

Rebirth of Mothra

By Goji-anon

Mothra the Guardian of Earth! Normally, Mothra is connected to another kaiju by the name of Godzilla, but, this seems to be a different world. A world with a distinct mystical side to it. The year is 1996 and the last Mothra along with her caretakers, the Elias, live on Infant Island where Mothra has just given birth. Humanity has been cutting down the forests, mining the mountains, and polluting the land for years. Now their destruction of nature is to unleash a great evil upon the planet. You start start just a week before a large Japanese mining company unearths the prison of this great monster and removes the Seal of Elias releasing Desghidorah from his bonds.

In order to survive this ordeal you'll need some help. Here have **1000 CP**.

Location

Japan

For your location you may start anywhere in the Japanese island chain.

Origins

(Drop-In as any Origin)

Innocent (+200 CP)

You're a human child. A bastion of innocence and purity in a world so tainted by greed and corruption.

Age: 1d4 + 8

Elias

A small humanoid race that lived on Earth over one hundred million years ago. You protected the Earth along with a race known as the Mothras. You are intimately connected to this species and to the health of the planet as a whole. Your race was greatly depleted after the coming of Desghidorah and Grand King Ghidorah, leaving only you and your three kin: Mona, Lora, and Belvira alive. Your race is small easily able to fit in the palm of an average sized humans hand; however, your kind is magically gifted able to use their magic in a large number of different ways. For example, your magic can easily replicate the effects of telekinesis and grants you a very slight connection to nature, enough to tell the general health of the planet.

Your age is most likely in the hundreds of millions of years as that is the last time your species was around.

Ancient Pollutant (400 CP)

You are an experiment created by the Nilai-Kanai civilization. You're purpose was to take in pollution that they created and clean they're seas. You are exactly like another experiment created for the same purpose Dagahra. Dagahra turned evil at some point in the past and destroyed the Nilai-Kanai civilization. You were still asleep after your creation when Dagahra went into dormancy. Waiting for a new civilization to pollute the seas. You walk on all fours and when you stand up on two legs you stand 73 meters tall. You weigh in at a not insignificant 17,000 tons. Naturally, this makes you an excellent swimmer able to move at above 150 knots. You are also able to use powerful energy blasts able to easily to destroy massive buildings and harm Mothra Leo. You also have the strange ability to fire missiles out of your shoulders… for some reason.

You are also able to turn your massive fins into stabilizers for when you shoot into the air out of the water and begin to fly at speeds upward to mach 10.

Demonic Dragon (500 CP)

There is a race of immensely powerful three headed dragons in this world. They are now your kind jumper. Your kind is mostly evil, feeding off of terror and the life energy of entire planets. You can avoid being seen as this but it will be difficult as beings such as Desghidorah or Grand King Ghidorah have been terrorizing Earth for hundreds of millions of years. Or maybe that is how you wish to be seen? To be seen as a galactic terror that strips planets of life. No matter how you wish to be perceived all Ghidorah start with some basic characteristics. You are 50 meters tall and 100 meters from head to the very tip of your tail. You weigh 75,000 tons and have no issues hefting such a weight around. You have massive wings that allow you to fly at great speeds, easily able to travel over Japan in mere minutes. You are able to breathe powerful fireballs from any of your three heads and kind project a sort of mystical lightning or energy bolts from any part of your body, although it does tend to gather in your wings. You may choose whether or not you want to be the two legged variant like King Ghidorah or the 4 legged variant like Desghidorah.

Divine Moth (600 CP)

There is a counterpoint to a race such as the Ghidorah. The Mothra. A sort of divine nature spirit that is the protector of the Elias people and of the Earth as a whole. Your kind has lived with the Elias for untold millions of years as their protector. Sadly, your race was all but wiped out with the coming of Desghidorah and Grand King Ghidorah over 130 million years ago. You are one of the last Mothra in existence. You could choose to be Mothra Leo's sibling or maybe an egg that was for some reason in dormancy until now! Again, no matter your origin all Mothra have relatively the same characteristics with the only real difference being in your antenna and coloration. You are a being made up entirely of natural energy and mystical energy. Your size and weight tend to shift around but as a general rule you will be anywhere from 35 to 60 meters in wingspan, 3,000 to 6,000 tons, and roughly 25 meters in height. You can fire powerful beams tri-beams of magic from your head and produce mystical lightning from your wings. You can release a paralytic pollen that can stun and cause great pain to your enemies. You also have a larval form which you will start the jump in. This takes the form of a great caterpillar 60 meters in length. You are able to shoot magical threads that not just slow or entangle your enemies but they are also imbued with mystical energies causing great damage to them as well. With great strain you can focus your mystical energies in this form and fire a beam from your head. You may also live for hundreds of millions of years but you will grow weaker over time. You can also split into

thousands of tiny versions of yourself each carrying slivers of your power and following your intelligence.

