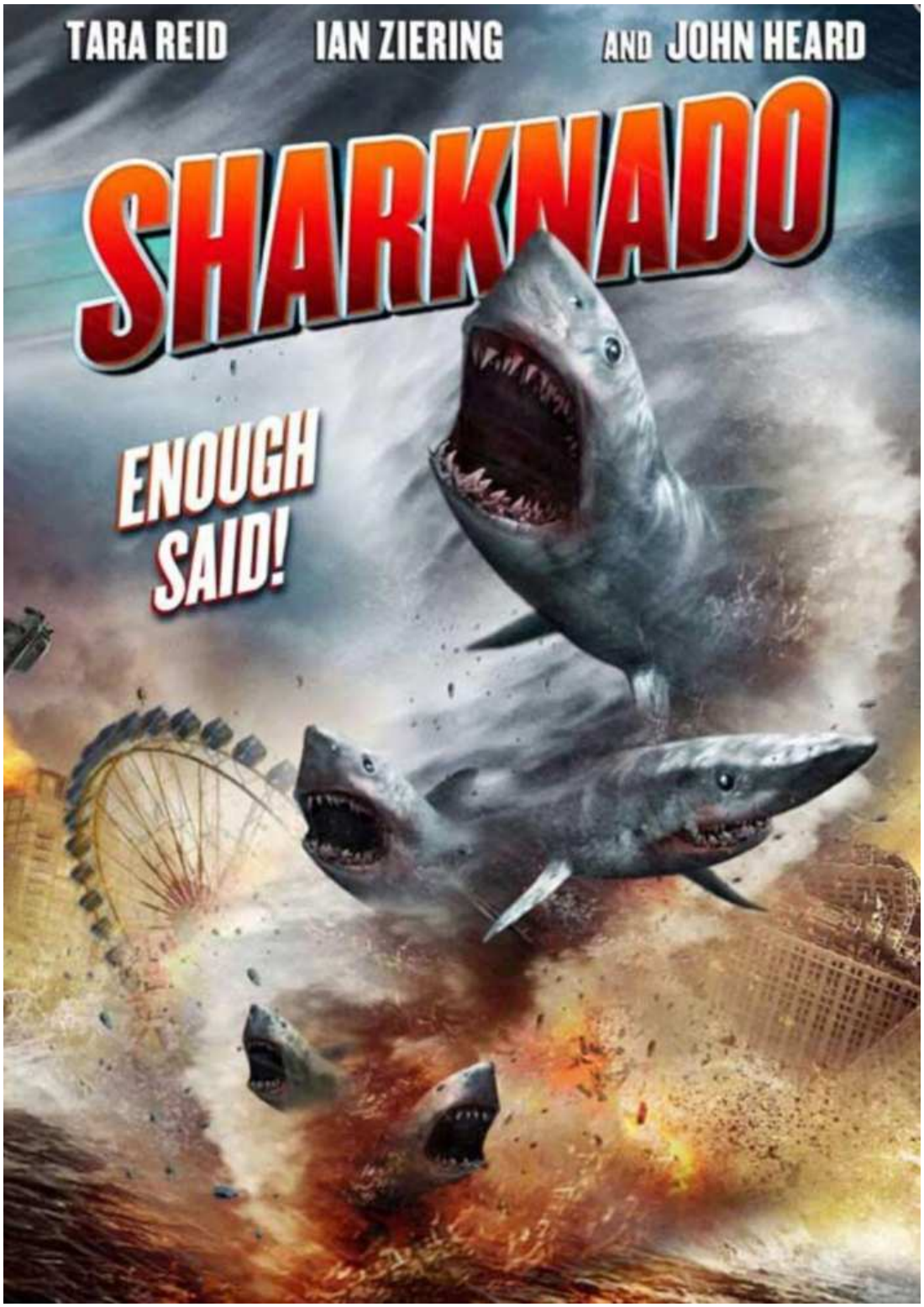
Sharknado Jump

Version 1.0.2



Go, go, go, go, go, go, go, run away from the sharknado! It's your greatest foe, foe, foe. Don't wanna get eaten by the sharknado! By land, by air, by sea, it's coming for thee. You can't run, you can't hide. Just don't die.

Welcome to the world of Sharknado. It is a world not too unlike your own. At least on the surface. You see, one must have questions about the physics of this universe. Waterspouts that lift up sharks and only sharks. Tornadoes which can be blown up by homemade firebombs. Megalodons which can jump several times their body length straight up and out of the water. Living fire breathing tarantulas killed by being extinguished. On the surface this is a mundane, ordinary, even normal world. But that may only be on the surface. Like the ocean, beneath the surface it hides mysteries and dangers. There's even some magic.

This is the world that you will be finding yourself in. Expect to encounter storms and sharks, and just maybe a volcano composed of thousands of killer spiders. You will be arriving here sometime after a shark fishing boat has been destroyed by a waterspout in the Pacific Ocean lifting up thousands of sharks. In under an hour this sharknado will be hitting L.A. bringing with it flood waters, destruction, and a swarm of man-eating sharks. The surf is up and there comes a time, you've got to take a stand, roll up your sleeves, and be a man. Also take these:

+1000 Choice Points

So you can show this world that it's never seen the likes of you. That you are its worse nightmare. So you can be a Badass.

Good luck and good jumping.

Location:

If you're a human you may begin any non-secure location in the continental USA. L.A. is nice this time of year, though it's not required.

If you're a shark you may begin anywhere in the ocean, or in the sharknado headed for L.A.

If you took the Lavalantula perk you may begin anywhere under the continental USA or the locations available to your chosen Species.

Species:

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%.

Human (Free): You are a human. Hopefully you're a badass as you might need it as this world will see a lot of shark themed natural disasters. Maybe some lava spiders too.

Shark (Free): Welcome to the winning team. You are a shark. You live in the ocean. You eat fish. And given this world you probably fly through the air riding tornadoes and eat people. Be careful, the Shepherds seem to be your natural enemies, and they're unfortunately not the only people who can punch sharks to death mid air.

Age and Gender:

You may choose your age and gender freely from within the range for your species.

Perks:

If you take multiple perks which grant an alt-form check the notes for how they work together and allow for merged forms.

Adventures in Pregnancy (50 CP): Pregnancy and giving birth are very easy on you and mild. You don't suffer morning sickness. You have very few odd cravings. Your feet don't hurt. It's just all around relatively easy with less of the normal problems it might entail. And you could give birth while swallowed by a shark with no problems or danger to yourself or the child… at least as long as being swallowed by a shark wouldn't kill you on its own.

Pregnancy itself impacts your ability to move and function less. You could be 9 months pregnant and launch into space or fight sharks with no more trouble than you'd have doing those things when not pregnant. It is also effectively impossible for events and injury to cause you to miscarriage unless you want to.

