
TOHO presents
GODZILLA

Introduction

In 1954, a great and terrible disaster struck the city of Tokyo. A monster known as Godzilla trampled through the city causing untold destruction and misery among the populace. This menace was eventually destroyed in the waters of Tokyo Bay through the use of the terrifying Oxygen Destroyer. However, this was not the last the world would see of the menace known as Godzilla. Thirty years later, in the year 1984, in the heat of the Cold War, a familiar pattern would begin again with a mysterious attack on the Japanese fishing ship known as the *Yahata Maru No. 5*. This is the moment in which you enter into this world. It is a world once again on the brink of terror with an all new Godzilla about to make his appearance.



Location

(Roll 1d8)

Mihama, Fukui Prefecture ***(1)***

Mihama is a relatively small town that has an estimated population of about 13,000 people. It is also about 320 miles west of Tokyo. The major landmark of this area is a large nuclear plant on the outskirts of the township, which leads to Mihama being the first place on land to be attacked by Godzilla.

Tokyo, Japan ***(2)***

Tokyo is Japan's premier metropolitan area as well as its capital. It is the center of the Japanese government and where most of the Japanese responses to monster attacks are created. It is also roughly 100 kilometers away from Mount Fuji and Lake Ashi, where the monster known as Biollante will first appear. This will also be the site of a battle between Mecha-Ghidorah and Godzilla as well as the site of the battle between Destroyah and Godzilla.

Yokohama, Kanagawa Prefecture ***(3)***

Yokohama is the second most populous city in Japan and an important historic trading port. It is also home to the Minato Mirai 21 district, which is home to the Cosmo World amusement park. This area will be the site of a climactic battle between Mothra, Battra, and Godzilla.

Infant Island, Indonesian Island Chain ***(4)***

Infant Island is a mystical island somewhere in the Indonesian islands. This island was once the home of an ancient civilization, but that civilization fell in the battle between Mothra and Battra, which destroyed the ancient world. The last remnants of that civilization known as the Cosmos are now only two of the three inhabitants of the island. The other inhabitant is the Divine Moth, Mothra.



Sapporo, Hokkaido Prefecture *(5)*
Hokkaido is the northernmost prefecture of Japan being just a scant few miles from Siberia. Sapporo is the prefecture's largest city. The prefecture itself is quite diverse in geography as it is filled with mountains and flat plains. This area will be the site of an intense battle between King Ghidorah and Godzilla.

Adonoa Island, Bering Sea *(6)*
Adonoa Island is a desolate island in the middle of the Bering Sea. It is an island that is completely uninhabited by humans and is otherwise unremarkable. However, this is the location of an odd egg that is emitting psychic pulses. This is the egg of Godzilla Jr., which is currently being looked after by the monster known as Rodan.

Birth Island, Pacific Ocean *(7)*
Birth Island is a lush and beautiful island in the middle of the Pacific Ocean. It is the home of the baby Godzilla Jr. for his younger years. Godzilla only comes onshore every once and awhile to take care of Jr. There is also a highly unstable and massive uranium deposit under this island. It is also the site of the first battle between Godzilla and SpaceGodzilla.

Free Choice *(8)*
You may choose any of the options above or any place on the Earth if you wish.



Race

Human

The current dominant species on the planet Earth; humanity has flourished and made impressive civilizations for many thousands of years. They are physically rather frail, but they have an impressive ability to adapt and grow. Their sheer stubbornness surely helps as well. However, humanity has manifested a very interesting trait as of late. For some reason, humanity has an ever increasing amount of people with psychic potential.



Monster - 200

Earth is as much a planet of monsters as it is a planet dominated by humans. A being of tremendous power that towers over all other creatures on the planet. They can be heroes, they could be villains, or maybe they simply don't care. No matter your disposition, you are a sovereign in itself. *(Choose your age: Weeks to millions of years)*



Racial Perks

Human

Resilient Spirit - 100
Humanity is no longer the undisputed ruler of the planet Earth. The arrival of the first Godzilla in 1954 and the newer, more powerful Godzilla in 1984 has sent a shock down the spines of humanity as a whole. However, humans won't be so easily cowed. Your willpower has been bolstered by quite a bit. You won't find yourself struck with terror when faced with horrific monsters or in the face of lethal dangers.

Ordered Chaos - 200
Humans are not powerful on their own, but are a force to be reckoned with when they work together. In cases where you help people, you will find that things will go much more smoothly. Teaching people goes quicker or a group effort to find something will have the item be found faster than it perhaps should.

The City is Expendable - 400
Monster attacks are the reality that the humans here have to face. These attacks are often horrifically destructive to the cities that are attacked with these cities being totally leveled on occasion. However, as a result of these attacks, people have become very good at rebuilding after the damage. You've gotten the ability to help a property, city, or some other man made collection of structures recover at incredible speeds. You could help an entire metropolitan area that had been completely leveled recover to its previous state in just a year or so.

An Expanded Mind - 600
There are some humans who have some very special powers. Some people have the ability to telepathically communicate with other beings from long distances, they could plant suggestions inside of beings' heads, they can mimic other beings' psychic signature or aura, and they can even control the minds of beings with a weaker will than them. These people are unsurprisingly called psychics. You can now count yourself among this group of people. You are not as powerful as Miki Saegusa and have no training in your powers, but your psychic ability can grow in power until you reach your peak sometime in your midlife.

Monster

Things That Should Not Be - 100
In the case of a monster, the laws of physics are more of a suggestion than a rule. Unless you want it to do otherwise, your body doesn't quite do the damage that it perhaps should cause. If you are heavily radioactive then you do not give off a deadly radiation aura. If you're a 200,000 ton behemoth, then you somehow won't sink into the ground.

Honor. Loyalty. Strength. - 200
People seem to be in awe of your form. They may not like you, but they will give you the respect that your power demands. If you somehow aid someone in your journey through the world, then their respect for you would grow even greater. This respect will grow ever greater as time goes on.

Nature's Retribution - 400
Much like the King of the Monsters, Godzilla, you are like a living metaphor for nature's retribution against humanity. You are seemingly incapable of being trapped in any form. This could mean that a volcano that you find yourself trapped within will have a convenient eruption. This ability is potent enough that you cannot even be affected by time paradoxes. Any attempt to trap you also seems to put you in a more advantageous position. If you're trapped somewhere mundane then you'll only get some minor benefits or a minor increase in power, but if someone has attempted to delete you from the timeline then you'll find events conspiring to make your power grow immensely.

Building Wrath - 600
A monster's power is immense from the start, but you have the ability to become so much more. You are now able to take in ambient energies that are in high concentration. Your body will begin to produce this energy in small amounts if you allow it to concentrate in your body, but you can also simply use this energy for a one time massive increase in power. Either way, taking in this energy allots you an obscene boost in power. As an example, it could make a nuclear heat ray, that is about 500,000 degrees celsius normally, burn at about 1.2 million degrees celsius. Such an increase of power would require a relatively large source of power, but you should also be careful about taking in too much at one time.