Perks

General

Waiju/Husbondster - 300

W-what? What's this? All of the Kaiju have turned into cute/sexy/attractive adjective here versions of themselves?! Female or male notwithstanding, kaiju can now shift their size and weight down to the level where they can safely interact with regular humans. Though they will have to watch their strength. Only applies to this jump.

Innocent

They're a Runner - 100

There are a lot of scary things in this world for a kid and that means running! A lot of running, jumping, climbing etc… Luckily, you now have the stamina to do it. You have the stamina of a fully grown athlete able to run for extended periods of time with feeling tired until you finally stop.

In the Thick of It - 100

Well, you probably won't have to go looking for people again. People of importance to world events, especially if these people are attached to the supernatural and have good moral character, have a strange way of running into you. Further than that you have a tendency of becoming involved with these people in someway, able to easily make friends with these people.

Heart of an Explorer - 200

You know your way around the place. Whatever place. You never seem to get lost no matter what strange place you go to. You could be traveling secret tunnels under the Aokigahara forest or in an ancient underwater temple to a lost civilization and you someway, somehow will know where you're going.

Forgive Them - 200

Kids can have such a way with words. Their naivete or maybe their innocence pushing them to be blunt and honest even when there may be no good reason for it. You're able to convince people to let go of their anger and to forgive one another. You may be seen as gullible or naive but you know the truth. That there is a little bit of good in everyone.

Heart of Gold - 400

You have your flaws, everyone does, but you can overcome them. You're capacity for positive personal growth is just like that of a child's, limitless. Your mind is open, willing to accept change, and able to adapt quickly to new things. Changes in situation will rarely if ever affect your mental state negatively.

People Can be Better - 400

Something about you makes people strive to be better themselves. Perhaps it's your innocence or purity, but something about you drives out the corruptions of greed and narcissism in other people. Your heart will shine like gold in the darkest seas.

The Heart Can Overcome Any Barrier - 600

When you make a friend or form a relationship you keep them in your heart no matter what may keep you apart. Through your connection with them you are able to determine whether or not they are in good health or if they are in some amount of danger. Most importantly this bond empowers both you and your friend. You are able to draw emotional strength from one another; bolstering your courage in the darkest times or providing a stable hand to comfort you.

Entrusted with the Future - 600

You have a habit of running into some pretty important beings, you know that? These beings tend to view you in an incredibly favorable light and you always seem to know what to say to keep it that way. Who knows if you impress them enough they may just give you some great reward.

Elias

Ancient Knowledge - 100

You are extremely knowledgeable in the ways of ancient civilizations and magic in general. Know about that secret treasure of a lost civilization? Yup! There isn't too much you don't know about ancient mythical civilizations like the Nilai-Kunai for

example. You don't know everything that there is to know but this certain helps in accomplishing that goal. You find knowledge of ancient civilizations and of magic incredibly easy to grasp.

Mystical Songstress - 100

You have the voice of an angel. Almost literally. Your singing ability has been greatly enhanced to the point where anyone who hears your singing whether they be chants, humming, or pop songs will find your voice beautiful. It also make for a really good way to call upon your magic!

We Are Elias - 200

You are uncannily good at exposition. So good in fact that people tend to just accept that you are probably giving this explanation to them while riding on a tiny magical moth while they watch the massive magical moth fight a demonic dragon. And all of that is most likely after you flew through their house while fighting a tiny mechanical dragon that had your evil sister on it! This only works for as long as what your saying is not demonstrably false.

Charismatic Cause - 200

Persuasion is your bread and butter. You can manipulate, cajole, plead, and appeal with the best of them. You could very well turn an antisocial kid who fears being around other people into a normal socially conscious child with just a few heartfelt conversations.

