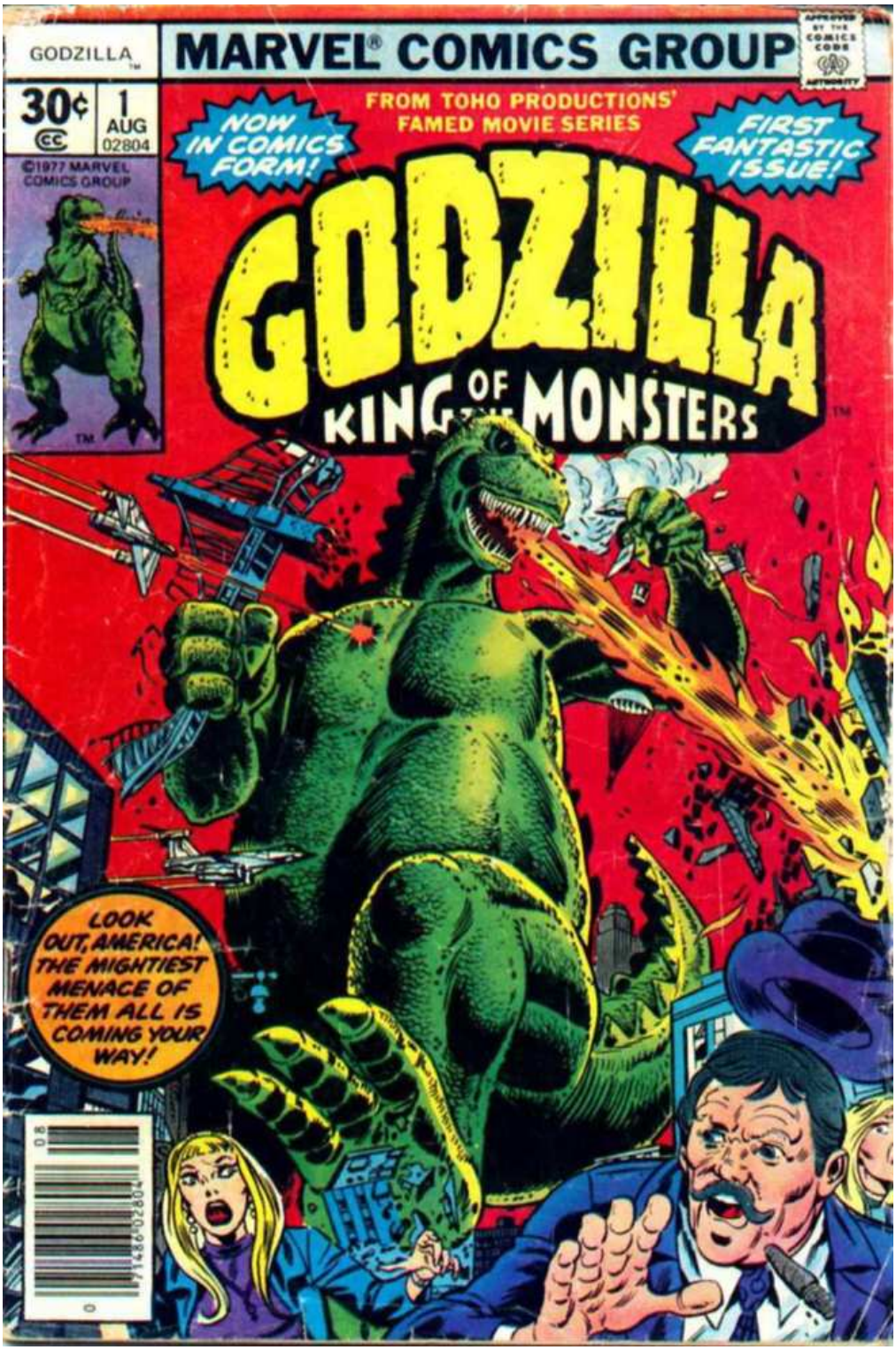
Marvel's Godzilla Jump

Version 1.0.2



In 1977 the most fearsome monster in history arrived on America's shores, and into the Marvel universe. Godzilla, the King of Monsters, thawed out by an unusually warm year from where he'd been frozen in the arctic, made his way to Alaska and with an attack on an Alaskan oil pipeline announced his presence to the world. Apparently 2 decades of rampaging in Japan destroying cities across the island nation hadn't done the job.

Marvel wouldn't publish the license long, but for 24 issues Godzilla was a part of the Marvel universe, encountering the Champions, the Fantastic Four, and the Avengers, fighting SHIELD, stopping a supervillain, and preventing an alien invasion.

You will be arriving in the Marvel universe on the same day as Godzilla's attack on the pipeline. Your time here is your own, but to help you, and to fuel your new choices and powers, take these:

+1000 Comic Points.

Location:

You begin in the United States at any location which Godzilla visits in his tour of the country, or you may roll on the table below. If you'd prefer, you can pay 50 CP to appear anywhere on Earth or the moon, in the Valley of Flame in the past/the alternate reality it exists in, or even in Asgard, Olympus, or another realm of the Earth-based gods.