Origin

The Rogue
You're a rambunctious sort aren't you? Every society has people that are willing to go farther than others to help their fellow man. These people tend to be journalists or writers, but it's not so set in stone. For as long as you are willing to go against authority for some greater good, you are a rogue. *(Age: 3d6+12)*

The Soldier
The strong arm of the government or perhaps the valiant defenders of the innocent? The military plays an important role in the defense of nations against monster related threats, but they just as often seem to be the cause of such threats. No matter the path taken, the path of the soldier is one of loyalty, valor, and honor. *(Age: 3d6+12)*

The Specialist
The common soldier isn't the path for everyone. There are some who choose to reach for the stars and take a more elite path. Military technology has been rapidly changing to keep up with the ever increasing threat of monster attacks. These new technologies are often in desperate need of pilots. This is the path you find yourself on, the path of the specialist. *(Age: 4d6+12)*



The Scientist
How could any man of logic exist in this place of impossible wonders? The world contains as many physics breaking possibilities as it does regularities. However, as many oddities that exist, there are an equal number of people that study these oddities. The job of a scientist is the same as it has ever been; it's simply gotten weirder. *(Age: 2d10+20)*

The Survivor
The world has never been a particularly happy place, even without monsters or power mad people. You know this fact quite intimately. Maybe you know this due to war, poverty, or some other ill of the world; either way, you survived it. *(Age: 2d10+40)*

The Psychic - 300 *(Take Expanded Mind for Free, Discount for Humans)*
At some point after the emergence of the original Godzilla in 1954, psychics began appearing across the globe. Many are picked up by their governments respective psychic programs. However, this is not necessarily the case for you. You could choose to begin as a part of one of these programs or you could be an independent psychic. *(Age: 2d6+15)*



Perks

The Rogue

From the Outside, In - 100
Perhaps it's not all that shocking, but rogues don't tend to have jobs that leave them well connected with society. They tend to work as independent journalists, a fisherman, or maybe even working for some rogue scientist! These jobs can be rather dangerous for the incompetent in a world like this, but you won't have to worry about that so much anymore. You find yourself quite adept at performing jobs that would keep you on the outskirts of society.

Roguish Charm - 200
Doesn't everyone love a bad boy or bad girl? Well, if they didn't before, then they probably will now. With this purchase, you gain something that can only be called a roguish aura. People tend to be more forgiving of your more negative personality traits to the point where they may even find them endearing over time.

Super Sleuth - 400
What good is a rogue that gets caught all the time? Luckily, you'll rarely ever have to worry about something as embarrassing as being caught. Oddly enough, you're not actually all that great at sneaking. You just don't get found all that easily... somehow. In order for this to work, you have to at least attempt to sneak around with the intention of not getting caught. This perk also increases your ability to uncover conspiracies as long as you're sneaking around.

Listen to Me! - 600
The most interesting aspect of a rogue is their ability to see a society from an outside perspective. Oftentimes they can see the ailments of the society they live in far before anyone inside takes notice. The major issue for any would be gentlemen rogue is that authorities rarely listen to their attempts at pointing out these issues, but this won't be an issue for you. So long as you have at least some evidence to back up your argument, authorities will take you seriously when you bring things to their attention. More than this, authority figures tend to be more forgiving of your more unsavory actions. That is to say that they can overlook theft or breaking and entering as long as you can demonstrate a good reason for it.

The Soldier

Look the Devil in the Eye - 100
To be a soldier in a world of monsters takes extraordinary courage. It takes the ability to look the devil in the eye and spit in his face. Luckily, you've got this willpower, this courage. You now have the ability to do your duty in the face of the horrific odds that you encounter against the beasts in this world.

On the Move - 200
Often the downfall of a military force, other than a downfall involving invincible giant monsters, is the ability to actually mobilize the force itself. The ability to respond rapidly is critical in times of war and especially in times of monster attack. You'll never have to worry about this issue as any military group that you are a part of or are leading will be able to respond extraordinarily quickly. In fact, it's almost as if terrain doesn't affect their travel times much at all!

Endless Production Lines - 400
I won't lie, Jumper. Japan's ability to continuously produce hyper-advanced war machines on a mass scale makes absolutely no sense. Especially when one considers that their industrial capacity is constantly being crippled by city devastating monster attacks. In purchasing this perk, you have an odd almost reality bending ability to mass produce weaponry and war machines. These things are produced far more rapidly than they should be able to be based on whatever military you are a part of at the time. They are also far cheaper to produce in both material and in money than they otherwise should be.

Alternative Methods - 600
The military cannot always rely on rogue super-geniuses coming around and making all of their weapons tech. Luckily, militaries in this world have the uncanny ability to adjust miraculous technologies into being effective weapons. You are quite adept at doing just the same. You have the uncanny ability to transform technology that may and or may not be already weaponized into an incredibly effective weapons system. You don't even really have to understand the principles behind the technology to do so!

The Specialist

Hot-Shot - 100
Specialist is a more fancy name for pilots around these parts. These pilots are critical to the war efforts against the destructive monsters that harry this world. They are needed to pilot the new age of warmachines that fight against them! Things like the Garuda or even mechs like Mecha-King Ghidorah or Mechagodzilla! You find yourself with natural talent to pilot these powerful machines.

Firm, But Fair - 200
It is rather difficult to be in a position of authority and have everyone under you be happy or even just content. One must be able to walk a fine line between being strict and being approachable. To not be too strict or be too soft. You are less burdened by this issue than others. So long as you do not act as a completely unfeeling authoritarian, your subordinates will tend to see the logic in your actions. They will be more willing to see that what you are doing is for the best overall. However, if they have evidence that contradicts this impression, then this will not be the case.

Field Mechanic - 400
Most specialists have a rather deep knowledge of the machines that they pilot. It only makes sense that they would have this knowledge if they were being sent out to fight the worst enemies that mankind has ever faced! Your knowledge of whatever warmachine you happen to be piloting is incredibly deep. This knowledge lets you use these machines with the highest possible efficiency. Not only that, but you are able to repair your vehicles back to full condition with relative ease.

Getting Out of Dodge - 600
Sometimes a specialist fails. Their tech may give out. They might get outskilled. They may just be out and out overpowered. However, that doesn't always mean that they're dead. In fact, it rarely means they're dead. In case the worst does occur, you will find that the crash that ensues will not kill you nor will it even hurt you all that badly. Perhaps more importantly, your assailant will oddly seem to lose interest in killing you if your machine has been put out of action.