Magic of the Elias - 400

The magic of the Elias is nothing to sneeze at. You were a race of incredibly powerful magic wielders before your race was purged! You are the pinnacle of what an Elias could achieve with their magic. While before you could just telekinetically lift average people; you are now able to create barriers powerful enough to stop conventional human firearms and fire bolts of magic powerful enough to annoy kaiju. This won't do any real damage but there very much is room for growth.

Enchanter of the Elias - 400

The Elias were incredibly adept at using and creating seals. Sadly, this art was mostly lost with the destruction of their civilization. Or it would have been if wasn't for you. You have the ability to create seals of great magic power, able to seal away evil in mystical prisons for as long as the seal remains undisturbed. They also have the ability to reflect magic and enhance the magic of the current user.

Divine Connection - 600

All Elias are connected to the Mothra and you are no different. However, this gives you something more. You are able to cultivate relationships with beings similar to Mothra and eventually form a connection with them. This allows you to create adorable magical familiars that take on the beings form just at a comparable size to yourself. The familiars size will always be large enough for you to ride on. The familiar also takes on a weakened powerset associated with the being.

Mystic Empowerment - 600

Sometimes someone else needs strength more than you do. Luckily, enough you can now give them that strength. You can transfer your magic to another being to make them half again as strong as they were before your enhancement. Be warned if you overstep and give to much you will be turned to crystal until someone can find a way to turn you back.

Ancient Pollutant

This One's Clever - 100

You're smart for a kaiju. You can think through fights tactically using everything little thing you can to your advantage. You are also much more likely to see openings in your opponent.

Dive, Dive, Dive! - 100

The water is your home. It was what you were created to live in and to care for. It is only natural that you could use it to such an advantage. You could be in the middle of a fight above water and then quickly submerge and lose your purser/enemy within minutes even if they were attacking you the entire time that you were underwater.

The Seas Will Turn Red… - 200

...With Sea Stars. Acidic sea stars to be exact. You have the ability to take in pollution at no physical cost, that is the power you were created with but this had an unintended side effect. You are able to create large acidic sea stars called Barem. The more pollution you take in the more you are able to create. With the amount of pollution in the Japanese seas you could easily produce thousands of these little guys.

Acidic Antibodies - 200

Much like the Barem you may be able to produce out of your body; you can produce them on the inside as well. These Barem antibodies are able to attack any contagion or being that decides to attack you from the inside. This defense is not perfect as these antibodies can be outsmarted or outsped but if they do catch what they are going after it is almost assured that it will be destroyed.

Storm Bringer - 400

You have the ability to create massive and powerful storms from in the water. You can spin at incredible speeds in the water while outputting tremendous amounts of energy. This will create a massive powerful tornado and mystical thunderstorm able to do severe damage to whatever is caught within it.

Neverending Taint - 400

The Nilai-Kunai needed you around for a long time. It wasn't like they were ever going to stop polluting the ocean without something like your brother killing them all. In accordance with the directive they were going to give you; you do not age and nor does your power decay with age. You will remain exactly as you have been since your creation. You were to work until the Nilai-Kunai civilization no longer needed you and now after they are gone you are a constant reminder of the taint created by the Nilai-Kunai people.

Being of Pollution - 600

You are a being created for the express purpose of cleaning the pollution of the oceans. It was the express purpose of your creation after all. The Nilai-Scientists made you incredibly good at cleaning any sort of water based pollution whether it be leeching, garbage/plastic, or just general acidic increases caused by that very same garbage. This pollution also empowers you. The more pollutants you take in the more Barem you can put out and the more power that you can use.

Barem Infection - 600

The Barem are incredibly deadly to be sure but now they are terrifyingly so. The Barem now have the ability to stick onto another being or object. This Barem being there will "infect" them for as long as the Barem is there. This infection is really just more a weakening effect and one Barem on it's own will not do much in the way of weakening great beasts. But millions of them? That could spell their end.

Demonic Dragon

From the Stars - 100

A Ghidorah is a terror from deep space. Traveling the cosmos, devouring life around the wider galaxy for reasons unknown. Your races never ending hunger for life has allowed them the a ability to travel across the stars. Their speed dramatically increasing whenever they are outside the effect of an atmosphere and providing them the ability to survive in the vacuum of space.

All Shall Fear You - 100

All will know of your coming and cry in terror. Or something like that. You generate some sort of fear aura that makes people and animals uneasy at best. The closer you get to their position the greater the fear becomes.