1. The Great Alaska Pipeline, Alaska
2. Seattle, Washington
3. Dr Demonicus's volcano lair, the Aleutian Isles.
4. San Francisco, California
5. The Grand Canyon, Arizona
6. Las Vegas, Nevada
7. New York City, New York
8. The Valley of Flames, the ancient past/dinosaur planet.

Age and Gender:

Your age and gender are your own to choose from within the norms and limits of your species.

Origins:

Your origin determines your history and nature in the world around you. Each origin provides you with an appropriate background, leading you to your role, or the cusp of entering it, and appropriate connections to the world around you; though Monster may be used as the Drop-In option forgoing all connections to the world around you and simply appearing. Your origin also determines which perks and items you have discounted with the associated 100 CP perk and the first copy of the associated 100 CP item being free.

Agent: You are an agent working for the Supreme Headquarters International Espionage Law-enforcement Division, or SHIELD. There are many roles to play in SHIELD's employ, from simple technicians and helicarrier crew to elite field agents or branch chiefs, and yours will be determined by your skills and purchases. If you'd like, you may change your starting location to Dum Dum Dugan's helicarrier, a new member of the Godzilla Squad.

Hero: You are one of the long johns now, and on the more heroic side of it. You might not have powers, but you are someone with a history of putting on a costume and fighting crime and villainy, or perhaps you don't have that history yet, but are merely on the cusp of making it like a certain young boy.

Villain: Well you're still part of the cape and cowl club, but you're on the other side of it. You don't have much of a history as a villain yet, but you're ready to make your debut one way or another. May I suggest giant monsters terrorizing oil shipping in the Pacific?

Monster: Taking this background doesn't guarantee you're not human, but you are something that's almost out of this world. Oh, Mole Man has always used giant monsters and there's things like Krakoa and Fin Fang Foom, but you almost seem to carry with you tropes and genre conventions from outside of the superhero world. While you may have background memories if you desire, this is the drop-in option.

Race:

Select 1 to determine your species within this jump.

Human (Free): You're a normal human. Or maybe a superpowered one depending upon choices later in the document.

Kaiju (200 CP): Towering at least 500-ft tall, and up to as much as 800-ft, you are a massive monster. Strong enough to tear apart an oil tanker, or threaten superstrong heroes, you could fight a war against SHIELD and the American government. Though be careful fighting isn't winning and just this won't make you the equal to Godzilla, but closer to one of Dr. Demonicus's monsters.

God (400 CP): You're a child of Olympus or Asgard, or even one of the other divine realms of the Marvel universe. Whatever your nature, you are a minor god. Long lived, virtually immune to disease and poison, with strength to rival or even surpass a kaiju, stamina to fight for days on end, reflexes beyond human peak, and more. You're not the equal of the likes of Thor or Hercules with this, more like a typical Asgardian than part of the royal family or one of the big names of a pantheon; but even a typical Asgardian is an extremely powerful being.

Perks:

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

Cowboy (50 CP): You've got all the standard skills of a cowboy: riding, herding cattle, lasso tossing, handling and care of dynamite, and the ability to ride a kaiju like a bucking bronco as it tries to shake you off.

Photog (50 CP): You have the skills to be a professional journalistic photographer. You are especially good - and lucky - at setting up a camera where if left automatically snapping pictures it will catch engaging action shots of your following exploits, and getting camera pictures of superhero style action.

King (300 CP): You are simply better. Better than others of your species. Better than others with your power. Regardless of other purchases this puts you at a level compared to the average member of your species like an olympic athlete is to an average person. As a human you'd be able to compete in the olympics in any field of your choosing at least on pure physical fitness. This also serves to increase your intelligence, improving your ability to learn and adapt; this is most effective for your combat instincts, while it won't give you actual fighting skill, you will find that your combat reflexes are heightened and your thoughts are quick in battle.

As a kaiju this will put you roughly on the level of Yetrigar or Godzilla. You won't possess Godzilla's radioactive fire breath, nor his berserker rage, or his odd charisma, but you will possess strength enough to fight with him on a mostly even footing, stronger than any of Dr. Demonicus's kaiju or the Megamonsters of the Megans, and powerful enough to force SHIELD to consider alternative methods than shooting you with high powered lasers, and to take a blow from Mjolnir to the face with no serious effect.

As a god this will put you roughly as strong and durable as Hercules or Thor. You won't possess Thor's mastery over the storm, but your physical capabilities will be close enough to wrestle with either of them for days on end, and you will be strong enough to catch Godzilla's stomping foot and topple him, or to match his full strength push while holding back. This also comes with an improvement to your wisdom and your battle cunning, even compared to the human level.

This also serves to boost any Power taken in this jump.

SHIELD Perks

Every Ounce of Spit (100 CP): You have gumption, drive, and the stern force of will to push forward even against terrible odds. You have the determination to see your goals through as long as you see reason for them, even in the face of powerful forces arrayed against you, and will not be discouraged simply because of the difficulty of a task. You can still weigh costs and reward and decide a task is too difficult for what it would obtain you, but you're able to make yourself march through hell to accomplish your goals.