The Scientist

A Few Degrees in the Mundane - 100
The world of science has branched out somewhat in recent years, but that doesn't mean that the regular disciplines are useless! Indeed, you'd be shocked by how far you can get with a doctorate in a relatively mundane field of science. You can count yourself as more than just another doctor, you are a true genius of whatever mundane field of science that you choose. *(Can be taken more than once, Discount only applies on first purchase.)*

Hidden Genius - 200
The talents of a genius scientist are coveted quite intensely around these parts. This could be from relatively benign sources such as the government, but other sources are not quite as open. Paramilitary groups are always on the lookout for fresh talent and they are not quite as open to taking no as an answer. It is lucky for you that you have intimate knowledge on how to create secret laboratories that are quite hard for most people to find. However, this will not make you completely invisible to the world around you so you still must take some other precautions.

Took a Course in the Supernatural - 400
Remember how I said that science has branched out a bit in the last few decades? Well, by a bit I meant a lot. The study of the soul, psionics, and of monsters has become quite commonplace nowadays. You now find yourself quite the expert on one of these rather esoteric fields. This means that you could find a way to scientifically insert someone's soul into another being or even create machines that enhance psionic powers! *(Can be taken more than once, Discount only applies on first purchase.)*

The Monsters We Create - 600
There are geniuses and then there are *geniuses.* In the far corners of this world lies people that make other geniuses look like children playing in a kiddy pool. There are those that could reverse engineer technology from the future, turn it into a gigantic mechanical monster, and have it be even stronger than the original tech! Needless to say this purchase bolsters your intelligence, especially when in regards to your chosen fields. However, it also gives you quite the bonus towards your ability to reverse engineer things, which means you could reverse engineer technology you really have no right to even understand. Most importantly, you gain some important insights into creating monsters of your own.

The Survivor

Unbowed - 100
To be a survivor, one must have survived at one point or another, no? Events that would lead to one being known as a survivor are rarely pleasant and often leave rather deep seeded scars. These scars may be physical, but the truly dangerous ones are more commonly emotional. You are quite lucky yourself. You no longer feel daunted by emotional trauma or resulting mental illnesses. You've walked through the fires of Hell and came out scarred, but unbowed.

A Long Memory - 200
For better or for worse, those who have survived great ordeals rarely find themselves forgetting them. Indeed, many find themselves reliving those dark memories in exquisite detail. You find yourself benefitting from this sort of memory, whether the event that you wish to remember is traumatic or not is of no consequence.

It Has to be this Way - 400
Surviving is not a unique circumstance on the planet Earth. Survival has been the way of the world since the very first thing that could be considered to be alive crawled out of the primordial muck. However, despite a shared experience of survival, all those who live go about it in different ways. Those that give this idea much thought at all can rarely begrudge people or animals doing what they have to in the face of their different circumstances. You find that people are more willing to sympathize with you, even if you are something that others just see as a monster. Or, people will sympathize with you if you are acting with some amount of reason.

The Battle Never Ends - 600
It may seem rather obvious, but things don't survive by just giving up. It's a nonstop flight to continue living! The willpower to go on even if they're in pain. The sheer endurance to push through exhaustion and keep fighting. That is what it means to survive. You find yourself with these incredible abilities. You could continue to fight even if you are in crippling pain; indeed, you could fight even if you were melting on the spot. Perhaps more impressively, you'll never stop fighting until you've been put down for good. The only thing that could stop you from fighting is a truly fatal hit being struck.

The Psychic

In the Thick of It - 100
It shouldn't be shocking to hear, but psychics are rather useful. Indeed, they are so useful that they are often sought out by any number of different organizations to aid them in solving their problems. Normally, this wouldn't be such a good thing as there are all sorts of different evil groups in the world, but you don't quite have to worry about that. You have the draw of any other psychic, but you find yourself insulated from any groups that you find unsavory or by any group that would mean you harm. This effect is toggleable.

Natural Empathy - 200
Oddly, a psychic's heart is often as big as their head. Perhaps it is their ability to read minds that has made their heart more open to the plights of others? No matter the cause, you find yourself being able to understand the emotions of even great beasts such as Godzilla. If you act on these emotional readings and try to help the creature that you have read it will understand your intent as benevolent.

Miki Here, Miki There, Miki Everywhere - 400
The psychic Saegusa Miki is oddly ubiquitous in this world. She seems to be involved in every last major event that involved Godzilla or his son except for his reemergence in 1984. This is not too odd on its own, but her widely varying set of roles certainly is. She has found herself as a rogue scientist's assistant, a member of G-Force, a pilot on Mecha-Godzilla, part of a U.N. task force on Godzilla, and even part of a scientific team studying the use of psychic powers on Godzilla. She gets around. She has performed exceptionally well in all of these tasks despite her youth and no doubt lack of proper training for some of these tasks. You now find yourself with this very odd quirk. You find yourself able to perform whatever duty you are assigned to do with perfect competency despite any lack of training on your part.

Outside Help - 600
A psychic is rather powerful on their own, but there are true monsters out there in the world. Not even your kind can make it alone. Luckily, you'll never have to do so. Anytime that you find yourself in trouble you'll find that someone else is around you and is able to help in some way. That military friend you made? He has a newscaster sister with a helicopter that is able to rescue you from a precarious situation. Things like this become far, far more common for you. Finally, you are able to mesh your powers with other psychics exceedingly well. You'll find that you can put your powers together much easier and reach your goals much quicker.

Items

The Rogue

Scruffy Wardrobe - 100
It should be no shock, but rogues aren't particularly known for their high-class clothing. No, they're known for their scruffiness or their roguish charm. Naturally, this extends to their clothing choice. This option provides you with a full wardrobe that gears itself towards your chosen profession. As a rogue, this would no doubt be something along the lines of a freelance reporter! Luckily for you, this group of clothes tends to help you blend into a crowd just a little bit.

Man's Gotta Work! - 200
It's rather hard to work if you don't have anything to work with and even a rogue like you needs to make a living! This option is a tad free form in nature as it will provide you with whatever tool you need to perform your job properly. This could be a camera if you're a paparazzi or reporter. It could be a small fishing boat if you're a fisherman. However, this won't provide you with anything beyond what is absolutely necessary to do your work.

Nondescript Accommodations - 400
A sad fact is that most rogues or otherwise eccentric people are not overly well looked upon by society. Luckily, you and yours don't have to worry about this issue so much as with this option you are provided a rather out of the way home of your own. The home is rather generic in appearance and in size, perhaps a bit too generic as most people simply overlook it. However, it does come with one little secret, its own generator to help you keep off the grid. In future jumps, you may have this home connected to your warehouse or bring it into the world with you. It will appear in a location near your starting location.