Movie Star (50 CP): You possess the skills of a washed up action movie hero. You know how to act… poorly. And you have a vague idea of how to throw a punch or wield many weapons… as portrayed by Hollywood and you didn't do your own stunts so more from watching than practical. Mostly you're pretty good at coming up with one-liners related to killing things. These might be cheesy, but better a cheesy one-liner at the time than having one come to you after the fact, or using some ill-fitting one you rehearsed ahead of time.

During this jump you will be recognized as an actor who was a big name 20 years ago. Even if you're a shark or a drop-in.

Celebrity Cameos (100 CP): People who look like celebrities, or canon characters from other settings, have a way of appearing around you. They won't actually be these people, or possess their abilities, more like a bit role being played by the celebrity in question. These individuals typically die, usually graphically, soon after, though they won't always, and it might be possible for you to save them with enough effort.

You may toggle this perk off (or on again) if you ever grow tired of seeing celebrity look-alikes have their heads ripped off.

Movie Magic (200 CP): When you're involved fights seem to be more cinematic. Objects are more explosive, guns send people flying backwards, and flips and overly telegraphed attacks are harder to dodge. Simply put you bring movie fight tropes with you into a fight. Real fighting techniques will still work, and still possibly be superior, but things like inane flips, strange spinning attacks, and movie style action is more functional than it has any right to be, and some of the strange physics movies use for visual effect will be carried over to your attacks. This does make you extra effective at damaging walls, and makes shooting someone in a limb a safe way to non-lethally incapacitate them instead of risking them going into shock, or bleeding out.

This also makes your skill in fight choreography translate to actual fighting skills and vice versa as the two feed into each other.

I Hate Bugs (300 CP): You really should. Or consider a career working for Orkin. You might not know bugs like Nova knows sharks, but you seem to kill bugs like Nova kills sharks. Any weapon you wield becomes more effective against bugs, and when trying to kill them you seem to be more accurate and even possess quicker reflexes when attacking them. With a shotgun you could kill almost as many lavalantulas as you have shots, almost because you might kill two with some shots - or run into a particularly big one. Though that'd just mean ramming a mammoth's tusk through it.

This is not limited to true bugs off the order hemiptera, or even insects of the group hexapoda. It applies to anything that fits into the colloquial term bug, such as hexapoda but also spiders, other arachnids, and enough creatures in pancrustacea we'll go ahead and include crustaceans as a whole.

Lavalantula (300-800 CP): For 300 CP you are a giant extremely thermophilic spider, about the size of a medium-sized dog. Your blood is a lava like substance, more Holywood lava than actual lava, so not as hot. This does leave you vulnerable to the cold, as well as tools and chemicals which smother fires - presumably including water. You are able to breathe fire, shooting out a jet of flames from your mouth like a living flamethrower. Your exoskeleton is some sort of rock-like substance. Not hard enough to stop swords or bullets, but it looks cool. You don't seem to be a web spinner. You can also burrow through the ground and stone forming lava tubes; a whole hive of full grown lavalantulas could undermine L.A. over the course of a week. Your vision appears to be based on heat with lavalantulas having trouble differentiating cold creatures from objects; though this is risking hypothermia cold, and you can probably recognize movement as this is likely more of a behavioral trait.

There are a variety of additional upgrades you may purchase for this perk. Each costs 100 CP.

- **Ovi-bite**: With a bite you can inject thousands of eggs into someone's body to hatch inside and eat their way out within hours, as a swarm of tiny lavalantulas. These lavalantulas won't grow larger than the size of lavalantula you purchased here however, and will not possess this ovipository ability. Even if you purchased a size upgrade the number which will be capable of reaching that size will be reduced each upgrade; if you purchased gargantulantula very, very few of your 'children' would be able to reach that size. That said the amount that can reach big lavalantula or queen lavalantula size will increase for each size you purchase above it; while a queen would be able to produce more queens than a gargantulantula would gargantulantulas, a gargantulantula would produce more queens than a queen would.
- **Spike Launching**: You are able to launch spikes of the same rock-chitin as your exoskeleton to a distance substantially longer than your fire breath. You may launch these spikes in quick succession, filling the air with a hail of them, though this will be metabolically draining. Even at the smallest size they will hit with enough force to pierce several inches into a man's flesh, while being burning hot. These spikes are launched from the back of your abdomen in a parabolic arc over your front. As a queen these spikes will be significantly larger and more powerful like a living siege engine, and as a gangantulantula you could launch them with a range and power to make you high end living artillery.
- **Big Lavalantula**: You can forget being around the size of a medium sized dog. You're closer to the size of a large car. This means you're bigger, you're stronger, you're tougher - though a mammoth tusk could still be driven through your brain even though you could survive a few shots from a shotgun - and you produce more flames.
- **Lavalantula Queen (requires Ovi-bite and Big Lavalantula)**: You are no mere lavalantula, but a lavalantula queen. You are massive, a full 5 stories from head to the tip of your abdomen, and taller than a truck. This comes with greatly increased strength and durability, befitting a kaiju, though you should avoid swallowing blocks of C4, and with much longer and more powerful firebreath. You are also a lavalantula queen made to give birth to an entire hive of the strangely eusocial spiders, as such you may lay eggs in addition to ovipositing them, and some of your eggs, those able to grow to full queen size, will be able to oviposit others even before they have reached their full size.

- **Gargantulantula (requires Lavalantula Queen)**: You can further increase your size to that of a gargantulantula. You are roughly the size of a football field, and tall enough to look over a football stadium from within it. Your firebreath is able to reach over a hundred meters, and launch balls of fire even further, and the sheer heat of your body will detonate explosive missiles before they contact your body. You possess the immense strength, power, and toughness, you would expect from such a daikaiju sized spider able to move about like a spider walking through a miniature city.

Post-Jump this becomes an alt-form.

Human Perks

The following perks are discounted to Humans. A Human may take either Beach Babe or Surfer for free instead of at a discount.

Beach Babe (100 CP): You're hot. Like seriously you look good enough that it practically feels like a sin to cover up your body beyond a bikini, or a pair of swim trunks. Though tight leather would also be acceptable. Optionally comes with experience as a stripper or Chippendales dancer.

Surfer (100 CP): You are the best surfer in the world. Or at least a strong contender for the title. This means you are an absolute master at timing waves. While you're only world class in surfing, you're good at other physical activities and sports such as mountain climbing, rappelling, and can probably ride a skateboard pretty well. You've got some pretty good hand-eye coordination and physical fitness. Nothing superhuman but you have generally high aptitude for all sorts of physical activities.

Swallowed Whole (200 CP): You are bizarrely easy to swallow alive. If your shoulders fit into something's mouth it can swallow you whole without biting. And if something is trying to eat you it will choose to swallow you whole instead of biting down. This might not seem such a good thing, but better to be swallowed alive than bitten to death. Especially as you are bizarrely good at cutting your way out of anything that does swallow you whole, and are able to survive being swallowed whole for much longer periods than normal, resisting the crushing, and suffocation that typically comes with it.