Jimmy Woo-ing (200 CP): You're handsome - or beautiful - enough to fit in among the more glamorous super spies and femme fatales. The exact aesthetics of your appearance are up to you, but you could be as attractive as Black Widow herself, able to turn your beauty into a dangerous weapon.

But this is more than just appearance. You're good at romance as well. Whether it's initially baiting the hook and drawing in someone's attraction, or holding a relationship, you seem to be equally skilled. This is especially effective in crossing cultural or racial divides; just because you're Chinese-American and they're Japanese and all the cultural baggage between the three countries in question in the aftermath of WWII won't stop you from being able to start a mutually fulfilling relationship.

Ain't Gonna Waste Time Chewing You Out (400 CP): You just led a fiasco of an attempt to stop Godzilla? Don't worry too much. As long as it wasn't a result of incompetence, and was just a result of being up against something you couldn't be expected to handle you won't find any blame falling on you. If you do as well as could be expected in the circumstances you will not be made to take the fall for a failed operation or task, your superiors, and the world at large, accepting it as what it was instead of seeking to use you as a scapegoat.

Even when you really do just mess up, making poor decisions and acting with a level of incompetence that should be unacceptable in your position, your superiors have a tendency to turn a blind eye. Overt betrayal will break this, and if you habitually make these mistakes this protection will eventually wear thin, but as long as you keep your track record mostly successful, a few moments of total bumbling will be ignored by your superiors.

No Man's Fool (600 CP):You possess the abilities and skills to be a highly competent SHIELD field agent like Jimmy Woo, or Gabriel Jones. This gives you the quick wits and situational awareness to quickly take in a dangerous situation, combat skills of a trained SHIELD agent, enough acrobatics to stand on a jet's wing and lower yourself with a rope onto a rampaging mecha before climbing in its eye, as well as training and experience with field espionage, piloting, and all the standard stuff needed to rise to an elite SHIELD field agent. This won't put you physically or mentally quite at the equal to the **King** perk as a human, and far from it as a god, though it does come pre-packaged with a large variety of skills to capitalize on it. If taken with **King** you will find your physique improved further, as a kaiju or god this will mean only a little, but as a human you will be the match for a super soldier such as Captain America, and you will also find your tactical acumen and talent similarly improved matching Captain America's own.

Hero Perks

By the Cloven Hooves of Pan (100 CP): A superhero is nothing without some verbal banter during their fight. You are now an expert at superheroic banter, able to come up with odd and personalized turns of phrase, humorous quips, or just stinging insults in the heat of battle without negatively impacting your own focus on a fight. Not the most useful against a kaiju, but maybe you can infuriate your human enemies.

And to be clear this does make you good at coming up with such banter outside of battle as well; in case you need to insult someone or play off your outsider nature as an archaic entity.

We Have to Get Godzilla Out of Here (200 CP): While some heroes might rush in against a giant kaiju with no plan other than to let their demigod punch it in the middle of the city, perhaps you'd rather take a more fantastic approach and not destroy large portions of the city. You are skilled at minimizing deaths, casualties, and collateral damage. This won't magically make them not happen, but you instinctively calculate the follow through of your actions from holding back punches and blows with super strength to a level that will not be lethal, to knowing how big and hot you can get your flames safely in the city, to understanding where to move the fight to for minimum disaster. It's useless to minimize casualties yourself if you can't make your enemy do the same, so you will find yourself especially skilled at fighting an enemy in a way to minimize their ability to cause collateral damage.

Fate is Often Ironically Gentle to Its Own (400 CP): And you are one of its own. As long as you take basic precautions and it's possible to survive, large scale disasters will not kill you, and death by random happenstance is not a threat to you any longer. This also seems to work to make certain that you do not die as a result of something you were protesting or opposing; if you were protesting the bomb test that awakened a kaiju and it killed everyone on the ship, you alone would be spared.

This also provides a weaker protection against death in battle. If an enemy is not specifically trying to kill you, their blows will not prove lethal even if they are using what should be lethal force - a bullet to the head might glance off your temple and knock you out. This works on their intentions and desires, if they specifically want you dead this will fail you, but if they merely want you dealt with, then it will preserve your life. Even if they do specifically want you dead they'd be best to check to make sure as you have a way of surviving more than would be expected from you; especially if you fall, or otherwise end up in a place where your body cannot be checked to confirm your death.

Moon Boy (600 CP): Like Rob Takiguchi or the primitive Moon Boy, you are able to easily connect with gigantic animals and beasts which would send others running in terror. You have a powerful charisma about you which attracts the affection and fondness of kaiju, and megafauna of all sorts from real world examples such as elephants, dinosaurs, and whales, to more fantastical beasts such as dragons. Any large beast you encounter is likely to view you in a positive light from your very first interaction, and only grow more fond of you with time and interaction. Even betraying them, such as leading them into a trap to be shrunk and captured by enemies, is easily forgiven if you help them or aid them afterwards and didn't truly mean them harm.

This also includes an empathic connection to such beasts. You can sense vaguely their intentions and moods, knowing what roar is a happy one or an angry one, and determining what they are feeling. This works both ways, as you can make your intentions and desires clear to such creatures with surprising ease for their often limited minds.

