Not only does this make it so you show up on sensors used by the Pan Pacific Defense Corps, but people won't just ignore it or accept you're on their side because some perk would make them do so. You can earn trust and acceptance still, but expect people to be suspicious and distrustful when they find this out until you earn it the hard way.

Kaiju Poisoning (+200 CP): You have had a nearly lethal dose of kaiju blue. This hasn't connected you to the hive mind like the ritualistic version performed by the Sisters of the Kaiju, but like Hannibal Chau it has left you with a chronic condition. Your face and body is covered in splotches of flesh which mixed a corpse-like pallor and glowing blue scars, mixing with rashes and places where your skin necrotizes or rots raw. Worse than how ugly this makes you, it leaves you in constant pain. The amount varies, but without painkillers that will dull your mind and actions it will occasionally grow to crippling heights no matter how great your pain tolerance.

Monster's Shape (+200 CP): You are locked into the form of a kaiju. If you purchased a Kaiju Form (other than an imported form), it'll just be it, otherwise it may be an overtly monstrous alt-form, or if you lack one it will grant you some kaiju-appearing human-scale form for the duration of the drawback. Whatever it is, you're very clearly a monster and not a human, lack the ability to speak in human words, and you will find your hands (if the form has them at all) more awkward and paw-like.

Out of the Black (+200 CP): After 2035, Australia would be overwhelmed by a massed horde of kaiju, causing the PPDC to institute Operation Black Out and completely abandon the continent – save for Sydney – to the kaiju. You might not be starting in 2035, but you will be beginning in a region similarly abandoned to the kaiju and very far from human occupation; maybe India has been blacked out, or Japan is completely gone, requiring you to reach Korea. Your out of jump items and warehouse are unavailable, and your items from in this jump will be within this region, though a jaeger will be lacking some of its parts that you will be able to collect within this region or outside of it. You will also find until you successfully leave this blacked out region and return to a human controlled region your special abilities to move – such as fly, superhuman swimming, teleportation, or even super speed – will be cut off; this includes those purchased here, including flight capabilities of a jaeger (or jaegerracer), the personal copter, V-50 wavehawk, or flight as a kaiju. You'll get these back once you escape the black and return to human society, and land vehicles purchased here such as a jaeger or missile car are ok.

The Reason the Jaeger Program Failed (+200 CP): You have interpersonal problems. You are a cocky, loud, abrasive asshole who has a tendency to demean or belittle others, and regularly shows how you consider yourself just generally better than others. Really it seems like you need a good paternal ass kicking and a lot more hugs.

Antemonsterverse (+300 CP): The kaiju have just got a whole lot stronger because they're now incorporating elements of the Monsterverse kaiju. Expect Godzilla clones. And if this isn't enough to actually challenge you, you can expect them to go further afield for stronger kaiju to incorporate. Maybe they'll incorporate kaiser energy, living nanometal, ever evolving horrors, higher dimensional universe destroying singular points, or things not even from Godzilla. These kaiju don't necessarily scale to where they can beat you, but they will grow over your time here to make sure you have to actually struggle to deal with them. Even if you somehow stop the precursors, the kaiju will keep coming. Which might not be a problem for you, except that if the kaiju wipe out humanity you will fail the jump.

Taken with The Full War, it will still stop in 2045 if the precursors have been stopped even though kaiju are still coming from this drawback.

Drifted with a Kaiju (+300 CP): You drifted with a kaiju, or maybe just took in a bit too much kaiju blue until it infected your mind. Either way you have touched the kaiju hivemind and the precursors have taken advantage of that fact. They are inside of your mind, influencing your thoughts and behavior. You might be able to resist this, but you will find that you cannot resist it perfectly and they will take control of you and your

actions from time to time, and more subtly alter and influence your thoughts. False memories will be included to cover up these times they take control of you so watch yourself carefully, because the enemy is within your mind.