Weather Sense (200 CP): You possess a good sense for what weather to expect. This is rather mundane, and not perfect with mundane weather, but it becomes much sharper when dealing with paranormal weather. You'll be able to feel a sharknado before they arrive, recognizing the first signs of their formation, and getting several minutes of warning even when they start forming with a bizarre suddenness in the later films. Even when they teleport to your location, or time travel, you'll have a few minutes of warning as you simply can feel it coming. This will function similarly with other forms of paranormal weather, able to recognize the first signs of slow forming ones, getting a warning of several minutes about the formation of ones that form in mere moments, and getting a short (but potentially precognitive) warning about pre-existing ones that appear from elsewhere/elsewhen.

Flight School Student (400 CP): You have started training in piloting flying vehicles such as planes and especially helicopters. You are an expert pilot of any flying vehicle created by humanity up through 2018. Vehicles you pilot seem abnormally resistant to adverse weather effects. You could pilot a helicopter through a tornado and keep it flying where you want it to go, and helicopters are a loosely held together collection of metal trying to fall out of the sky in ideal conditions, you could even fly a fighter jet through a wall of multiple angry tornadoes that seemed to be consciously acting against you. You actually seem to fly better in dangerous storms than under calm weather conditions.

And while this will only give you the skills needed to pilot flying vehicles, the ability to overcome inclement weather will apply to any vehicles. Whether sailing through a storm, driving in a flood, or flying through space. This even applies to flying makeshift vehicles such as trying to glide a car down safely by riding a tornado, and supernatural, paranormal, or actively weaponized weather. This will also apply to piloting vehicles through spatial and temporally anomalies. It does not apply to dealing with living creatures within the storm (living creatures which are a storm is a gray zone, ask your benefactor), so be careful of flying sharks.

Shark Slayer (400 CP): You are an expert on sharks, able to recognize species on sight, knowing how they behave, and knowing what their biological limits should be. One must know their enemies. Sharks are your enemy, and you are a master of killing them. Any weapon you wield becomes more effective against sharks, and when trying to kill them you seem to be more accurate and even possess quicker reflexes when attacking them. You could stab a shark with a pool cue to be instantly fatal - ramming it straight through their brain - or shoot sharks out of the sky with a handgun or defeat flying sharks while unarmed fighting with nothing more than your fists and hip thrusts. You shouldn't fear sharks, or swing one by its tail into a tree to splat its front half. Sharks should fear you.

In future jumps this will apply to other thalassic predators and monsters - krakens, sea serpents, Cthulhu… if it's a predator or monster and traditionally lives in the water let it fear you. They might be tougher than sharks and therefore harder to kill, but you will possess greatly increased fighting skills when battling the horrors of the sea.

Cyborg (600 CP): You are not actually a human, but a cyborg built from the mind of a once living individual. You still look human externally, but that's only skin deep. You possess a nuclear core and solar battery allowing you to operate indefinitely, though use of your higher powered abilities will drain you down to only basic functionality until you can recharge your solar batteries. You are strong enough to catch a falling helicopter, hold one taking off in place, or hold one that's being blown away by a tornado. You are

durable enough to fly through a sharknado unharmed even as sharks attack and bite you, though the sharks of this world may eventually bite through your machinery. Your hand is able to swap out for a variety of knives, blades, a chainsaw, or an energy chainsaw capable of cutting through steel as a pure blade of heated energy - maybe it's plasma. You may choose to incorporate other CP backed, one-handed weapons that possess into this form. You also possess the ability to project lasers from your eyes, energy beams from your hands, and thrusters in your feet allowing for rocket assisted flight. You possess certain final options, by overstraining your power supply you are capable of producing an energy field capable of blocking wind and water, even forcing back or pushing away a tsunami, though this strain on your power supply would cause your body to blow up leaving you as just a head, a head which contains your nuclear core capable of exploding like a nuclear bomb. As a robot you do not have biological functions, you can't get sick, you don't eat, you don't have DNA, you can't really be poisoned in a traditional sense; of course this does come with the difficulty that you do not naturally heal or recover damage over time, but you could be repaired and to help you with that you'll get instructions for that purpose. As a piece of warning the flight system is particularly easy to damage, and hard to repair.

Post-jump this becomes an alt-form.

Semper Paratus (600 CP): During a disaster or emergency situation, you can instantly recognize what steps would need to be taken to save people in immediate danger of their lives with the resources you have available if it is at all possible, and know what steps you would have to take. This only concerns itself with the immediate emergency. This also applies to surviving emergency situations yourself; presumably you are a person, though if you're not it will still apply to your own survival.

This won't give you millisecond to millisecond instructions down to the precise angle to ricochet bullets off of other bullets in the air, though it will give you a good idea of what to do, including the general timing. If for some reason you have to jump over a t-rex and slide down its back you'd know what part of its lunge you needed to leap at, how you need to land, and how to position yourself to slide down it, but there'd be some fuzziness in this and it's not like your body is on auto-pilot.

You may insert as a member of the Shepherd family that's alive at the start date, or an OC member of the family.

Shark Perks

The Shark perk is free. All other perks are discounted.

Shark (Mandatory, and Restricted to Sharks): You are a shark. Select a modern, real world species of shark. You are that species of shark. Post-Jump this becomes an alt-form.

For an additional **100 CP** you may be an extinct shark such as a megalodon. For an additional **100 CP** on top of that you can instead be a whale. Even as a baleen whale you will have strangely carnivorous bites.

Windsurfer (100 CP): You seem to be oddly easily lifted by strong winds. As a half-ton shark, you might be launched through the air by a strong gale. When you are lifted in this way you come down relatively gently as well. You may toggle this on and off with a thought if you don't want to be blown around so easily.

Consumer of Worlds (200 CP): Your bite strength is massively increased over what it should be for your species, helping you to bite your way through car roofs, doors, or anything else in your way. You are also able to swallow creatures whole which should be hard for you to even get your mouth around, much less work down your throat without biting. Finally you are immune to ingested poisons, and able to adapt to consuming any form of meat.

Death in the Water (200 CP): You have become death, destroyer of swimmers. When you are in the water (or a similar liquid) you are much faster than you normally would be, nearly invisible, and able to swim in far shallower pools of water than should be possible for you. You could be a full grown great white and remain fully submerged as you swam up and bit the leg off of a man who was in water that only came halfway to his knees. You aren't quite 2 dimensional when you're in the water, but you can swim (and submerge) in water a fourth as deep as your body… somehow.