This also applies to giant robots to a lesser extent. You will find that self-aware ones are well inclined towards you, and that you have a natural talent for piloting them via mental uplink if they are made to be piloted that way.

Villain Perks

Secret Keeper (100 CP): A villain has to be able to go undetected. You know how to launder money, how to route your purchases and activities through multiple channels to avoid drawing notice for suddenly buying everything that's needed to build a dangerous weapon or device, and similar means to keep your activities hidden. This is nothing supernatural, but the mundane skills in hiding and secret keeping you might expect from a successful saboteur or member of organized crime.

Promises of Wealth (200 CP): What is a supervillain without disposable minions? By providing promises of wealth, power, or even revenge you are able to easily attract those willing to work for you as minions without attracting undue attention to the fact. These minions will usually be greedy and unethical, but beyond that you can give your own requirements. Just note that the more exacting the requirements the longer it will take to attract people, the greater the promised reward needs to be, and the people must be capable of existing in the setting. You could quickly get a small army of people willing to work for you in exchange for the promise of wealth once you conquered the Pacific rim if all you wanted were people who could use guns and threaten the locals, but if you wanted full blown supervillains you're gonna have to take years gathering them with just this.

Base Builder (400 CP): You are highly skilled and talented in constructing bases and headquarters in any sort of environment, or locale. You can plan and design buildings to be constructed into the sides of a volcano, underwater, or even space stations and how to make them habitable. If you wanted you could probably plan a space colony. Beyond mere survival of such structures, you are gifted in designing power sources, fortifications, defenses, and even emplaced weapons for such constructions. You might not be able to successfully turn a radioactive meteor into an airship, but you could build a force field, or emplaced gun design powerful enough to threaten a giant robot, at least as long as you were free to create a large, stationary structure to base it out of.

Demonic Designs (600 CP): In a world of superheroes, what could be more useful than the skill to create giant monsters. You now have a wide knowledge of biology and the mutational effects of various forms of radiation and chemistry. You know how to use this knowledge to create massive monsters or kaiju, building and designing them through genetic splicing, radiation, and other means. Through these methods you can grow massive monsters capable of destroying ships or fighting against the forces of SHIELD. While you'd be hard pressed to create something as powerful as Godzilla, as your access to esoteric energies and powers increases so too will the creatures you can cultivate using them.

These creations are not guaranteed to be loyal, but to help you with that you have some skill and understanding in how to train and condition your creations during their growth and mutation. As well as how to ensure they have weaknesses you can exploit, or failsafes implanted into them.

Monster Perks

Eons Long Slumber (100 CP): You no longer need to fear the ravages of age. Your body and mind no longer degrade with time, allowing you to survive for eons given the proper conditions. This also grants you the ability to enter into a hibernation-like state where your metabolism is all but frozen, allowing you to sleep for up to millions of years without need for sustenance, and only minimal need for air.

Pain Equals Rage (200 CP): And rage equals power. Most creatures weaken as they are wounded, or as their stamina wears thin, but not you. You can continue to fight at full capability even as you grow exhausted and tired, able to use your full power until you collapse from exhaustion; this doesn't give you more energy, just allows you to push yourself to maximum output as long as you have the energy to put forward. It does, however, reduce fatigue toxins and the build up of such chemical wastes in your body.

More than exhaustion, though, you are able to push through pain. Where most creatures if wounded would seem to weaken, you only seem to grow stronger. This won't let you ignore a missing limb, but pain, and injuries less than that will do nothing to slow your movements or dull your combat ability, and in fact the more heavily wounded you are, and the closer to death the more you are able to reach deep into yourself and pull out more power than you would have normally thought possible.

Moral Judgment (400 CP): Godzilla, for all his destructive might especially when blinded by pain and rage, demonstrated an uncanny ability to tell good from evil. While some of his actions might constitute eco-terrorism, except when blinded by rage he rarely attacked the innocent, and even when being attacked demonstrated the ability to differentiate those who were cruel and selfish from those who were trying to do the right thing.

Like Godzilla you now possess this gift. With little more than a glance you can tell if a person is motivated by greed, sadism, or similar cruel and unworthy motives, or if they are motivated by the desire to help others, and even to an extent where they lay on the scale from extreme altruism to the utterly heartless. This works on motivation and intent, however, so if someone is truly misguided about the results of their actions you will not be able to tell.

Elemental Force (600 CP): Good or evil, a monster stands above the judgment of human morality. They are simply a force of nature, no more evil than a hurricane. And now you share something of this nature. The more powerful and inhuman you are the less you will be judged by humanity's standards, and the more you will attract a sort of reverence for your actions and nature. This will lead to them not holding you to human standards, allowing hatred and anger against you for actions which would normally be deemed evil - such as destroying large parts of Las Vegas - fade easily, while taking those acts of good you enact along the way to heart. And while the more human you show yourself to be the less they will ignore your evil, it will do less to make them forget your good.