Nosebleeds (+300 CP): You've got cancer. You'll need regular treatments for it and even so it will get worse over time. As long as you get your medical treatments, and don't do anything that will seriously aggravate or accelerate your condition, you will survive your time here. Unfortunately, heavy exposure to kaiju blue, as well as heavy use of drifting or other mind to mind contact will seriously aggravate or accelerate this condition; you might manage some brief mental contact with others, but piloting a jaeger for a full mission will probably be enough to ensure you die within weeks or months at the longest.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I did not read the novelizations.

A few items ended up doing double duty between origins. Technician and and K-Scientist share the Automated Factory because Newt used it, but it belonged to the tech company. Survivor and Ranger share jaeger because Taylor and Hayley's use of a jaeger was pretty darn major in the anime and… well… Ranger had to have jaeger.

Shouldn't there be a free perk to be drift compatible? Not really. What we see of drift compatibility is that most people seem to be able to drift to some extent. We see the mentally subpar and deficient individuals in Shane's forces fail at it, so it's not everyone can do it, but I don't feel the need to give you a free perk that amounts to 'even if you've taken a drawback to make you an idiot you can still drift.' The difficult requirement seems to be finding someone you're compatible enough to personally drift with while fighting a kaiju in a massive robot, and making it a free perk to be able to do that with anyone feels weird to be honest.

Memory Manipulator vs Mental Infection: The former is more about skill and finesse. The latter is about force and is a hammer. If the two went up against each other in a mind scape all things equal it'd be hard to say who would 'win' and depend upon goals, method of mental connection, and the like. Mental Infection would probably hold an offensive advantage and Memory Manipulator a defensive one. The canon clash was a whole hive mind that had been forced into submission by mental infection against one guy so it's not so easy to say one would win. Memory Manipulator will definitely be better at subtle changes to an individual as opposed to just 'you think how I think now' but Mental Infection can push that latter a lot faster and more securely than Memory Manipulator. Also as pure mental brute force it benefits more from having say a hive mind backing you. If you take both you will find that Memory Manipulator will allow you to be much subtler with your Mental Infection and with practice, and time to work over a victim you could potentially create sleeper agents who didn't even know they were obeying or who had triggers to cause your will to overtake them.

Taking Memory Manipulator with We Drift Together will make you much better at intentionally imparting your skills onto others through drifting or other mental links, or harvesting skills from them. It'd also help you intentionally subtly influence them with your personality traits. Probably not as good at that last one as Mental Infection with Memory Manipulator.

I'll Handle It will do a lot to stop you from chasing rabbits when there's a looming threat, even if it's not an equal to Fixed Point for it.

None of the perks except possibly Apex will, on their own, make it safe to drift with a kaiju. That said, Fixed Point, Memory Manipulator, and We Drift Inside Each Other will all help (probably from least to most in that order), and any of them would probably make it safer for you than Newt. Raw intellect and mental capability does seem to help with drifting in general, so if you're not as smart as Newt you might be at a disadvantage, but simultaneously if you have superhuman intelligence that will probably help as well. Apex, of course, would protect you from the danger of the precursors controlling or influencing you through the link, though they might still harvest information from you, and the sheer mental load could still be dangerous.

Fixed Point is not enough to safely and reliably solo pilot a full sized jaeger on its own. It's ultimately not just a matter of willpower, but human brains being too tiny; Raleigh seems fine but it causes brain hemorrhages and damage and there's probably a reason Pentecost couldn't pilot a non-nuclear powered jaeger again other than just that the radiation would kill him. Fixed Point helps, though, and will definitely lower the brain capacity limit more than just the raw willpower it gives should.

Sentries are based on the group of seemingly identical jaegers deployed from Sidney in the last episode of Pacific Rim: The Black. The wiki calls them drones but doesn't have a citation for that, and the show doesn't call them drones. However they do look identical and very similar to the drone jaegers, and we don't see them be piloted. So I decided to roll with drone if only because it works better as a 600 CP item.