All Terrain Terror (400 CP): You are strangely able to function in all environments and terrain with surprising ability. Environmental heat and cold no longer affect you, along with other environmental hazards, and you are able to breathe in any naturally occurring body of water (or other liquid), atmosphere, or even the void of space. You can function in any natural environment, and it seems not to be able to hurt you. As a saltwater fish you could adapt to freshwater with no issue or vice versa, and a tornado which rips apart buildings would blow you around harmlessly. This protection still only applies to environmental hazards and the weather, not against things actively designed to cause

harm. You could walk through lava without difficulty, ignoring the toxic fumes, or swim through space, but a flamethrower would still kill you as easily as without this perk and the same is true of someone releasing mustard gas against you. Weather which has been weaponized fits into a gray area; it won't hurt you unless it is actively used against you.

Still this isn't just not immediately dying. You are able to maneuver in all environments as well. While this won't directly give you the ability to fly, you will find that regardless of your body form you are able to at least maneuver and move whether on land, in the water, or launched airborne by some means. As a fish you might be crawling on the ground, but you won't be completely beached, and if you were something like a seal or a lungfish you'd still find your maneuverability enhanced. In any suboptimal environment you will be able to move better than you would without this perk; you won't maneuver as well in them as in your optimal environment, but it will be closer than it normally would be. As a shark or human this might mean that while you can't fly, you are able to change direction to an extent while in the air by 'swimming' through it, and slow your fall in the process, or swim through the vacuum of space changing velocity with your movements even without anything to push against.

Vengeance of the Depths (400 CP): What guides a shark to the skies where April Wexler is flying in a plane? Vengeance for its lost eye. And vengeance will guide you as well. When someone has wronged or hurt you, you seem empowered to hunt them down and take vengeance upon them based upon how badly they hurt you. This empowerment is lost when you've got your revenge. If someone gives you a minor, petty slight, you might be more likely to pick them out from a crowd, and be inspired to come up with a witty comeback to embarrass them. On the other hand if someone permanently maimed you, blinding you in one eye, you'd find yourself able to follow them across the world, events seeming to conspire to bring you to them, and then luck and opportunity on your side in the fight so that you could maim them in return. This is scaled off of how much it actually hurt and wronged you, not how much it would have a normal person; if you're able to regenerate instantly someone cutting your hand off isn't going to do much more for this perk than them stabbing you. It's not limited to direct injuries to yourself, though, and for some wrongs it may even become vengeance on an entire demographic. If someone killed your wife it'd activate. If sharks killed your grandfather who had raised you and left you permanently psychologically scarred and with some major daddy issues twisting your taste in men you might find yourself empowered against all sharks; not to the extent as you would be against the shark responsible. If humanity polluted the seas and overfished them, pushing your species towards extinction, you might find yourself falling out of the skies as a fish to kill them.

King of the Seas (600 CP): You are the natural lord of the creatures of the seas, and your people obey your will. You possess the ability to telepathically command thalassic creatures. This is most effective with sharks, allowing you to command them from further and making it harder for them to disobey these commands, though sharks are naturally inclined to want to obey you making it less likely they will even attempt to disobey. You can expect non-sapient sharks to obey without question or difficulty. This power can work on other thalassic creatures as well, though even non-sapient ones may try and resist your will forcing you to dominate them with your mind. You are able to assert this control over sharks from a good hundred miles, though for other thalassic species it will be limited to your personal presence, though the ease with which you can control them, and the range both can be increased with practice and time.

Creatures controlled in this way gain a reduced copy of any Shark Perks you possess other than this one, and Shark. They won't be at full strength, and the more the target is resisting your control the less impact these perks will have. In the case of **Sharkzilla** you may force controlled creatures to merge into a sharkzilla like mass, but they will not gain the nuclear core, nor will you be able to merge as many such creatures as would normally comprise the **Sharkzilla** perk.

Sharkzilla (600 CP): You are thousands of sharks turned into a symbiotic colonial organism by nuclear waste. These sharks are semi-fused together, becoming an amorphous kaiju composed of sharks, able to reform and reshape itself by shifting its mass of semi-independent sharks, though it seems to be able to function best in the shape of a giant shark made of sharks. You're not as large as modern Godzilla, but you're still large enough to call yourself a daikaiju, just more of a Showa era one; though you probably won't be throwing kaiju around like they did.

Your center remains hollow, a cavity wrapped around a glowing mass of nuclear waste. This nuclear waste renders you radioactive, and provides you with a continual power source of great strength though no special means of using it other than that it provides you with the strength to crash through buildings.

Sharks removed completely from the mass will cease to be part of you, and this form will become unstable forcing you into another alt-form if enough sharks are removed from this mass. You will not regrow lost sharks, though you may reabsorb them if you can get to them and they're still alive. You may also absorb sharks into this mass, though you

must bend them to your will in what is a time consuming process; **King of the Seas** will make this much quicker and easier as ordinary sharks will be eager to join you, and it will allow you to incorporate non-shark oceanic predators. Losses of sharks from this mass will not be restored by changing alt-forms, but injuries to your other alt-forms will not carry over to this form (unless from a drawback) and losses to sharks in this form will not carry over to other alt-forms.

If you have the **Shark** perk you may instantly transfer your consciousness to any shark as it is removed from the mass making it 'you' and your **Shark** alt-form and causing your sharkzilla form to rampage for a brief period - about the time it takes to change alt-forms - before disappearing. You may choose to have this new shark form slowly morph into your purchased species of shark over time.

Post-jump this becomes an alt-form.

Items:

You may purchase multiple copies of items, these additional copies are discounted (50%); this does not stack with the discount from an origin. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Shark Fin Soup (1 Free for Jumper; 50 CP): This is a pot of shark fin soup. It will refill each month. Consider it a small welcome gift, or a reminder of what humanity does to sharks.

Christine (50 CP): This is a high end convertible, the sort that a movie star might own. It will refuel, repair, and maintain itself over time when not in use, and if you loan it, lose it, have it stolen it will always find its way back to you within a week - though if you loan it out this will be a week after the purpose of the loan is completed. It will also return to you if destroyed.

Fireproof Blanket (50 CP): This blanket is extremely heat resistant, able to resist a sustained flamethrower without someone completely covered in it even getting hot. Of course this extreme blockage of heat transference means it could be used to keep things inside of it warm instead.

Giant Bat (50 CP): This oversized baseball bat is more than six feet long and proportionately wide. Using it as a weapon won't break it, even if you were to do something like hit a flaming rock that was falling from the sky; intentional attempts to break it by your enemies on the other hand might break it. It is strangely easy to wield despite its size and mass, moving with a speed and fluidity only a little slower than a normal sized bat would

Beachside Bar (150 CP): This bar will insert into prime, beachfront real estate at the start of each jump. You are legally recognized as its owner, and it comes with a staff that can run it to a tidy profit if you don't want to deal with it yourself. Among the staff is a hot bartender, who optionally has a major crush on you. It is also a place that seems to excel at maintaining a comfortable and friendly atmosphere.