The Earth will Bow - 200

The Ghidorah have a very rough manipulation over the element of earth. Your power over the element is not weak just incredibly imprecise. You could stomp on the ground and open great fissures deep into the Earth calling lava to incinerate your foes.

Evil Cannot Be Killed So Easily - 200

The Ghidorah cannot be conquered so easily. They have immense powers of regeneration over a long period time. You could regenerate from just a sliver of your tail as long as you were allowed time to regenerate from that sort of damage. More than this each and everyone of your limbs can move independently of your body and they will attempt to keep themselves alive so you may return to your full splendor one day.

Control Their Hearts - 400

An enemy divided has already been defeated. Powerful Ghiodorahs' have the telepathic ability to control minds and prey on the desires of hearts. This is an immensely powerful ability, able to even mind control an extraordinarily powerful Elias.

Take Their Children - 400

Their children are missing, watch them scurry in panic. Ghidorah's have the mystical ability to teleport massive amounts of people even without line of sight. This is mostly used for disorientation and to spread fear but it also makes for easy collection of life energy to devour.

Life-Force Drain - 600

Ghidorah have an insatiable hunger for the very essence of life itself, life energy or nature energy whichever you choose to call it. The Ghidorah are on a never ending hunt for their next fill of this delectable treat. They can enter a planet and strip it entirely of life, leaving it entirely barren much like they did the planet of Mars. The absorption of this energy does not sustain them as they do not need substance. It is absorbed seemingly purely for pleasure and for power. Absorption of life energy increases the power of the Ghidorah greatly improving their strength and abilities.

King of Terror - 600

Every so often a Ghidorah of immense power will be born. A true golden terror that exemplifies the pure power of a Ghidorah. Able to fire golden gravity beams from your body that are able to severely harm even the strongest of Mothra. All of your abilities as a Ghidorah will be greatly enhanced, befitting of your new station as a true king of Terror.

Divine Moth

Mobius Kaiju - 100

Dog fighting is your forte. You can perform aerial maneuvers that would make even the most experienced of pilots head spin. Dodging energy blasts is child's play for you and you can even perform ramming actions without losing speed or changing direction on impact.

All He Has is His Will - 100

Sometimes the will to go on is all you have left but sometimes that’s all you need. You could be on death’s door with no energy left to even move and you will still rise again to fight the foes that would dare threaten the Earth. It’s a Mothra’s duty to protect the Earth to its last breath and now you will be able to do so.

Bringer of Hope - 200

Despair can find no purchase in your presence. The presence of a Mothra will always bring hope to those who find themselves on its side. The sound of its call or the sight of its glorious rainbow wings will bolster the spirits of every living being who consider themselves a friend or ally.

Protector of the Earth - 200

When fighting for the fate of the planet or for the sake of all life you will find yourself able to eek out just a bit more than usual from your powers. This small boost in power will hopefully be enough to defeat your foe but even if it's not perhaps your sheer persistence will. This perk also bolsters your will even higher making you never even consider the option of giving up.

Heal the Land - 400

Part of the duty of adivine nature spirit is to look after the health of nature. Thanks to their nature, the Mothra have the ability to heal the land, returning what was barren to a place that is teeming teeming with life. Furthermore, the Mothra are able to absorb the ambient life energy from nature to empower yourself. Beseeching the land to aid them in battle and to give them the strength to protect it. Unlike the Ghidorahs, this does not harm nature in anyway.

Mystic Empowerment - 400

Mothra are also able to absorb ambient magical energy and directed magical energy as long as that energy is not used in the form of an attack. This intake of magical energy can massively empower the Mothra for a short period of time until it peters off. However, this intake of energy will also leave the Mothra with a growth in power equal to the amount of energy taken in.

Metamorphosis - 600

Mothra, much like their non-supernatural counter parts, go through immense changes at certain points in their life. However, unlike their non-magical friends, they transform based off of certain levels of power. Once a Mothra accrues enough power they will reach a power threshold where they will metamorphose into a new and more powerful form. This new form comes with a new higher power threshold and a host of new abilities and strengths.

Eternal - 600

You are akin to Mothra Leo. You have been empowered by the magical energy of 3 different ancient Mothra larva and left to incubate for 130 million years. All of your skills and abilities have increased immensely and have given you access to the Armored Mothra and Eternal Mothra forms. This will also make you immortal(longevity) and will ensure that your powers do not deteriorate over time. Some would say that a Mothra such as this has reached true divinity, now able to protect the land from whatever may ail it.