As a creature like Godzilla, showing a bestial intelligence and a power to stand against even powerful weapons created by Tony Stark and marvels of cybernetics that even he conceded were the most advanced he had ever seen, you could make your way across America, leaving destruction in your wake, and still have many defending your right to live, and refusing lethal force against you. And if you did some incidental good along the way you might find many people questioning if you were even a force of evil; save someone's life and even if they were in charge of getting rid of you they might be questioning if you weren't really a force for good after all.

As an asgardian like Thor you might be forgiven great deals of collateral damage, or many actions as long as they could be interpreted as part of a divine plan for the greater good. Taking over the Earth and ruling it with an iron fist might get a sizable rebellion going, but you'd be given more of a benefit of the doubt than most. And if you were to be a heroic figure instead, you might find yourself spawning a religion around you, able to become one of the world's major religions.

This won't affect beings of the same kind as you; if you were a kaiju this wouldn't affect other kaiju, and as a god you'd be held to the same standards as other gods, but if you're open about being an extra dimensional Jumper that's likely not to come up.

Powers:

Powers are general (undiscounted) perks. However as they all represent special powers you possess, as opposed to narrative or meta abilities or skills and come in varying levels and powers based on your race and whether you have purchased the ***King*** *perk, they have been included in their own section.*

Any powers which are improved for kaiju are only at that improved level when in the form of a kaiju or another form on that same scale, otherwise functioning at a human level. If you are a god the improvement functions regardless of your current form or scale.

Second Element (100+ CP): You are naturally designed to move through a medium outside of the human norm. When you take this power you must choose whether you want to gain amphibious capabilities, burrowing, or flight, though you may take it multiple times to gain additional options.

If you choose amphibious capabilities you can swim at least as fast as a person can run, breathe underwater, and survive the pressure of the ocean depths as well as the changes in pressure from the ocean's depths to the surface. This comes with the ability to see, hear, and smell normally underwater like an amphibious creature.

If you choose burrowing you can move through dirt at almost the same speed as a person can run, tunneling through it with ease.

If you choose flight, you will possess some appendage used for flight - whether wings, rocket feet, or a bio-mechanical helicopter propeller. You can fly roughly at the speed of a car on the highway.

As a kaiju or god your speed will be improved, easily able to swim or burrow at least 50 miles per hour or fly hundreds of miles per hour.

If you are a kaiju you may pay an **additional 100 CP** to create dangerous disturbances in your wake when you move through your selected medium. Swimming could create waves capable of sinking ships, burrowing would create dangerous tremors, and the wind from your flight could threaten buildings. You only need to pay this additional price once even if you bought multiple versions of this power.

King will further improve your speed, allowing you to reach at least double your previous speed. It will also improve your senses related to movement in your chosen medium. If you chose underwater abilities you would possess underwater sonar like a

dolphin's, or even more powerful and able to reach across the Pacific ocean as a kaiju or a god. If you chose burrowing you would be able to get a sense for movement upon the ground and seismic shifts, as well as possessing improved hearing and low light vision. If you chose flight your vision would be greatly enhanced, similar to that of an eagle's or another bird of prey's; and as a god or kaiju you'd be able to see yet further, reaching super powerfully telescopic vision. If you paid for a destructive wake, it will likewise be improved creating true tidal waves, earthquakes, or hurricane force winds in your wake.

Radioactive Flames (100 CP): You possess some innate, and powerful, ranged weapon. Despite the name, radioactive flames are not the only form this power can manifest as. This can be a form of energy projection (like Godzilla's radioactive breath) or physical attack (like the Beta Beast's launches 'quills'), or even something like Kroller's ability to suck things into its mouth and spit them back out forcefully. As a human this will be roughly equal to a rifle in destructive capability, strong enough to kill a person with a good shot. As a kaiju or a god this will be a threat to most kaiju, or to large ships such as oil tankers or even a SHIELD helicarrier, a powerful weapon strong enough to destroy entire buildings.

If taken with **King** this would be a weapon strong enough to harm a kaiju as a human, potentially destroying buildings, and with repeated use could threaten or kill a kaiju, or as a kaiju or god a weapon to threaten Godzilla himself, a powerful tool capable of wreaking havoc across entire city blocks, battling a giant robot like Red Ronin, or knocking the Vision and Iron-Man from the skies (though a brief blow would not do permanent harm to either of them).

Icy (200 CP): You are able to generate and project ice and cold. This power is reliant on moisture in the air, gathering it together to create this effect. With a bit of effort you could easily freeze a room, create weapons and projectiles out of ice to threaten others, or release it in sprays to form ice around a person and contain them. This power protects you from cold up to the intensity of your own ice, and you could even cover yourself in ice as a form of protective armor. As a kaiju or god the scale of your powers will improve, able to freeze entire skyscrapers with more ease than a human could freeze a room.

With **King** this will improve substantially, able to generate ice and cold on a level to freeze Manhattan, or possibly even New York City. The ice won't be that much stronger, but you could encase an entire building in it with less effort than it would have taken to encase a room, and you are no longer as reliant on existing moisture to use your power.

As a kaiju or god the scale will increase yet further, enough to cover a state or a European country.