A Little Black Box - 600
Rogues like you always seem to get in all kinds of trouble in the pursuit of information. The government or other groups with great authority always seem to have dirty little secrets kicking about, but they're not quite as secret as they would wish thanks to you. You've now got yourself a small briefcase that is filled with documents about such secrets. This item continues to provide secret information in future jumps, but be warned this briefcase can't hold too much as it is rather small.

The Soldier

Soldier's Kit - 100
This is your rifle. There are many like it, but this one is yours. This option provides you with the typical set of gear that a Japanese soldier in the 1980's and 90s' would have at their disposal. This gear has been slightly altered to provide a mite bit more radiation resistance than the typical kit would provide.

Musashi-2 - 200
The Musashi-2 is a nuclear submarine used by the Japanese navy in the upcoming crisis involving the horrific alien creature, King Ghidorah. This is a typical nuclear submarine of its time and carries a hefty nuclear payload that will replenish after a month if you ever choose to actually use this terrible weapon.

Super-X - 400
In the late 1980's, the JSDF recognized that conventional weapons would not be of much use against a resurgent Godzilla. So, they began to research alternative weaponry and weapons platforms. One of the answers to the monster problem that they came up with was called the Super-X. This option does not provide you with exactly that craft. Instead, it presents you with a form of hybrid. You may take any form of the three Super-X aircraft that you wish, from the odd flying bricks of the Super-X 1 and Super-X 2 to the more aerodynamic plane shape of the Super-X 3. The armaments of your Super-X are split between two different options. The first option comes with a replenishing stock of cadmium missiles, which are capable of putting a weakened Godzilla to sleep for a little bit, and two 40mm Vulcan rotary cannons. The second option is much like the first, but it comes with cryogenic variants. It has cryo-missiles and a front mounted cryo-laser. The Super-X is made out of very heat resistant materials and comes with a Fire Shield that is capable of reflecting a blast of a weaker Godzilla's Atomic Ray. This shield will fail if it takes a sustained direct hit. The Super-X is rather fragile in comparison to its firepower, as it can be completely destroyed by a skyscraper falling on it.

Genius of the Engineering Corps - 600
The Engineering Corps of the JSDF is rather impressive in these times isn't it? Lucky for you, you've been given some detailed blueprints of some of their greatest achievements. Things such as MASERS, the Super-X aircrafts, the Cryo variants of the MASERS, even the blueprints for the mighty Garuda can be found in this pile of knowledge!

The Specialist

Flight Suit - 100
A specialist really is just a glorified name for a pilot in this circumstance, but what a pilot you are. Despite your no doubt incredible skill as a pilot, you still need to look the part! This option gives you everything that a proud member of the JSDF air force would need in their line of work!

A Step into the Future - 200
The ASTOL is an interesting little piece of military engineering. It is a STOL, supersonic jet that comes equipped with quite the range of weaponry. It comes with two 800,000 watt MASER Cannons, dual 20mm Vulcan gatling guns and a 70mm rocket launcher. However, this jet is just as durable as a regular jet and this level of weaponry won't really be able to accomplish anything against a powerful kaiju.

A Mechanical King - 400
In the year 1991, the creature known as King Ghidorah would wreak havoc upon Japan due to the machinations of evil ultranationalists from the future. This horrific monster was destroyed by a reborn Godzilla, but that was not the end of its story. King Ghidorah would be rebuilt into the powerful Mecha-King Ghidorah, which would also be destroyed by the supremely powerful Godzilla, after presenting a solid fight. This mechanical marvel would be transformed into another, more specialized robot: MechaGodzilla. This option will provide you one of these two powerful terrific creations. You may take this option again to get the other of the two options. You also may pay an extra **100 CP** to acquire Super MechaGodzilla which grants it even more firepower as another genius creation known as the **Garuda** attaches to its back.

Vestige of the Mysterians - 600
If all goes as it was meant to go, MechaGodzilla will be destroyed by a further empowered Godzilla. However, this would not be the end of the use of mechanical kaiju. Another, more powerful robot by the name of **MOGUERA** would be created. This new robot is immensely powerful as it is capable of flight speeds that are massively faster than light and comes with armor that can turn away a few blasts from the terrible monster **SpaceGodzilla**. Its weaponry is mostly on par with MechaGodzilla with some new additional drill missiles for hands.

The Scientist

Clearance Package - 100
In this world, the government certainly has a monopoly on scientists. Renegade scientists are certainly looked at with some distrust and for good reason all things considered. With some proper usage, this purchase would let you circumvent that suspicion as it provides you with documentation of your legitimacy.

Esoteric Instruments - 200
You would be surprised at the kind of things that can be detected by scientific instruments in this world. Magic, psychic energy, souls… the works! You now find yourself with the equipment that can detect such things as well as the blueprints for building such odd machinery.

Hidden Outpost - 400
There are a number of groups across the globe that have a vested interest in finding and… *recruiting* scientists like yourself. Some are much kinder than others when they come knocking on your door. Luckily, you now find yourself in possession of a rather well hidden scientific outpost. This outpost is extraordinarily hard to find, but not impossible. You may choose the type of location that you want this outpost to appear in, that is to say you may choose if you want it to be in a mountainous location or in a jungle, etc… This outpost comes with a well equipped lab that also comes filled with the instruments described in ***Esoteric Instruments*** if you've taken that item. This outpost can be brought forward into future jumps and you may place it where you see fit, provided the area is a rural area that things can be easily hidden in.

Birth of a Rose - 600
In the year 1990, a scientist by the name of Genshiro Shiragami will see the birth of the tragic monster: **Biollante**. He would use a mixture of conventional science, psychic science, and some unexplained methods to merge the soul of his daughter, a rose, and Godzilla cells to create this terrible beast. The man took few if any notes, but you somehow have come into possession of a series of notes that explain the process in which he created his horrific, yet beautiful, masterpiece.

The Survivor

The Old Outfit - 100
You're an old hat in these parts. You've probably been around since the War and you have the scars to prove it. More than just those, you've still got your old kit. You have a full World War 2 Japanese army uniform. This option also allots your typical Japanese infantry weapon of the time as well. You may also have a memento of those difficult, old days.

A Series of Contacts - 200
You've had a rough life to be sure, but that doesn't mean that life has to be lived alone. Perhaps you have a bunch of old war buddies that are still kicking or maybe you've earned the respect of some powerful people out there. No matter what it is, you now have a book of contacts that is filled with people who could be made to be sympathetic towards you and your goals. This book fills with new names as you go from jump to jump.

The Jumper Group - 400
There is more to living than merely surviving. This is a lesson that you've taken to heart. As such, this option provides you with the potential to thrive. You are now the head of your own massive corporation. This corporation is at most on par with the Teiyo Group, who had the resources to secretly build a fully functional Nuclear Submarine and rebuild Shinjuku. Your workers are filled with people from the setting that you are currently in when this option is imported.