Items

Innocent

A Boat - 100

It's a small fishing boat! What? No, that really is it. It has a some flame patterns on the side, I suppose…

A Robust Bike - 200

The bike that every adult wished they had as a kid. It never dechains, it never needs maintenance and crashing will never damage it.

Secret Tunnels - 400

You've got your own series of secret tunnels… somewhere out there. You can choose where you want these tunnels to appear but they will always appear in a natural park, forest, mountain, or some other nature formation. These tunnels are incredibly safe to traverse and are also stunningly easy to traverse. They also run all long the area with multiple entrances and exits.

Nilai-Kunai's Secret Treasure - 600

It's GoGo! A tiny little guy with immense magical power. It does need someone to activate this power but still. Immense. Magical. Power. It's bodily fluids are also an incredibly powerful healing fluid. It instantly heals whatever damaged tissue that it touches.

Elias

Elias Triangle - 100

There are three gems that are vital to the Elias people. Each gem representing something different: Love, Courage, and Wisdom. These are perfect duplicates of those three gems. These are actually rather useless on their own but it does look like they could attach to something…

Fairy! - 200

It's a Mothra familiar! A tiny version of Mothra, large enough for an Elias to ride, that is unflinchingly loyal to you. It has greatly weakened versions of all Mothra's base powers(without perks). This can be a Garu Garu if you wish. The Garu Garu is a small cybernetic dragon comparable to the Fairy in pretty much every respect.

Elias Swords - 400

The three swords of the Elias. These to just be regular swords but they have a tiny notch on the hilt where it looks like you can slot some gems. If you slot in the Gems of the Elias and then combine the swords, your magic power will drastically increase, able to block blasts from even Grand King Ghidorah. Another power of this sword is the ability to revive an Elias who has used too much of their power but this will also use up the sword for the rest of the jump.

Seal of Elias - 600

A replica of the seal that holds back Desghidorah. This seal can be used as an effective shield, able to absorb and reflect magical energy that strikes it. It also has the ability to seal away evil beings of immense power.

Ancient Pollutant

You've Got Plastic… - 100

It's a few tons of plastic. It would be a real shame if someone dumped that into the ocean.

Barem Colony - 200

A small colony of a few hundred Barem Sea Stars. The seas stars will reproduce slowly if put into contact with pollution.

Nilai-Kunai Temple - 400

A massive Nilai-Kunai temple complex. It is completely empty and barren of life. The only things that remains in the temple are the automated magical defenses which are powerful enough to harm a kaiju. This temple will start in the middle of a large body of water near where you chose to start.

Polluted Sea - 600

A sea where it seems all the pollution in the world gathers. This section of the sea will start close to your starting location and then almost as if pulled my mystical force waterborne pollution will begin to gather and travel towards that location.

Demonic Dragon

Cretaceous - 100

Oddly, you've got a posse of dinosaurs. Maybe you kept them alive while the original King Ghidorah was pillaging the planet during the Cretaceous era or maybe they got trapped in the seal if you were sealed away by Mothra and the Elias. Either way you have a group of 10 dinosaurs of your choosing that just seem to follow you around.

A Lively Forest - 200

A delicious forest, kilometers wide, filled to the brim with life energy. This forest once depleted will return at the beginning of every jump.

Terrordome - 400

You've created your terrordome. It is a semi-permeable dome that allows air to pass into it. It also allows people to look into the dome and things inside of the dome to look out. This dome is connected to your health so if you are severely injured the dome may fall. It would be impossible for people to exit the dome as the inside is incredibly acidic. Magic also does very little damage to the dome.

Tail of A Female Ghidorah - 600

The Ghidorah's are an entire race of beings, you know? There most likely aren't a lot of them thanks to their temperament but that doesn't mean you can't try. This item will give you the potential to repopulate this race. I don't know how such a thing would work and honestly I don't want to know. You should just keep it to yourself anyway. This could be mating with a female Ghidorah that regenerated from her tail. Or something like that.

Divine Moth

Infant Island - 100

Infant Island is the island where the last Mothra rests. It is in a hidden area out in the Pacific Ocean. This island will plop down where ever is closest to you whenever you start a jump. It is an uninhabited island where the natural life is very well taken care of and thrives.