Cyro Gun (150 CP): This is a large, two handed gun. It can function as a pump action shotgun, fire .50 caliber rounds on automatic fire - though somewhat low rate of fire for a full automatic - and fires "liquid nitrogen rounds," actually balls of freezing energy to flash freeze targets. It holds far more rounds than should be possible, and will

automatically reload over time, though it only has 100 liquid nitrogen rounds and you can expect it to take a week to fully reload them.

Dragon (150 CP): This is a pet pteranodon. It's well trained and obedient to you and will let you ride it. Its tail is remarkably strong, able to hit with enough force to send rocks flying through the air and it is able to fly at least 88 mph.

Red Rocket Suit (150 CP): This is a full body Hollywood action costume, including a helmet, and a jetpack. It doesn't have to be red, if you'd rather be the Blue Rocket, or Green Rocket. The jetpack might take a little getting the hang of, but it is faster and more maneuverable than the flight offered by the **Cyborg** perk or the **Mechsuit**, allowing you to fly, and maneuver quickly in the air. While less armoring than the **Mechsuit** (it won't stand up to shark bites), it does a good job of stopping blunt impact force, and its flight systems are also harder to damage than those of either of the aforementioned.

Space Chainsaw (150 CP): This weapon looks like the handle portion of a chainsaw, though instead of an engine cord it simply has a trigger. Pull the trigger and a loop of energy will form from the front of the handle creating a chainsaw of energy. It's capable of cutting through sharks like a hot knife through butter, and the same is true of metal. It's sort of like a lightsaber… shaped like a chainsaw, or two beams forming a long 'u.'

Secret Space Shuttle (250 CP): This is a fully functional space shuttle with launch sites, and mission control. There's even a follower ground crew to prep it for launch and to run ground control functions. Capable of taking people, or small payloads into space. The ground crew and launch site will manage to supply themselves - somehow - and can refuel, maintain, repair, or even rebuild the shuttle over time without your involvement.

Opera House (250 CP): This is a copy of the Sydney Opera House. In addition to being an overrated piece of architecture, it is capable of transforming into a fortress designed to fight against sharknadoes. It possesses several laser turrets, capable of creating explosions when they fire upon the water in a sharknado, is armored enough to withstand the winds and the highspeed sharks and their teeth, segments are able to launch as short range mobile drones with even more powerful energy weapons, and it has some form of barrier which can help force them to bounce back and change directions and can protect it from high speed winds and weather. This can be overcome, but it'd take more than a typical sharknado to overcome this base. Also doubles as an overrated piece of architecture… sorry as an opera house.

Astropod (300 CP): This is a large structure which doubles as both power generator and weather control device. By releasing a pulse of energy it is able to shut down any storm within an area around it. While the canon version only seemed to work on sharknadoes, and had issues with those which contained other materials, yours can end any storm, such as blasting apart rain clouds, even dust devils, oilnadoes, or electrified flaming oilnadoes. This will even work on supernatural storms, though the pulse requires certain radioactive isotopes and powerful enough radiation can block it.

Time SUV (800 CP): This is a sports utility vehicle. It is also a time machine. By obtaining a speed of 88 miles per hour it may travel into the past to a time that you have set for it. Unfortunately it's not a great time machine because it lacks a built in way to travel back to the future, and it cannot take anything back in time which it has already taken back in time once… including itself so it is only one use. Or it would be, but this limitation only applies while in the same jump that it took them back in time in.

Post-spark it will be able to travel backwards and forwards in time, and be used multiple times each way. With enough power anything is possible.

Human Items

Humans may take either **Firesoaker** or **Chainsaw** for free. All other items here are discounted to Humans.

Firesoaker (100 CP): This seems to be a super soaker full of lighter fluid. It works as a flamethrower with impressive reach and fuel capacity. It will refuel automatically when not in use, this will take up to an hour if it is fully empty.

Chainsaw (100 CP): This is a chainsaw. The exact design is somewhat up to you as there were a lot of chainsaws in this series. It does have to be a mostly standard chainsaw; no energy chainsaws, swords made of chainsaw blades, or holy chainsaws here. It does have some special properties. It doesn't get caught in flesh or cartilage, and resists being jammed up by them as well. It cuts through stomachs with a strange ease. Finally it always seems to be the right size for you; for example if you're a small child it will be the size of a children's toy chainsaw.

Beast (200 CP): This is a modified RV designed to follow and fight sharknadoes. It's armored enough to survive impacts from tornado slung sharks without noticeable damage. It contains a small armory of guns and knives, enough to arm half a dozen people; spent ammunition will be replaced at a rate of 1/7th its total ammo stores a day. It possesses an impressive amount of storm tracking equipment. It also has a small area dedicated to the autopsy of sharks for studying changes in their biology. Finally it contains a self-destruct mechanism allowing it to explode in a large explosion for its size.

It will maintain, repair, and refuel itself when not in use.

Mech Suit (200 CP): This is a bulky mech-suit straddling the line between a small mech and a suit of powered armor. The 'cockpit' holds the torso, with space around it and is made of a reinforced transparent material, strong enough to resist being hit by tornado launched sharks, though eventually if they kept biting into it could be broken. The limbs however slot into the limbs of the suit, which are made of metal creating a powerful suit of armor around the wearer. It possesses the ability to fly, straight through the winds of a fierce tornado, and a pair of powerful chainsaws - each strong enough to cut straight through bone, able to chew their way through entire sharks or cows without getting stuck or jammed, and capable of sawing through metal - in the place of hands. Go out there and kick some tail.

Papal Chainsaw (400 CP): This black chainsaw has a curved blade reminiscent of a scimitar or a shark, and really given the balance and shape designed for one handed use and proper cutting it might be more accurate to call it a chainsword than chainsaw. Blessed by the pope himself it is a weapon of justice to strike down evil. By pressing a button on its side this chainsaw will begin to fire out beams of holy light to smite your foes. This will require some recharge time, and when it is fully recharged the button will light up with a glowing cross once more.

Also as a holy chainsaw it will never jam, requires no fuel, and is extra effective against unholy creatures and the forces of darkness such as sharks.

Storm Shelter (400 CP): Dirt cellar with a wooden door opening into it. Completely immune to the weather, and natural disasters, even those of the artificial or supernatural varieties. A planetoid could collide hard enough to melt the surface of the Earth and launch a new moon into orbit and the shelter would survive. Just maybe don't go outside for the next million years or so.

Egyptian Staff (600 CP): This staff, found in an ancient Egyptian temple, possesses the power to bend water and storms. By exerting its magical powers you can cause water to part and move against its natural flow, or you can end storms. A small hurricane or a regular sharknado is about the limits of its ability to end a storm, though, and parting a sea is something it can only do for a period, and while you could force a flood covering all of Egypt to part around you and the sphinx it'd only last a few minutes. The staff will recharge with time taking a few hours to do so. Perhaps if you could connect it with a sufficient power source you could do something more.