Living Stone (200 CP): You are strong and durable. Even as a human you are strong enough to match your average Asgardian or Kaiju, and to take blows from them. As a Kaiju or a God you will be strong enough to match Godzilla, and durable enough that even weapons such as Stark's laser cannon will do little more than annoy you. You may optionally take on a rock covered form like the Thing's with this perk.

If taken with **King** you will be as strong as the Thing himself, able to trade blows with the Hulk, Hercules, or Thor. They might still be stronger than you, but you could at least put up a fight against them for a time. If you are also a kaiju or a god your strength will be increased yet further, stronger than either Thor or Hercules, and with a chance to overpower the Hulk depending upon which version and how angry he is.

Elastic (300 CP): You are able to stretch and deform your body. At its base level this won't be as powerful as Reed Richards's capability in the same, though still strong enough to render you effectively bullet proof, allow you to stretch out several hundred feet, thin yourself out to little more than the thickness of an ant, flow through small openings, or alter your features to a limited extent. If your base form is larger or smaller than a human the extent to which you can stretch or shrink will be modified based upon it.

If you are a god or have the **King** perk this will instead be to the level of Reed Richards's own capabilities in full. You could stretch out to 1500 ft at human scale, turn yourself into a semi-liquid form, rearrange your features to impersonate the Thing and gain a measure of superstrength in doing so by increasing the density of your muscles, catch a mountain - though the exertion would knock you out - or a variety of other fantastic feats. If you have **King** and are a god you can go still further, allowing you to stretch out to almost a mile, contain even larger - and more exotic - explosions, as well as more fine control over how certain parts stretch or change, theoretically capable of forming complicated moving parts.

Torch (300 CP): You are able to produce flames hot as a thermonuclear bomb, and are capable of projecting these flames outwards and even shaping them with your hands. At maximum heat and intensity you can rival a small nuclear bomb, though doing so will be draining. You are immune to the effects of heat and fire up to those of your highest intensity and are able to cover (parts of) your body in these flames and fly using them, and while you have your flame on you will find your durability increased able to take

blows from superpowered foes and survive. As a kaiju or god, while the maximum heat of your flames is not increased, the scale is rendering you able to create more flame at once and extend them further. Your durability with flame on will likewise be increased.

With **King** you go beyond guidebook numbers for the Human Torch to be his full equal, able to destroy island sized asteroids with your heat, create enough heat and energy to make a mountain erupt like a volcano to get yourself free of it, shoot columns of fire into the ocean from above its surface to cause an underwater volcano beneath you to erupt, and more. With your flame on you could survive blows from the Thing, Namor, or even potentially the Hulk. As a kaiju or god the quantity of flames and range of them is increased, as is your durability when your flame is on.

Invisible Force (400 CP): You possess two distinctly different, but somehow related powers. You are able to turn yourself invisible, and are also able to project invisible force fields. You are only able to use one of these two powers at once, using your force fields making you visible. You can extend your invisibility outwards to about the size of a pool, turning others invisible with you, and can control to at least some extent what turns invisible and does not, though your fine control is limited; you could select certain creatures but would be unable to turn only a creature's eyes invisible. You can only maintain one force field at a time, and its size is limited, covering at most about a city block, but its powers are immense, a small one would be able to take blows from a kaiju, though Godzilla or the Thing would be able to burst free if you tried to constrain them. As a kaiju or god your force fields will only be a little stronger, but you'll be able to cover a much large areas, potentially several miles, and you will have a similar increase in the area you can turn invisible.

With **King** your powers and potential are fully equal to those of Susan Richards. You no longer are limited to only using one power at a time, can manifest multiple force fields, and with time and experience could constrain beings as powerful as the Thing, turn people's corneas invisible, only affect certain wavelengths of light, or combine your force field and your invisibility power to turn a whole planet invisible. As a kaiju or god, your force fields will be strong enough to constrain Thor, and your abilities will be able to cover much larger areas, encapsulating a European country in a force field a foot thick might be possible for you.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Hostess Fruit Pies (50 CP): This is a self-replenishing supply of Hostess Fruit Pies, about a few dozen available at a time before replenishing an hour or so later. They are guaranteed to always be crispy, delicious, and warm as if freshly baked.

Lucky Dime (50 CP): This dime is rather ordinary, but once per jump when you use it to gamble you'll find yourself on a winning streak that if pursued to its fullest will multiply its value to roughly $100,000 in 1977 money or almost $500,000 in today's. The dime will be replaced at start of jump if lost, and will adapt to be a low value coin in future jumps.

SHIELD Items

Laser Pistol (100 CP): This is a small energy weapon. While not good against kaiju even point blank, it's plenty good for use against people or smaller military vehicles.

Laser Cannon (200 CP): This massive, truck sized cannon launches a white flame of concentrated light from an array of nine-thousand lasers working together to combine and amplify their power. This weapon is strong enough to wound Godzilla, though it'd be a wound more on the scale to enrage him than kill him, so make sure you have a means to stop him from fighting back. Still it should be a useful weapon against lesser kaiju, or military machines. Designed by Tony Stark.