Jaeger height is a range because I could find multiple numbers that cited sources (power cards, published blueprints). Uprising jaegers only had 1 set of numbers on the wiki which ranged from around 240 to 280 ft which is in keeping with the scale of Scrapper, and the lower set of numbers for Pacific Rim's jaegers so I am prone to believe that it's really more of a 240 to 280, but some things put Eureka Striker as tall as 302 ft.

Jaegers will technically come with the drivesuit necessary to pilot them, but these suits will not have the CP backed one's additional effects and abilities.

I may have gone a little wiki-happy on the Jaeger Customization system. I wanted you to be able to build a jaeger that didn't feel like it was copying one of the ones from the films but still fit the world so I used what I could from the expanded materials referenced on the wiki.

Still Gipsy Danger/Eureka Striker/Crimson Typhoon/Cherno Alpha should be constructable for around 600 JP. Gipsy Danger is Nuclear Powered (200), with symmetrical I-19 Plasmacasters (150; wiki doesn't list this as symmetrical but I was pretty sure the rebuilt one was noted to have one in each arm after only having one got it totalled the first time), symmetrical chain swords (125), symmetrical elbow rockets (50), and maneuver thrusters (75) for 600 total. Eureka Striker is Mark-5+ (300), symmetrical brass knuckles (50), Anti-Kaiju Missiles (100), symmetrical heated chain swords (175) for 625 total (an unsatisfying number since you'll really have 600 or 700, but you can throw on Maneuver Thrusters). Crimson Typhoon has a 3 person conn-pod (25), extra arm (50), acrobatic typhoon (150), light and speedy (150), symmetrical sawhand (75), and IB22 Plasmacaster (150) for… 600 CP (this wasn't actually planned); I left out the telescopic conn-pod mentioned in the wiki, because zoom functions show up in enough of the jaeger it seems to just be something they can do. Cherno Alpha has Heavy Machine (150), Nuclear Powered (200), Traction Treads (25), and symmetrical tesla fists (100)... making it actually hard to replicate since it's only 475 and your base Jaeger is automatically better than it. I apologize for that, but it keeps the price reasonable for the more important 3 (Cherno is cool, but it's also the obsolete Mark-1), and being able to build Uprising Jaeger as higher value models. Ajax Destroyer starts out as just a jaeger with Nuclear Powered (200) and Training AI (300) but picks up the Triple Claw (25) and Saber Chain (150) making it end up at 675. Gipsy Avenger has Mark-5+ (300), Light and Speedy (150), I-19 Plasmacaster (100), symmetrical chain swords (125), symmetrical elbow rockets (50), some sort of missile that's not on its specs or shown where it's coming from but is really tiny so Anti-Kaiju Missiles (50), Gravity Sling (150), and theoretically is Nuclear Powered with an extra turbine (300) but we don't really see it still totals at 1225 before upgrades of heated chain swords (1250) and then rocket pods (1450). Which is 50 higher than I'd really like, but as the most powerful jaeger shown it's not too inappropriate for it to cost 625 CP (825 without discount), especially when you can still get everything it actually shows for 475 CP by dropping the Nuclear Powered (or 575 by dropping its upgrade) and that includes its one-use, highly likely to explode and prone to malfunction thing which was added partway and the version you're getting isn't rolling dice with your life each time it's used (CP cost drops 100 without it). I'm not building the other Uprising Jaegers because quite frankly they bore me. Scrapper gets mentioned as being theoretically 550 JP in its original format (Mark-5+, Wheel Mode, Smoke Screen, Agile Typhoon) and 750 JP in its upgraded format (Welding Beam and Drone); this is a good 125 and 225 CP above the base Mini-Jaeger but including the comics there are 2 other Mini-Jaegers which are vastly inferior to it, and like all the Uprising Jaeger it theoretically is just better than the original era's machines so I don't

feel bad about it costing more than baseline even if it still ends up not a combat machine. The two in the comics vaguely have weapons and that's it. I didn't even try to make things for their specific weapons.

Theoretically every jaeger in Uprising should have Mark V+, including Scrapper. In practice one can question if they were up to snuff against Eureka Striker. How jaegers and kaiju moved, fought, and interacted with the world around them is so different between the two films that direct comparison is difficult.