A Verdant Island - 600
An island that could quite comfortably be called the home of monsters. This island is a lush and verdant paradise. It is covered in untainted foliage and its waters have never seen human pollution. The island is quite small, but still large enough for multiple 100 meter tall monsters to live on it comfortably without seeing each other. This island is known to be yours by the world around you and if you take refuge on it then you are most likely to be left alone. However, if you've done something truly egregious people will come after you, even in this personal paradise.

The Psychic

Divination Tool - 100
The psychics in this world normally don't need a focus for their powers. They are free to use their telekinesis or telepathy as they see fit. However, this is not exactly the case for their ability to see the future. They can certainly still see it, but they can't communicate it very well. Hence, you are now given a divination tool. This "tool" is more like art supplies though. This could be a sketchpad to sketch your vision or you might even be able to use an etch-a-sketch or some such instrument.

On a Government Salary?! - 200
At the end of the day, people need a place to rest their minds and their bodies. This is perhaps a tad more literal for a psychic than it is for others. In taking this option, you now own a nice studio apartment that is entirely off of the regular electrical grid. This apartment comes with all the appliances that anyone could need in a regular apartment from the 1980's and 90's. The size of the apartment is slightly larger than average and it comes pre-furnished with a furniture style of your choice.

Psychic Academy - 400
The increased prevalence of psychics in the world sometime after 1954 did not go unnoticed by the world's governments. Japan was rather forward thinking in its approach and set up a government run academy to train psychic children in their powerful abilities. You have found yourself in charge of one of these, admittedly quite small, academies. This academy is approved by the government so long as you aren't openly seditious, but it is not a government run academy. As you take this academy with you from world to world, it will draw all different sorts so long as they are comparable to that of psychics in this world.*

Project T - 600
The government is not simply content with cultivating the individual powers of a psychic's mind, but also enhancing it with technology. Project T is a government run project that was meant to enhance the effect of a psychic abilities on a creature by using a psychic enhancer that is shot into it. A psychic would then put on a small band across their head which would send their T-Waves directly to the amplifier. On purchase, you find yourself with this rather brilliant piece of technology.

Powers

(Restricted to the Monster race)

Monster of the Atomic Age - Free

The monsters that live in this world are quite disparate in height, weight, and in general appearance. There are some that take the form of giant roses and there are others that simply look like some sort of dragon or dinosaur! No matter the actual look of your creature, there are a few guidelines that the monsters seem to follow. Their heights tend to fall between 20 meters and 150 meters tall. Their length falls between 65 meters and 230 meters, these parameters include things such as tail length. For those monsters that have wings, their wingspans fall between 150 meters and 210 meters. Their weight often falls between 15,000 tons and 200,000 tons. Please keep in mind that these are all base measurements and that some powers may adversely affect any of these parameters.

The Everlasting Rose - 400

Yours is a body that encapsulates all of the beauty and the brutality of the Earth's plantlife. Upon taking this option, the monster form that you created from the option above becomes significantly more plant-like. You have immense strength, capable of ripping entire compounds out of the ground, and take no damage from conventional human weaponry. You will begin to grow countless tendril-like vines that can burrow through the ground at great speeds. These vines have the sheer digging power and strength to puncture even the hide of a weakened Godzilla. These vines are also able to spit an incredibly powerful corrosive sap. As you take root, grow, and mature, your body will undergo a fearsome transformation. This transformation could easily add 40 meters to your height and 100,000 tons to your weight. You will find your body much stronger, leaving you capable of tossing around at least 50,000 tons. This transformation also allows you to spew a more potent version of your tendrils corrosive sap. Perhaps your most potent ability though is your regeneration. You could completely regenerate getting your head blown apart in short order. In fact, thanks to your abilities you may be able to be called immortal as your regeneration comes with another little ability. At times, you may completely dissolve your body into floating golden spores and you may reconstitute without any damage you might have had before your dissolution. Despite all of your incredible powers, you still have one crippling weakness. Atomic energy causes severe damage to your body and can retard your cellular division, which is the foundation for your regeneration.

The Nightmare Reborn - 500
Many a year ago, a terrible monster known as King Ghidorah brought ruin to the planet of Venus, but this would be the end of its reign of terror. Somehow, someway the creature died, but that was not the end for the terrible beast. It was reborn in all of its terrible glory through the machinations of abominable science! You have the power of this horrific abomination. Your strength is such that you could lift 50,000 tons and strangle a weakened Godzilla. You have the incredible ability to fly at speeds that outstrip supersonic fighter jets! This flight can also create incredibly powerful shockwaves that can level entire buildings by simply flying over them. You also have insane durability as you are able to endure constant attacks from a weakened Godzilla with relative ease. You could even survive getting a head blown off, if you had another one, and your body being shredded, as long as your organs aren't ruined. You would probably be put into a coma from all of that damage though. Your greatest power by far is your Gravity Beams. These powerful beams of pure gravity can be used as powerful energy beams that can harm Godzilla even in his new and more powerful form. However, they can also be used as a means to manipulate objects that you hit with them; almost like it was some kind of telekinesis.

Monster of the Sky - 600
If ever there was a monster that could be said to be king of the sky, then you would certainly be in the running for that title. Your body is durable enough to fight with monsters like Godzilla, although he would overcome your durability relatively easily in the end. You also have the strength to lift well over 60,000 tons! One part of your body is also covered in razor sharp spikes that can quickly cut through the armor of something like Mechagodzilla, along with another part of your body being covered in hardened material, not unlike a beak, that is capable of much the same. However, your greatest asset in a fight is your flight, the speed of said flight, and the power associated with it. Your wings can easily propel you to supersonic flight allowing you to outrace jets with ease and even quite easily dodge rapidly moving breath or beam attacks of other monsters. The most interesting property of your flight is the great damage it can cause by simply flying over an area. Your flight can produce hurricane force winds capable of completely leveling city blocks with a casual fly over. These veritable shockwaves can even harm other monsters!

Guardian(s) of Earth - 600

For all there is hate and destruction in the world, there is also an equal amount of majesty and beauty. As you are now, you could be considered an avatar of that beauty. Much like Mothra, you are now a guardian of the planet. This comes with a host of powerful abilities, both straightforward and esoteric. You now have a two stage life cycle, much like a moth or butterfly. You will begin in a larval state. In this state, you are quite easily capable of toppling skyscrapers and physically contending with powerful monsters, so long as you are able to leverage that strength correctly. This larval form can also endure a great amount of punishment, being able to endure brief blasts of Godzilla's regular atomic breath. Your newborn state will be quite slow in comparison to how you will move at the height of your glory, but you could still dodge beams of energy such as MASERS, Atomic Break, or other such attacks if pressed to do so. As expected of a larval creature, you are able to spin and spit powerful silk that can bind the likes of Godzilla after he had been empowered by a nuclear submarine. However, you should know that you cannot directly compete with the likes of a creature like Godzilla or his peers with this form alone.This silk will also allow you to cocoon yourself so that you may emerge as your true self.