Excalibur (600 CP): The sword in the stone. Chainsword that is. Where the Papal Chainsaw is a hybrid between chainsaw and sword, this is a sword - crossguard included - with chainsaw teeth running along its blade. And unlike the prop in the film yours will actually run along its blade, like along a chainsaw, as if by magic. Like the other chainsaws here it won't jam on flesh, cartilage, or even bone, and being magic can reverse direction to help unjam it of other things, and as a magic sword is capable of cutting easily through flesh, cartilage, and even bone, being possibly strong enough to slash through stone or weaker metals even without the sawing action of its blade.

By holding it aloft you may call down a lightning storm on the area, which is particularly adept at striking your airborne foes and seems to draw them towards the ground - it can miss some but should help clear the skies. This effect will continue for a few minutes, though can't be used while still active or repeatedly in quick succession.

By driving it into a stone, anvil, or similar object it will become affixed to it, refusing to allow any but a worthy wielder - such as yourself - to draw it forth. Finally magic is useless against such a powerful tool and has no effect upon this sword. That is save for its own magic, or that of a wielder it has deemed worthy.

Shark Items

A Full Aquarium (100 CP): This is a large aquarium. One large enough to keep a small school of sharks in. It will maintain itself normally, and contains enough fish to feed an adult great white shark for a day, and will replenish these fish daily. That's about 50 lbs of fish, maybe a bit more.

School of Sharks (100 CP): About 6 sharks. They are loyal to you, and when in your presence seem to be able to respond to your thoughts and desires. You may choose which species are represented here. These are Sharknado sharks with all the requisite odd abilities.

Megalodon (200 CP): This is a megalodon, the extinct shark species, except it seems big even by megalodon standards, easily dwarfing a tyrannosaurus-rex in size and able to make a quick snack of one too. It is loyal to you, and when in your presence seems to be able to respond to your thoughts and desires. It is a sharknado shark with all the requisite odd abilities, just the biggest, nastiest, most powerful of them save for one. It can also make truly impressive leaps despite its size, able to launch itself more than a hundred feet into the air out of the water.

Morgana's Potion (200 CP): This is a magical potion. By exposing a creature to it, the creature will temporarily gain the ability to fly and breathe fire like a dragon. You only get one potion, and it only restores itself once a year, but this single bottle is enough to give dozens of sharks this power by throwing it into a sharknado, possibly more if you took the time to apply it to creatures individually. Will wear off after about an hour or so, though if a single creature consumed it all it might last days or even weeks.

Shark World (400 CP): This is a shark themed casino-hotel with technology just past cutting edge by real world standards. It comes fully staffed with followers and will run itself without your interference providing you a steady cut of profits. It also provides high class accommodations for your private use whenever you require them. The towering aquarium running from the top floor to the ground floor is full of sharks of many different species.

Waterspout Seed (400 CP): This is a small stone. If you place it in a large body of water (like visible from orbit large) it will create a water spout which launches you and up to a few hundred individuals with you through the air to anywhere else on the same planet. Not instantaneous, you'd actually be lucky to make 60 mph, but you will land unharmed, and no one expects sudden falling shark armies.

Harness of Dakuwaqa (600 CP): This shark fin shaped rock has a green gem set within it. When you hold it, clear your mind, and focus you are able to summon forth a sharknado. It will form from a nearby ocean as a waterspout, and become filled with an unusual number of sharks before coming towards your location. These will be sharknado sharks with their special peculiarities. It is draining both of mental stamina and power and the talisman's own energy supplies to use this power, and a novice in its use would only be able to use it once a year, but with time you may learn to use it more efficiently and in various other ways such as guiding a sharknado and controlling its path, creating sharknadoes not primarily composed of water - such as a sand sharknado - or creating multiple sharknadoes at once. These will take more power, which is one reason you need to learn to use it first to increase the efficiency of its energy use.

Teleportation Vortex (600 CP): This is a purple, glowing energy vortex which can teleport itself, and anyone in close proximity. Normally this would require a tornado to sheathe it, and under the right circumstances be able to become a timestorm that threatens to destroy reality. Neither of these are true of yours.

Since you paid CP for it you gain the ability to control it, meaning it will not teleport without you consciously willing it and you can control where it teleports to. It takes several minutes to charge up energy to be ready to teleport, and while you may do these teleports in quick succession, it only has the energy for 6 teleports after which point it will disperse taking a year to reform itself, though it can recover this energy without dispersing, regaining a single use each month.

If you have the **Harness of Dakuwaqa** and summon a sharknado around it you may bond them together so that it teleports the entire sharknado and anything in it, increasing the area it can teleport at once. This also makes it possible to turn it into a timestorm, though does not provide the means to do so and discovering them will require out of context abilities. As a time storm it will be much harder to control, and it does not come with any protections against becoming a threat to the timespace continuum. Create time storms with care.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a species 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 400 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. This does include characters from *Lavalantula* and its sequel.

Drawbacks:

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

Beach Vacation (+100 CP): You (plural you including your companions and followers), forget everything you know about Sharknado, and the Sharknado franchise. You even forget the details of your build for this jump and do not immediately gain any purchases made here. Instead you believe that you have been granted a small reprieve of beach time vacation in L.A., your start location locked as L.A., or if you're a shark you believe you have been granted a small reprieve of marine exploration and life as a shark, until you are swept up in the initial waterspout which formed the L.A. sharknado. You will acquire your purchases made for this jump over the course of the 10 years of sharknado fueled action; if you took **Shark** you will begin as a **Shark**, if you took **Lavalantula** you will begin as a dog-sized lavalantula.

How Many Sequels (+100 CP): You keep finding yourself in places hit by sharknadoes. Even if you kill the Shark God causing them these personally directed sharknadoes won't stop merely become less common. If you're a shark you instead will find yourself running into oddly dangerous humans who seek to kill you.

I Love You (+100 CP): These are three words you should never say and probably don't want to hear either. Whenever you form a romantic, or just physical, relationship with someone the chance that they will die from a shark skyrockets. If you exchange a declaration of love from either side with a partner, or find someone you could consider your true love, they will be killed by a shark falling on them within minutes at the most.

Panicky Crowds (+100 CP): People around you tend to panic. This is especially true of crowds as they seem to find some excuse to panic when you're about. If you're a shark, and on the side of the sharks, this applies instead to sharks around, and people instead deal very calmly and effectively with sharknadoes.

Post Traumatic Shark Disorder (+100 CP): You were attacked by a shark in your past. This attack has scarred you and left you with a bad case of PTSD. You won't recover from it during your time here, though maybe you can learn to live with it. Or maybe it will consume your life and lead you onto a never ending crusade.

Special Effects Failure (+100 CP): Normally you'd really be in this world. It'd not be cheap CGI. Now, though… Well the CGI looks a lot cheaper than even in the films, props and objects look cheaper, and even your powers seem to be some Asylum grade

productions. Even the people look worse, as if they couldn't afford to hire the hot actors, won't affect the average but the most attractive - even you - will cap out at 8 or 9 out of 10.