For clarity Heavy Machine is a larger buff to strength and armor than Mark V+. Similarly Agility Upgrade is a larger buff to speed and maneuverability than Mark V+. Together will give you better raw stats than a Mark V+ though Mark V+ will improve your other weapons as well.

Pacific Rim the Black had something it called a nuclear missile on a jaeger. It was small, and the explosion was rather small, but it could have been on the smaller end of the tactical nuclear weapon range so you have the option for nuclear weapons.

The reason Striker Eureka's and Obsidian Fury's blades are lumped in with the chainsword and noted to be not significantly different in cutting power is because they weren't demonstrably significantly different. Striker Eureka's are theoretically better but we don't see them use their energized state (underwater hampers that) and it has the Mark-5+ upgrade anyway so if you have the Mark-5+ upgrade it will be somewhat better. Obsidian Fury gets less chance to show it due to the stylistic change removing the sense of weight and verisimilitude from the fights, though they do seem to cut better than the chainsword either of Gipsy Danger or Gipsy Avenger… until Gipsy Avenger's are energized to bring them up to par meaning it's just the energized upgrade.

I feel bad including the Gravity Sling. Weird gravity manipulation feels too magical clarketech for a jaeger. But it was too big in Uprising to not include.

I didn't try to perfectly mirror official kaiju categories because they're a vague combination of size, toxicity, and radiation, which aren't even particularly consistent in Pacific Rim and get more inconsistent as more sources are added in. I followed Black with having smaller kaiju as category I and II to give those categories a purpose to buy, more than just 'you're much weaker than anything shown on screen.' Though some cat III kaiju in Black might fit into what I put as the II category (some were taken down by man portable weapons), though they also were shown in multiple sizes and only one was explicitly cat III so it might be the smaller ones were cat II. Of course b0y was stronger than cat IIIs, bigger than some, and only cat II… maybe he's not very radioactive or

toxic? And then apparently the TTRPG has cat IIs that are bigger than most cat IVs but I am just ignoring it except for farming kaiju features.

I went wiki happy on kaiju features. I wanted to give you the ability to feel unique and not just a copy from the films/anime. Even so I didn't include Shrikethorn's stated, on the wiki, ability to produce plasma since there was no source and it doesn't in the movie.

I'm not really sure about the internal balance of Kaiju Features or Jaeger Upgrades. I tried my best, but some might need price tweaks.

Take any physics numbers or explosive force numbers with a grain of salt. I don't think the franchise cares about the math. Also you know apparently you can replace a 1 megaton bomb with a nuclear reactor overloading even though these things use very different materials, physics, and the stuff to make a bomb go boom big are actively counterproductive to a nuclear reactor.

Judged on its own, Pacific Rim Uprising is a fun, goofy kaiju film which has a flawed storyline but honestly probably more enjoyable than the median for the Showa Gamera films. It's a 4 or 5 out of 10. Below average but still enjoyable if you're hungry for more kaiju. Judged as a sequel to Pacific Rim, Uprising has completely missed the mark. The mechs and kaijus don't feel like they even belong in the same setting; the sense of weight was a major part of the fight choreography of Pacific Rim, and it's completely gone. There's the weird Hollywood smoothness that began to dominate films during the 2010s, removing all the dirtiness and feeling of it being a real world that was in Pacific Rim; everything looks fake, no where looks like people have actually lived in it or been there, it looks like it's all made by a computer which can't be bothered to process minor or difficult details. The main characters are laughably unlikable; laughably because the comics one of which came out before the movie one after actually showed that these same basic characters could be written in a likable way though in both they are ultimately incompatible in behavior with their movie versions. The whole drone plot raises a lot of questions that people should be asking and have answered. How are they handling the neural load where 1 person can handle it all? Yeah the answer is the kaiju brain is doing it, but the woman in charge of it doesn't know that and why haven't they made solo pilot jaegers if they have 'solved' this problem? It'd have been easy to do if the Chinese business lady was in on it, and just didn't realize that they were still connected to the precursors but they had to make her 100% innocent. If their goal was always just to set off Mount Fuji, why didn't they do it 5 years ago? They knew where the jaegers were, what their plan was, and there was no danger if they just walked away from the breach and to Japan. Given they didn't try it again before Black it just really comes off as the