After hatching from your cocoon, which is a rather rapid process, you will emerge in your Imago form. In this form, you will have all of your previous abilities amplified greatly, except for your ability to create silk, which you will lose. However, this is an acceptable loss for what you gain in return. You gain the ability to soar through the skies at immense speeds. You could leave Earth's orbit in mere moments! Luckily, if you happen to do so, you can easily survive in such an environment. You've also gained the incredible ability to fire condensed beams of rainbow colored energy from some part of your head. These beams are quite capable of harming great beasts and even destroy a massive asteroid with the capability to completely obliterate Earth, however Godzilla's own beam attack would still overpower it. This is not the end of your energy manipulation. You are also able to fire magical lightning of similar power to your rainbow beams and can also paralyze opponents. On top of this you gain the ability to shed scales from your body and throw them into the air like chaff. These scales have multiple abilities. One type of scale is poisonous, almost acidic in nature. The other is a "mirror" type of scale, which can reflect energy back towards its source. As previously stated, your powers are magical in nature, which allots you the powers of telepathy, the ability to seal opponents away, the ability to create small duplicates of yourself, and the ability to heal other beings from a near death state. On top of all of this, you are also immortal in some way or another. You have the ability to lay an egg and, if you were to die, live on through the offspring.

You also have another option, if you so wish. Instead of being like Mothra, you could be like Battra. As something more akin to Battra, you would lose most of your more esoteric abilities. You would lose your telepathic ability, your ability to heal, your ability to seal things away, and even your immortality! However, most of your other attributes are greatly strengthened. Your beam attacks are now able to go toe to toe with Godzilla's own. Your strength would be such that you would be able to completely overpower Mothra. You would gain the ability to use your energy manipulation within your larval form as well! *After this jump, if you choose the Battra option then you can choose to return to your larval form at will. However, it will take the same amount of time as it does to go into your Imago form.*

God of the Seatopians - 600
From the depths of the sea comes a vengeful god. Summoned for an undetermined purpose, the insectoid god of the Seatopians would rise to the surface with all its terrible power. Much like this god, you've found yourself with some incredibly potent abilities. Despite an oddly mechanical appearance you are actually fully biological in nature. This includes the drills that are now attached to your arms. These drills are fully functioning, able to spin at incredibly high-speeds and drill through even the toughest of materials with ease. On top of this, they can also morph to a certain extent, able to sharpen into something closer to blades or even combining into one super powerful drill!

However, your body holds many more abilities than just your drills. Your strength alone is incredible with the ability to knock around, an admittedly weakened, Godzilla Jr! Your strength along with your drills could see you collapsing massive amounts of a city with a single leaping attack. On top of your already incredible strength, you have the ability to fly at great speeds as well. You could easily surpass the speed of modern jet fighters in the, even being able to react to a weakened Godzilla's atomic breath. In addition to all of this, your body also produces a massive amount of geothermal heat, alone this wouldn't be enough to harm most monsters, but if concentrated then it could do considerable damage. This energy can be concentrated in a number of different ways but two of the most common are focusing it into solid Geothermal Bombs that are able to be shot out of your mouth. The second way is to concentrate it into your drills, massively increasing their destructive potential.

Perhaps it is a consequence of your geothermal energy powers, or perhaps it's something else entirely. Nevertheless, you have one more ability up your sleeve. You have the ability to fire what seems to be a bolt of powerful yellow lightning known as the **Beast Killer Light Ray**. This ray is quite powerful, able to stagger and cause extreme

pain to a weakened Godzilla Jr. On top of this, it seems to be able to induce a sort of paralysis. The bolt wraps around the body of the creature hit, seemingly holding them in place and halting their movements.

The Crimson King - 800

A bloodstained conqueror from deep in the cold reaches of space. Synthetic skin as frozen as the cold void that spawned it. Its history, unknown. Its reason, indeterminable. The only true knowledge of the great king from the cosmic sea is of its power. Its skin, a deep crimson shell of fluid but incredibly hardy metal does nothing to hide its true nature. Much like Gigan Rex, you are one such mechanical monstrosity, a blurring of the line between automaton and cyborg with little distinction between where flesh ends and mechanical begins. The obvious distinctions come in the form of gleaming blades known as ***Rex Blades*** protruding from your arms and at the tip of your tail. These hook bladed appendages are not to be underestimated. They are quite capable of causing even a powered up Godzilla quite a bit of pain and even are capable of blocking his normal atomic breath with ease! However, this is not all that these blades are capable of doing. They are also able to extend out from themselves creating a long, saw-bladed whip with a thin layer of energy coating the blade. In this form, the whip can be brought down extremely quickly, leaving little time for even the fastest of monsters to react.

As would be expected, your body also boasts some more esoteric abilities as well. Through some mechanism, you are able to fly extraordinarily fast, sometimes only appearing as a blur even to a monster's enhanced senses. Another ability allotted to you is another use of your crimson energy reserves. Assumedly the same energy that coats your whip blade, can be used to fire out a powerful laser beam from some part of your body. The original Gigan Rex could fire this beam from a port on his chest and his *miles* could fire them from their eye visors. Either way, yours is similar in power to Gigan Rex. A powerful beam firmly capable of disorienting Godzilla and even fully knocking him down if he takes a direct hit. The *miles* are associated with another few abilities available to you. First and foremost, you will have in-built knowledge on how to construct your lesser soldiers as they are an important aspect to your power. You are able to telepathically communicate with your *miles* allowing you to control them remotely if needed. Interestingly, you also have at least a minor talent in telekinesis as you should be able to telekinetically collect the cores out of the *miles* as needed. You couldn't toss around anything too immense with this ability, but you could at the very least tear the cores out of at least 6 *miles* simultaneously. Finally, the aforementioned cores can be inserted into your body providing you a significant power boost! You could almost be on par with a white-hot powered up Godzilla!

Invader from the Void - 800

The seething of a violent star. The writhing pulse of a white hole. The deceptive peace of a blue marble, hurtling through the void. You are perhaps the greatest representation of the cosmos' uncaring cruelty. Born in the depths of the blackest void, a black hole, you were expelled from a white hole and subjected to the wrathful energies of exploding stars. The experience left your body charged with cosmic energies. As a result, parts of your body are now crystalline in nature. This often takes the form of two crystal pylons sticking off of some point on your body, you'll learn more about these pylons later. As for now, the energy coursing through your veins has made your body immensely powerful. You can casually toss 160,000 tons with the strength of your tail alone. You can easily endure the raw power of Godzilla's atomic breath, AFTER he absorbed Rodan's lifeforce and much like Godzilla, you can regenerate from grievous damage. By flexing your now extensive psychic powers, you can fly at great speeds across the planet. As you may expect, you are not limited to lifting your own bulk with these powers as you are able to lift 160,000 tons with no signs of strain. Your psychic abilities do not stop at mere telekinesis though, you are also a powerful telepath, much like Godzilla or his son. However, all of this pales in comparison to the greater powers that your ability to manipulate energy grants you.