Wife Took the Kids (+100 CP): You have a family in this world. Kids even. You care about and love them, wanting to spend time with them and keep them safe. Your ex-spouse took them in the divorce and you will find things rather estranged between you and them. With work and effort you can probably fix this, if you save their lives a few times so they'll actually talk to you. If you manage to fix it you may take them with you as companions for free.

Could be Worse Could be Zombies (+200 CP): A zombie apocalypse seems to have begun as well as the sharknadoes. At first they will seemingly be spread purely by a virus, but by the end of your time here you can expect anyone who dies to become a zombie, and even mostly rotten corpses and even mummies and any dead human body which isn't just bone. Expect to have to deal with zombienadoes during your time here. Oh, and this won't just affects humans. While most animals will seemingly be immune, sharks and lavalantulas are not, as well as any disaster-animals formed by the Spin-Offs drawback. Expect zombie sharks.

Lavalantula (+200 CP; requires Lavalantula perk): You will be locked into being a lavalantula for the entirety of the jump, unable to change into a non-lavalantula form, unable to speak, and people will treat you like they would a giant fiery spider. It may be possible to get them to accept you through your actions, but no effect will make them simply not notice, ignore it, or simply treat you normally due to fiat.

Shark (+200 CP; requires Shark background): You are locked into the form of a shark for the duration of the jump. If you have other shark altforms you may take them as well - including Sharkzilla's somewhat reshapable mass of sharks - though this does not include anthropomorphic sharks.

If taken with the Lavalantula drawback you will be stuck in a hybrid lavashark form which takes after a shark primarily and unable to leave it except to enter other lavashark forms. By default this form has gills like a shark… and is vulnerable to being extinguished like a lavalantula, though the need to breathe water or that vulnerability is not enforced by drawback fiat, this just doesn't inherently give you a way around those issues. You'll have to find your own (such as the All Terrain Terror perk available in this jump discounted for sharks).

Shepherd of [Species] (+200 CP): You have compulsive hero syndrome. You could be trying to rescue your loved ones from a deadly sharknado, and you'd keep stopping to help and save other people. And then instead of getting your family out of the flooding city full of murderous sharks, you'd stop to take it upon yourself to destroy the sharknado. Even when sharknadoes aren't involved you'll find yourself having a compulsive desire to save and protect humanity; this is usually limited to when you can see that they're in danger, but maybe avoid the news so you don't get pulled into spending most of your time performing disaster relief.

Taken as a shark this is a compulsive desire to save and protect sharks. Given how many are vulnerable, endangered, or critically endangered there won't be hiding away from this. They need your help and you will save and protect the sharks… even as they kill and consume people during sharknadoes.

Taken as a lavalantula this will include spreading them and creating new hives. Expect to war with mankind.

Spin-Offs (+200 CP): Seems you don't only have to worry about sharknadoes, volcanoes producing flaming giant tarantulas are surprisingly common too, and so are other bizarre combinations of animal threat and natural disasters. Maybe you'll find dinosaur quakes, or bearvalanches, or meteors that bring animals crashing down with them. You can expect to encounter several such disasters during your time here. Note: *Lavalantula* and *2 Lava 2 lantula* will still happen without this drawback and lavalantulas will exist, it's just they only showed up two times, and normally would not show up till the tail end of the jump. This just makes them much more common to the point where they may be as big a threat to mankind as the sharknadoes, and adds other bizarre disaster-animals.

What Is This Indiana Jones? (+200 CP): Large, round objects have a tendency to end up rolling after you, crushing everything in their path. This will happen most often during storms and sharknadoes, and is more likely to happen when you're moving about than if you're staying in one general place, but maybe make sure that there's no big round objects within a few miles where you decide to sleep just to be safe. Especially since sharknadoes (and to a lesser extent going places) don't actually seem to increase the total number of incidents, merely are more likely to serve as the triggers for the incidents you're already going to encounter. Semper Paratus.

Babysitter (+300 CP): You have been tasked with watching a young child, and ensuring they are able to live a normal life. While allowing them to live a normal life - with normal socialization - you must also stop them from being killed. If they die or cannot live a normal life - by the standards of this world - you will fail the jump. This would be easier if they didn't have a tendency to run towards danger in emergency situations, and seemed to draw danger in like a magnet. Sharks are the most likely danger to come for them, but lavantulas, and other bizarre natural disaster-animal hybrids are likely to come for them, and more mundane dangers are likely as well such as careless drivers, and serial killers.

Celebrity Cameo (+300 CP): Your benefactor seems to have negotiated too much when it comes to the contract for your appearance in this jump. Far from being a main character the world has decided that you are a short lived celebrity cameo, and that they can't afford to pay you for a full decade, as such the world seems to actively seek your death. While it'd prefer to kill you via shark, or failing that tornadoes which have a tendency to hurl buildings at you, but the threats to your life will continue to escalate expect to see space lasers, nuclear bombs, meteors, and the direct act of gods turned against you.

World War Shark (+300 CP): The harness of Dakuwaqa has gone missing. This means instead of the apocalypse happening a little before you would leave the jump, it's already started when you arrive. The sharknadoes are stronger than ever before, the sharks as well, and they will only keep escalating. You can expect to encounter time storms, storms with magical powers, direct confrontations with the shark god, and a continuous escalation. No matter how many storms you blow up, even across all of time and space, it won't ever prove a permanent end, though if you deal with enough of these storms you can slow their escalation, which is probably a good idea as they will escalate in danger continuously and with no end and if not slowed significantly will escalate even beyond you no matter how powerful you are. And even if you're a shark they will recognize you as an enemy.

Jumper 20013 (+600 CP): Don't you just hate time travel? You from the end of the jump ended up sent back in time only to get trapped in this world for 18,000 years. They have become agelessly immortal even if you weren't already, and augmented themselves with the technology of the year 20013, where beneficial, as well as whatever they've developed in the time between, and have decided that they must kill their past self to set everything right traveling back in time to kill you. Are you enough of a badass to defeat you with 18,000 more years of experience and technology? Hopefully your companions can help you.

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, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

How many sharknadoes are there: There are 6 films (and a mockumentary but it's not in continuity with the others). If you mean actual tornadoes with sharks… Well sometimes people state Fin has been at all of them. Other times Nova talks about following them and dealing with them while he's elsewhere, and the Eiffel Tower is blown to his location by one which had presumably hit Paris while he was in America so… who knows. Oh, and when Fin cameoed in *Lavalantula* he had to run to deal with shark problems, implying there was a sharknado related event happening there that never was mentioned in the Sharknado films… except that his cameo in *Lavalantula* was referenced when Colton West showed up briefly in one of the Sharknado films to loan a car, and go deal with lavalantula stuff. So Fin may have dealt with more that we are not told about during the interim between Sharknado 3 and Sharknado 4 (which is when *Lavalantula* presumably takes place).