franchise recognizing it was a critical franchise destroying flaw if thought about. If they think the threat is dealt with permanently, and jaegers are no longer worth the cost to build and maintain, the reason suggested for switching to drones, who is actually planning to buy huge amounts of drones? Given how expensive and difficult it is to build a jaeger how did they afford to build more drone jaegers than normal jaegars without buyers? The comics and Black actually work, though Black has some problems with its need to integrate Uprising, but Uprising is badly thought out.

I actively started with Uprising so that I'd be more inclined to get stuff from it. Even so I think Black and the original movie (watched last to avoid over-reliance on it) added more directly not counting franchise wide elements. Though I didn't try and sort where Jaeger Customizations and Kaiju Features came from (some of them are just 'the wiki said this was in a mobile game that no longer exists').

Pacific Rim: the Black was an alright kaiju anime. It scratched a nice itch. It's probably only a 6/10 on its own, but at least it's also a 6/10 as a sequel to Pacific Rim. It's significantly worse, don't get me wrong. It has some inconsistencies and weirdness: the drone jaeger evolution into Apex; b0y's ability to shift mass around to become a kaiju; differences in the kaiju category scale; microdosing on kaiju blood to become somehow connected to the hive mind; b0y's lack of connection to the hive mind; the seeming lack of hive mind in kaiju when not directed by the sisters. But except for some awkwardness making things work with Uprising, it's nothing that couldn't be explained or already in Uprising. We already saw biomechanical merger and evolution of kaiju in Uprising. We have no real idea how the hive mind works other than genetic memories got mentioned once implying it's not some total sharing of thoughts and knowledge and more some mental connection network the precursors use to influence others; which is what was shown in more detail in the Black with the Sisters using it thus and the kaiju being allowed to roam free when all that was needed from them is biosphere contamination for terraforming purposes; the precursors already use dimensional technology so mass shifting isn't out of the question even if it is bothersome (less than the gravity sling) and b0y's lack of connection is a bit of a headscratcher; the scale could be a result of kaiju emerging on land and smaller kaiju emerging as well requiring an update due to lack of data and sub-category I kaiju. A season 3 which further explored b0y and the sisters could have answered most of the problems. Maybe b0y was created by a rogue faction that wanted to end the war before humans nuked them through breaches again. Maybe the upcoming trio of graphic novels about taking the war to the precursors is actually happening before the Black and the kaiju remaining on Earth are just leftovers after the precursors are dead. It's flawed and not in the same league as the original, but it doesn't

just consistently fail like Uprising, and I unironically enjoyed it even as a Pacific Rim sequel.

I'll Handle It (400 CP): When things get serious it'd seem that so do you. During a crisis your situational awareness, and general competence and skill seem to increase. You react faster, are more observant, your aim is better, and you generally seem to function at something closer to your best when you have that adrenaline pumping and pounding. Unlike **Cancelling the Apocalypse** this only cares about personal stakes and danger to yourself, not the world at a whole, but when a kaiju is coming to stomp on you, you'll recognize escape routes or where you can put a man portable rocket to make it change its mind.

Kaiju Messiah (400 CP): There's something about you which seems to cause others to find you important. This is especially true if you show odd abilities or powers, or a peculiar and unnatural nature; such as being a human-kaiju hybrid. People will find these odd powers and abilities to mean that you are worthy of attention, and perhaps strangely prove hesitant and unwilling to kill you as if these powers make them wish to understand, befriend, or control you instead. It's not impossible to push someone too far, but killing you will generally not be the first thing on the minds of others; so much better to reshape you into their kaiju messiah or learn the nature of your strange powers and abilities and come to understand you.

Changelog:

Version 1.0.0: Released.