Much like Godzilla does with his radiation, you are able to manipulate the cosmic energy within you. Through the manipulation of this energy, you can fire a pulsing EMP like attack that can overcome even the incredible shielding of an opponent like M.O.G.E.R.A., which was designed to withstand deep space radiation! As an odd extension of this attack you can also create a reflective shield of dense protons that can reflect back energy energy attacks. You can also channel this energy through in a beam like attack, which, again, can overpower a powerful Godzilla's atomic breath. Interestly, the attack can change directions in mid flight, able to flit around the enemy to strike it in the back. It also has the properties of solar energy. This energy can also be used to enhance your already considerable psychic abilities. Your cosmic energy is not just restrained to your body. You can also channel it through your crystals.

Speaking of your crystals, you also have the strange ability to grow and control them. By exerting your energy, you can induce crystal growth from just about anywhere really. You can even rain them down on your enemies. These crystals are incredibly durable and extremely conductive. If placed on an energy source these crystals can feed energy directly into the crystal pylons on your body, giving you essentially infinite energy. This energy can also be channeled to enhance your psychic abilities to such an extent that it can create a nigh-unbreakable telekinetic field around

your opponents. Perhaps most impressively, these crystals can increase your flight speed by an incredible amount. If you incase yourself within a number of crystals, you can increase your terrestrial flight speed to something comparable to Mothra. Despite this incredible speed, it only increases once in space as it leaves you capable of flight that is far greater than merely the speed of light. However, for all the power that these crystals give you, they are also your greatest weakness. If the pylons on your body are destroyed, you will be greatly weakened until such a time that they regenerate. Guard them jealously as they are less durable than your own body. Despite this weakness, make no mistake that you are a force of destruction and the ruination of planets.

Demon from a Forgotten Era - 800

Doctor Serizawa was right to fear the power of Micro-Oxygen, but not just for the reasons he dreamt of. Rather than the dangers of human viscousness, he should have feared what his very own world could create. Micro-Oxygen creates the perfect environment for one of the greatest devils of this world to thrive within. This creature would be bad enough on its own, but as is usual, human arrogance has compounded the problem as it has taken in the energy and properties of the Oxygen Destroyer. A horrific weapon capable of attacking any organic matter at the sub-atomic level. You are now one of these little mutated horrors.

At a mere few millimeters in size, you may think the creature you now are is harmless. You would be fatally incorrect. You are now a super colonial organism, capable of asexual reproduction when the environment reaches a certain level of micro-oxygen saturation. As more and more of your kind appear, you will eventually reach a sort of critical mass, and you gain the ability to aggregate and disaggregate. As you aggregate, your form grows greatly in power and stature. The aggregation and disaggregation of your form also allows you to regenerate like you've never been hurt at all, for as long as you have enough organisms to do so. However, the amount needed for the next point of critical mass also grows proportionally. With your new growth, you find yourself able to utilize micro-oxygen in new ways, such as spraying it out of your mandibles or mouth in a variety of different forms. As an odd side effect of this, you are also able to intake DNA and actively evolve with new traits. This absorption does not just stop at DNA as you can also absorb energy.

As the amount of organisms that compose your body grows and grows and you aggregate more and more, you will find yourself becoming a true titan of pure power. After perhaps 3 forms, you would be able to fly. After 4, you would probably be able to stand toe to toe with even the greatest monster the world has ever known, Burning Godzilla. You would be able to fire a concentrated beam of pure Micro-Oxygen rather

than just a spray. You would somehow gain the ability to use the energy released by it to form massive blades of energy that are capable of shearing through Godzilla's hide like butter. This is to say nothing of your physical abilities, which are even greater than SpaceGodzilla's parameters! Who knows what future forms may look like? However, despite this awesome power, you do have one great weakness. Extreme temperatures. At extreme enough temperatures, Micro-Oxygen starts to break down and dissolve, which means those organisms that rely on it go with it.

The King of the Monsters - 800

Man arrogantly believes that he has nature yoked. That the primal forces of the world are at his beck and call. This has ever been their folly and in their hubris, they created something greater than they could even imagine. A walking monstrosity, a punishment frothing with the very power they sought to control: radiation. This immense power has been granted to you in much the same way that it was granted to Godzilla. As such, radiation now surges from every pore and crack in your body leaving areas that you pass through incredibly hazardous to enter. The radioactive field that surrounds you also mutates any animal life that you find yourself around for a significant portion of time. You also seem to be able to control this usually fatal field of radiation, which is to say that it seems to be togglable in some manner. However, this is not the only gift that this energy grants you.

The radiation that courses through your body has made you into an absolute juggernaut of physical power. The raw strength at your beck and call could easily toss over 100,000 tons and you are deceptively quick no matter your stature. These great gifts pale in comparison to what may be your greatest asset, your durability. The sheer durability that you exhibit is frankly absurd. You are entirely immune to all conventional weaponry, which in of itself is pretty common. However, you are also entirely immune to some of the more advanced weaponry that this world has to offer such as MASERs. You can easily endure being the very center of a violent, island-destroying, volcanic eruption as well as sleeping in the center of a volcano for 5 years completely unharmed. You can endure the power of your own radioactive blasts being amplified 10,000 times its usual strength and being shot back at you without a scratch. Even weapons designed to specifically counter your radioactive nature seem to fail more often than not. If you were infected with an anti-radiation bacteria, well then you could find yourself cured by simply taking in some more radiation. For the few things that actually can get through your impossibly tough hide, they will find that it doesn't actually do all that much as you can regenerate at rapid speeds as well. In fact, you could come back from the dead as long as there were enough of your cells and

energy around. All of these attributes grow in power as you take in more and more energy.