Stark Factory (400 CP): One of Stark Industries factories, it's been contracted out to you. While this won't have any of his top of the line technology, it is a large complex for the construction of weapons and repair of various military vehicles. While not necessarily set up - yet - for every sort of vehicle or tool you could bring to it, its skilled workforce will easily learn new designs with a bit of instruction and its machine tools are high end for the Marvel universe in this period; it is the equal to a major supplying factory for SHIELD. Will retain modifications made to it, though its external area will not expand; at the start of a jump you can choose to reset it to its original default condition.

Helicarrier (600 CP): A Behemoth Class SHIELD helicarrier, large enough to transport an unconscious Godzilla. It comes with a full complement of weapons, crew, and various aerial vehicles to use as fighters. While none of its weapons will do more than annoy Godzilla it is still a mobile command center, complete with a small army of highly trained soldiers in the form of its crew, and a sizable air fleet, capable of battling beings such as Dr Demonicus's kaiju or even one of the Megan's megamonsters after they have been empowered by the Energex Ray.

Hero Items

Costume (100 CP): This costume, made of unstable molecules, adapts to your form and powers, allowing you to use them without destroying it or the costume interfering with them. No matter how you change your form, this costume will transform with you to match you, or merge into your new form if you'd prefer and the transformation would normally be able to do so.

Champscraft (200 CP): Or maybe it's a Quinjet or Fantasticar. This is a superheroic aircraft about the size of a van and capable of supersonic flight pushing towards hypersonic. It holds at least five comfortably, self-maintains, repairs, and refuels given time (though the fuel tank always seems empty if you try to siphon it out).

Reducing Gas (400 CP): This tank contains a gas filled with Pym particles meant to shrink something. The tank contains enough to shrink Godzilla down to the size of a rodent, though the effect will eventually wear off, and they'll restock slowly over the course of a week. If you also bought a costume it will include an apparatus to allow for the controlled release of this gas to shrink yourself when you wear it, and a neutralizing compound to return you to your original size. This will also cause your costume to contain small flight boosters, too weak to fly at human size, but strong enough to allow you to fly when shrunk down to the size of an insect.

Red Ronin (600 CP): A giant robot on the same scale as Godzilla. It is capable of flight, and powerful enough to shatter a mountain by flying through it, or to carry Godzilla aloft by the cables launched from its boot. It possesses a shield which returns when thrown, its left hand transforms into a laser gun, and its shield can extend a laser blade capable of significantly wounding Godzilla - or threatening to overcome Iron-Man's armor's anti-laser defense - in a single blow. It is strong enough to take blows from Godzilla, and even with its heat shield not activated can survive a blast from Godzilla's radioactive fire, though in the end it seems to be somewhat less durable than Godzilla himself as one of the Megan Megamonsters was able to decapitate it in a single lucky blow, and a daring enough spy might be able to get into it by aerial maneuvers and slipping in one of its eye sockets. Even so it remains a several hundred foot tall robot, capable of fighting kaiju or the Avengers.

Villain Items

Mook Uniforms (100 CP): This is a large collection of matching, face concealing uniforms stylized after your personal persona. You get a uniform for everyone who works for you, new uniforms appearing when your payroll expands, and damaged uniforms are replaced weekly as long as their wearer is still in your employ.

Speed-Tanker (200 CP): This high tech boat is a little smaller than a standard oil tanker, but is designed to engage in oil piracy on the high seas at speed. While only lightly armed, far lighter than a battleship of its size would be, it possesses high speed propulsion, visible in the two rocket or jet thrusters on its back, capable of hydroskimming when unladen, and still capable of substantial speed when fully laden with oil or other cargo; even when fully laden it is probably faster than any real world ship nearing its size, able to easily race around battleships. It will self-repair, self-maintain, and refuel over time (though the fuel tank always seems empty if you try to siphon it out).

Volcano Base (400 CP): This large complex was built into a deserted island of your choice. A fully high tech base, it includes laboratories and facilities for the creation of kaiju though if you'd prefer they can be replaced with robotics labs for the creation of giant robots, barracks for your troops, and even a forcefield containment system designed to keep kaiju in, though it could also be repurposed to defend the base against something like a SHIELD assault launched from a helicarrier. It comes staffed with NPC guards and assistants for the laboratories, and will retain modifications made to it, though if you'd like at the start of any jump you can reset it to its base form.

If you'd prefer it could be an underwater, immobile space station behind the moon, or underground base beneath a city, however transportation to and from the base is not provided and you must make this choice when purchasing the item.

Life Stone (600 CP): This meteorite produces radiation that can transform creatures. On its own it will do so by causing them to grow to gigantic sizes as bestial kaiju, possibly with other mutations, and tying their lives to it so that they are unable to live for more than a few hours away from it. It is possible, however, with sufficient scientific skill and years of study to obtain a greater control of its energies and function, granting a certain amount of control over it and making kaiju not dependent upon it a possibility, or super powered humans - likely reliant on it to charge their powers at least initially - another possibility; as a warning these mutations will still often come with undesirable side-effects.

Unlike Dr Demonicus's original stone which was large enough for 4 kaiju to sit on at once, yours is merely a broken off chunk the size of a house. This does lower its total energy, but it will also be easier to transport if needed.