10,000 Year Old Forest - 200

A forest filled to the brim with nature energy. Untouched by man and filled with old, venerable life. The 10,000 year old trees will answer your beck and call providing

you with precious life energy, if you have the ability to utilize such energy. This forest will start somewhere close to your location at the start of every jump.

Miracle Water - 400

Water of great mystical power. Able to clean the waters of the ocean of taint and pollutants; ensuring that life will forever flourish where this water has touched. If you are a magical race, specifically one able to absorb magic this could be a great boon to you indeed.

Egg of a Female Mothra - 600

The Mothras much like the Ghidorahs were once a mighty race that protected the Earth. Sadly, their number has dwindled down to the final Mothra, Mothra Leo. However, this doesn't have to be the case. We don't know exactly how Mothra eggs are birthed just that they are created through pure magic. It's like I said before how you choose to do this is not something I need to know about. This could be through mating with a female Mothra or pure magical manipulation. It is honestly up to you.

Companions

Import - 50 per

The world is a dangerous place for man and kaiju alike. Especially, if one is all alone. So, why don't you take some friends along for the ride? Each import gains 600 CP and a free origin.

Canon - 100

Find a human you like? Fall in love? Or maybe you just want to hang out with Mothra Leo. Whatever the case you can take a canon character with you.

Kaiju are 300 cp to take along.

OC Companion - 100

It's the build a companion option. Does exactly what it says on the tin. Each companion gains 600 CP and a free origin.

Drawbacks

(+1000 CP Limit)

The Shit Kids - 100

Kids aren't always innocent, sometimes they can be real jerks. Every kid that you run into is going to be one of these kids. An absolute bully in the narcissistic way only a kid can be.

Belvira Incoming - 100

The sister on Mona and Lora is coming after you for some reason. Maybe you have something she wants. She is incredibly manipulative and unbelievably lucky. She is often able to manipulate kaiju to work with her goals. Luckily, she isn't all that smart.

+100

Instead of Belvira hunting you down, you are now her underling. She's a relatively abusive mistress to serve but I'm sure you can handle it.

Conservation Be Damned - 200

Humans are stupid. Really, really stupid. They destroy their planets ecology making life harder for everyone! There is less nature energy for any kaiju to benefit from and just less resources in general for humans.

Just a Mothra - 200

Mothra Leo should be the most powerful Mothra of all time. But your coming has changed that. Mothra Leo will no longer be that powerhouse but just a regularly powered Mothra. He'll still be around but it's going to be up to you to deal with the greater threats. If your something that isn't on the side of angels then whatever ally you have is going to be significantly weaker than they otherwise should be.

"Evil" Sibling - 200

Somewhere out there, there is a sibling of yours. They know you, your mental state, and your abilities to an almost scary degree. This normally wouldn't be an issue but you have a rather violent difference in a opinion when it comes to them. They will attempt to sabotage you in all of your goals and will consistently work to bring harm to the things you care about in some small way. This is not to say that this sibling is entirely evil, they do care about the same major goals as you but they have little hope for your methods. If you could bring them around to your side you could very well take them as a companion on your chain

+100

This sibling can no longer be reasoned with in any capacity. You've just become too different and the hate has grown to great.

You Have Your Will - 300

You've lost all powers from outside of this jump! Whatever you want to do in this world your going to have to do it with things from here alone.

Double Up - 300

All hostile kaiju are doubled. Enemies with Desghidorah? Now there is two. Dagahra. Numero Dos. And so on. You can take this 3 times. Each gives 300 CP.

Think of the Children! - 300

The world really never seems to stay safe for very long does it? Monsters seem to attack one after another. It could be the same one coming back somehow or new ones just seeming to appear and these monsters always seem to have a compulsion to fight with you. A new monster will appear every two weeks. Good Luck.

These Shouldn't Be Here - 600

Someone up there must've really messed up for this to happen! These shouldn't exist in this universe at all! They would completely destroy the balance and perhaps be the greatest threat to nature ever conceived. This drawback will connect this universe to the Godzilla universe. The mass amounts of kaiju will now roam around this new planet Earth as their new stomping ground.

Ending

Stay

You sure you wanna do that, Jumper? I suppose I can't stop you…

Go Home

I can't say that I blame you, Jumper. This world can be to much to handle.

Continue

Good to see you haven't lost your spirit, Jumper. I do hope to see you again.