How long do the films take place over: The 3rd film states it's been 2 years since the first. The 4th states it's been 5 years since the 3rd. The 5th film has Claudia and Matt still cleaning up after the 4th film, and seems to be starting days or weeks (maybe months?) after the 4th. The 5th film ends with Fin having wandered the Earth for some time, and the time machine is probably arriving after the jump actually ends. *2 Lava 2 Lantula* mentions that it's been a year since the first film, and he was going to Florida during *The Fourth Awakens* so most likely *Lavalantula* takes place approximately 5 to 6 years after *Sharknado*, and *2 Lava 2 Lantula* takes place between the 4th and 5th films and is a shaggy dog story as despite saving Miami, the events of Global Swarming will soon cause human extinction… Or maybe the reason Colton has a stepdaughter now that looks nothing like him or his wife from the first film is not that he got a divorce and remarried within the space of a year, but that it's the new timeline from the end of *The Last Sharknado: It's About Time*.

I feel it is worth noting that unless you manage to change canon humanity is wiped out except for Fin, time traveling Gil, and possibly a few other individuals though no other survivors are confirmed, in the 5th film which should be happening before the end of your stay.

Also that stopping the L.A. sharknado early probably won't do anything without time travel. They had to stop the first which was in the Stone Age, and then several others which tried to be first, and then it… after a time storm had grown to critical mass

connecting points all along the temporal axis. So unless you twist time into a pretzel it won't be that easy to stop.

Cyborg weapons and durability would give you a good chance one on one against a Sharkzilla or Lavalantula Queen, you'd probably win more fights than you'd lose, but they could kill you. This is without you overcharging your body destructively or self-destructing. A gargantulantula would most likely win, and would be hard to stop without overcharging your body destructively or self-destructing, though not necessarily impossible; I Hate Bugs would help to shift this balance.

Semper Paratus is more having played this game before and beaten the stage already and knowing how to do it again, than it is Path to Victory. You can still mess up. And it only works for immediate survival of yourself or those you're trying to save; Fin stopped a lot of sharknadoes, but the moment he tried to proactively stop them from happening in the future he broke the artifacts that were holding them back, and nice job breaking it hero'd so hard that humanity was wiped out and he had to travel back in time to fix things.

Multiple Alt-Forms:

Cyborg + Shark: You will get a shark alt-form, a human cyborg alt-form, and a robot shark alt-form. If you took the special drawback for shark you will be locked into a shark form until the end of the jump, and as Cyborg cannot be toggled off until the end of the jump (barring something else which allows it as that's not a Drawback) you will be a robot shark until the end of the jump.

Lavalantula + Cyborg: You will get a lavalantula alt-form, a human cyborg alt-form, and a robot lavalantula alt-form; also as a lavalantula queen your cyborg weapons will be increased in scale and potency, though your nuclear device will not go up more than an order of magnitude, and with gargantulantula it will still only be approximately in the range of the Tsar Bomba. Your children via oviposition will not be cyborgs. If you took the ability to launch spikes you may now launch explosive charges and possess a built in machine gun for firing heated spikes directly forward. If you took the special drawback to discount lavalantula you will be locked into a lavalantula form until the end of the jump, and as Cyborg cannot be toggled off until the end of the jump (barring something else which allows it as that's not a Drawback) you will be a robot lavalantula until the end of the jump.

Shark + Lavalantula: You will get a shark alt-form, a lavalantula alt-form, and a lavashark alt-form which does not inherently remove your vulnerability to water and

being submerged, or your need to breathe via your gills; you may choose which of these is your base form for the jump. If you took Queen you may take the extinct shark upgrade to Shark for free, if you took Gargantulantula you may take the whale upgrade to Shark for free. If you took the special drawback for sharks you will be trapped in a shark-based form. If you took the special drawback for lavalantula you will be trapped in a lavalantula based form. If you took both you will be stuck in the hybridized form.

Cyborg + Shark + Lavanlantula: You gain all the alt-forms that taking any combination of 2 of these would grant, and a robot lava shark. If you took one or both drawbacks you will be a robot version by default.

Sharkzilla + Lavalantula: You will get the sharkzilla alt-form, a lavalantula alt-form, and a swarm of radioactively fused lavalantulas much like the sharkzilla alt-form and comparatively sized but operating best in the shape of a giant spider made of giant spiders and able to channel all their fire breaths into the hollow and out of the 'mouth' of the giant spider when in a spider shape as a single larger jet of flame; if taken with the first upgrade to lavalantula these spiders will each be bigger and thus your daikaiju swarm will be bigger, if taken as a queen they will still only be regular big lavalantulas, save for a single queen in the swarm, but it will become even bigger still, and possess a much stronger combined fire breath due to the fact, if taken as a gargantulantula the individual spiders will be queens with a single gargantulantula. If you take the final upgrade to lavalantula each individual spider of the swarm will be able to launch such spikes, or you may launch spiders from your mass as projectiles from the rear of the abdomen when shaped into a spider. This lavalantulazilla form will require lavalantulas to reform itself. However it carries over losses - or restorations - of mass with the Sharkzilla form, as all sharks or lavalantulas currently part of your form will shift into the other when you change from one of these forms to the other. This does not produce a hybridized form.

Shark + Sharkzilla + Lavalantula: Same as Sharkzilla + Lavalantula, except that you can transfer your consciousness into one of the lavalantulas that leaves your mass making it you, and you will have a lavasharkzilla hybridized form.

Cyborg + Sharkzilla: You will get both a shark swarm merged together into a kaiju mass alt-form, a human cyborg alt-form, and a swarm of robot sharks merged together into a kaiju mass alt-form; these robot sharks will not possess independent power supplies, but your power supply you can access safely is increased by orders of magnitude, and should you explode your nuclear core it will be dwarf the Tsar Bomba.

Cyborg + Sharkzilla + Lavalantula: You will also get a robot lavalantula kaiju swarm form. As a queen you will be detonating in the gigatons range, as a gargantulantula it will be tens of gigatons. If you took the projectile upgrade for lavalantula you will have kaiju scaled explosive charges to launnch as well as burning projectiles from your ‘mouth’ when in a proper spider shape.

Cyborg + Sharkzilla + Lavalantula + Shark: You will have a shark-lavalantula hybrid kaiju form, and be able to transfer your consciousness as normal for Sharkzilla + Shark.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added the (forgotten) hybrid forms for Gargantulantula.

Version 1.0.2: Added a part on Sharkzilla to let you change alt-form to Shark (if you have the perk) by becoming any of the sharks leaving the mass; it was always supposed to be there, it just sort of got deleted by accident. Added options to pay to be a megalodon or whale (a whale ate Fin during a sharknado) on the shark perk. Added a note on World War Shark that the sharks are after you as well.