The heart beating at the core of your being is less a physical thing and more of a writhing nuclear reactor. It is a reactor that seemingly never runs dry allowing you to use your abilities with impunity unless something is actively suppressing its output or draining the energy from you. The control that you have over the energy that courses through your body is equally absurd as your durability. You are capable of releasing a blast of radiation from your mouth that is at a minimum 500,000 degrees celsius and capable of demolishing anything that doesn't have a similar durability to your own. There is a certain amount of control that you have over its output though, as you can scale the power of your breath to the threat you are facing. The control you have over your energy doesn't stop there however. You can pulse your radiation out from your body in an omnidirectional pulse and you can even charge parts of your body with it to increase the damage you can deal in a melee. Your ability to absorb energy is also second to none. You can passively absorb radioactive energies from saturated areas, but you can also actively do so in the middle of combat. The amount of radiation you absorb is not directly proportional to the amount of power you gain from it as you usually gain far more power than the amount absorbed should translate into. Furthermore, you can also redirect foreign energy currents in your own body allowing you to harm whatever attacker thought it would be a good idea to electrocute you. Interestingly, you can also do something similar in a far less harmful way as you can attempt to give others your own energy. This process can even revive the dead and mutate those you do this to into something more resembling your own form…. Oh, and you're telepathic… your durability *somehow* applies to this as well making you all but immune to psychic attack, even if they were to find a way to plug their brain directly into yours, and amplify their own powers immensely, you could just ignore it. *Try not to think about it.*

Companions

Import - 50+
Times are uncertain and the world often hangs by a thread. There's certainly no time to be alone, that's for sure! So, at the price of 50 per companion, you may import one companion or create an original companion. Either way, they will receive 800 CP with a 1:1 transfer ratio.

Cosmic Duplicates - 100 (Free for Guardian(s) of Earth)
The Cosmos are the last remnants of an ancient civilization that lived along Mothra in peace and harmony. They're diminutive stature and great psychic powers often lead people to mistake them for mythical fairies! Despite not actually being fairies, the comparison is apt as they are deeply tied to the natural world, able to sense danger to the planet from great distances and even able to telepathically communicate with people on Earth from far out of the Solar System. There really only should be the two Cosmos left, but you've somehow bonded with this pair, much like Mothra and her own.

Canon - 100
Maybe you've made a human friend or two here? Or perhaps you've found something more? Well, either way you can invite them along for the journey for a small 100 cp surcharge.

Canon (Kaiju) - 300+
Or perhaps you've made a friend of the larger variety? Cooled Godzilla's wrath? Or maybe you've found yourself a... "friend" in Destroyah or SpaceGodzilla? *Good luck with that.*

Drawbacks

Fractals (000)
While not an interconnected multiverse, the Heisei era of Godzilla has a host of different media surrounding it. Novels, video games, and TV shows galore! You can choose to take one of these alternate canons as the world you enter if you want to do so. Or maybe you want to take a fanfiction of some sort?

Hotheaded (100)
Maybe it's born from boiling inadequacy or maybe you're just incredibly passionate, but you just don't stop acting impulsively. You seem to just run headlong into trouble if you don't have some sort of moderating influence on you. This won't force you to run directly to your death or anything, but it might make you bite off more than you can chew.

On Rails (100)
Hang in there buddy, you're going to need all the help you can get. It seems you're always right in the thick of the action, whether that means you're in the city Godzilla is coming to pick up his son or Japan is being attacked by Ultra-Nationalists from the future. No matter how you try to change the future of things, the major events just don't seem to change all that much.

Things Just Don't Go Your Way (100)
You must have crossed some sort of black cat kaiju to have this kind of luck. Things really don't seem to go your way when it comes to the small stuff. It's nothing life threatening or even really all that severe, but you certainly come off as an out on his luck kind of person to most people. Maybe it'll get you some sympathy points?

Another Bad Day (200)
All things considered, monster attacks and other city threatening events are actually pretty rare in this world! This is no longer the case. Rather than every couple of years or so, you can expect wide scale disasters to occur at the very least bi-annually and you'll always get swept up in them somehow.

Advanced Assailants (200)
It always was a little odd how the Futurians only made a single attempt to come back and change the past. This hasn't particularly changed as they still aren't going to come back to try and destroy Japan, but they are going to come back in an attempt to destroy you. For some reason or another, the humans of the future see you as a critical threat to their future plans. They will come for you with strike teams equipped with technology from the far future, so keep your wits about you.

Guilty Conscience (200)
You can't let it go. You've done something or were party to something that you simply can't forgive yourself for taking part in. This could be irrational such as some form of survivor's guilt. Nevertheless, this feeling gnaws at you. It's manageable most days, but there are times when you are forced to confront the source of this guilt, which can lead you to making irrational decisions. Potentially fatal decisions. Take care, Jumper.

The Rejects (300)
This isn't right… They aren't supposed to be in this world! Monsters are supposed to be a relative rarity, even here. However, things are not as they should be. As if crawling out of the void itself, other creatures have begun appearing. Gigamoth, Berserk, Baruboi, and Bagan. All formidable creatures that were consigned to oblivion, but have now found themselves roaming the world.

G-Fuel (300)
Around the end of your stay here, Godzilla would begin to melt down due to absorbing far too much radiation, far too violently. His reactor-like heart would overflow with energy, exploding through the various cracks and seams in his body. It would seem that you've gone through the same horrific process in some manner or another. Your body is cracked and scarred, leaking energy at an incredibly accelerated rate. You don't have to worry about melting through the Earth like Godzilla does, but you will have to worry about the crippling, burning pain. The pain is nearly unbearable, but can be temporarily reduced through the intake of raw energy.

Haunted (300)
That which should not be has come once again to stalk the Earth. In fact, it is a revenant from the not so distant past. The original Godzilla. The creature killed by the Oxygen Destroyer in 1954 has returned. However, not all is as it seems. This is not a creature of flesh and blood, but instead a creature of bioenergy that seems to glow with a baleful light. It hunts for energy, any source of energy. It hunts to once again become whole. It can feel your own energy in its bones that rest at the bottom of Tokyo Bay. It may not

come for you immediately, but expect it to cotton on to your scent within the first 5 years of your stay.

The Blighted Cradle (600)
You appear in what should be your rolled location, but all is not as it should be. You're surrounded by a verdant, yet silent, forest. Trees the size of skyscrapers, and flowers towering well above an average human. A strange place you've found yourself in, no? If you were to find an up-to-date map, you'd see that you were in something called the Verdant Zone. The only place on the planet that can support life anymore. Through some quirk of multiverse travel, you've appeared on this besieged planet. Humans, once so dominant, now struggle for survival under their new protectors, Mothra and Biollante. Corralled into the small island nation of Japan, humanity now cowers in fear of the demons waging war across the world. The planet is split in control between a cosmic terror and a demon much of their own creation. Destroyah blights much of the Earth, spreading Micro-Oxygen in a constant bid for evolution. Spacegodzilla has turned the rest of the planet into its own crystal palace. Both battle each other for supremacy causing untold destruction across the planet. However, there is still one major character missing from this tragedy, Godzilla. Godzilla still rests at the bottom of the sea. Perhaps were he to wake, this new horrific new balance of the world could be overturned, but such a thing would be no easy feat.

Notes
If you have any questions just ask Goji-anon.