Monster Items

Hat and Trenchcoat (100 CP): This simple disguise is more effective than you'd believe. While it won't hide that you're a 600 ft tall monster, if you were somehow shrunken down to human size - or only a little larger - it'd somehow stop people from noticing you were a dinosaur-like lizard monster underneath it at a glance. If you tried to have a conversation with them they'd probably notice, but if you were just walking through a crowd you could pass for human, and at night in the shadows someone might even try to mug you without realizing.

Steel Serpent (200 CP): This massive, hollow steel serpent's life blood is the black magic called oil ready to pump across a nation to feed hungry cars and industry. Large enough to reach from Alaska out to the continental United States, and carrying a steady supply of crude, this pipeline now belongs to you. If you want to augment the flow you can expand it to include actual drilling sites, but even without those it will carry enough oil to be a major contributor to America's oil supply. You could sell this oil to make yourself a wealthy man, or perhaps use it to supply your own industrial purposes.

Energex Ray (400 CP): This large, energy cannon shoots a ray not designed to cause harm directly, but which will increase the power of kaiju struck by it temporarily. This would normally kill them afterwards due to energy overload, but your version merely leaves them comatose when it has worn off; though a powerful enough kaiju might be able to resist this burnout to some extent. While the Megans claimed it increased power 10 times over, the shown effects do not live up to their hype; even so an affected kaiju might grow to about half-again its size in any dimension, and an enemy that was almost a match for 3 such beasts might prove incapable of matching 2 and forced to strain to defeat them 1 on 1 once they were empowered. The power boost seems to scale off of the kaiju's own power, though capping at a kaiju on Godzilla's level until you manage to upgrade the ray yourself in some way. The ray also possesses a long range, able to work from a little beyond lunar orbit; though it does need a straight line so its range will be limited by curvature of the planet if mounted terrestrially.

Valley of the Flame (600 CP): This seems to be a copy of the Valley of the Flame, to which Reed Richards sent a shrunken Godzilla through the use of Doctor Doom's Time Platform, though perhaps it is a portion of the Savage Lands, or another lost world of dinosaurs. Whatever its nature, this is a large valley filled with tropical jungle, inhabited by dinosaurs, ape men, and giant insects. You are recognized as its most feared and dangerous inhabitant, and in a primitive way as its chieftain and defender; at least you are a being too dangerous to cross and better obeyed. This valley with all its rich and

untapped natural resources is now yours and will follow you upon your chain. It will maintain changes, but at the start of a jump you can choose to reset it to its original state; in case it got ruined by invaders, stripmined for resources, or you accidentally turned the populace against you.

But a small nation of untamed wilderness and prehistoric beasts is not what makes this option so expensive. At one edge of the valley in the mountains which ring around it and mark its limits there is a smaller valley which contains a series of pits, each large enough for a tyrannosaurus rex to fall into with room to spare. These pits are soft spots in spacetime, able to open rifts to other times and places. No means of control is provided, other than if the same pit is opened twice in quick succession it will reopen a portal, and the more kinetic energy is used to open a pit's portal the longer it seems to stay open - a t-rex falling in would open it long enough for the t-rex to pass through, a large explosive going off inside would open one for several moments long enough for said t-rex to pass back through if it was quick enough.

Companions:

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

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

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 non-powered canon character who showed up in these comics. For every 100 CP you may recruit 1 powered individual who showed up - even for a cameo (like Spider-Man) - no more powerful than one of the megamonsters (before being empowered further) or more scientifically gifted than Dr Demonicus. For every 200 CP you may recruit any character that showed up - even for a cameo - in Godzilla vol 1 (recruiting Rob Takiguchi with Red Ronin falls here).

For double the price you can recruit a character canon to the Marvel universe created before 1978 which falls into one of the three categories, though the 400 CP option is limited to those no more scientifically gifted than Reed Richards or powerful than Thor.

Marvelized Kaiju (100/200 CP): Godzilla is far from the only kaiju in Toho, and while his normal sparring partners did not show up in these comics, if you'd like you could recruit a version of a kaiju that showed in a Showa era Godzilla movie. They will be adapted to the Marvel universe much like Godzilla himself, and will scale to Godzilla based on their performance in their original canon.

For 100 CP you can pick from one of the weaker kaiju of the era such as:

- Anguirus
- King Kong
- Ebirah
- Kamacuras
- Kumonga
- Manda
- Varan
- Gorosaurus

- Baragon
- Gabara
- Titanosaurus

For 200 CP you can select one of the kaiju who actually serve to threaten Godzilla one on one without human assistance or Godzilla being severely weakened.

- Rodan
- Mothra
- Ghidora
- Hedorah
- Gigan
- Megalon
- Jet Jaguar
- Mechagodzilla

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity Toggle (Toggle): Have you been to the Marvel Multiverse before? Or maybe Godzilla's? If you'd like you could have the events of that jump have taken place in another reality within the Marvel omniverse, or if the events of the jump ended before 1977 you could even import it as part of the history of this Earth.

World of Monsters (Toggle): Usually Godzilla's old sparring partners would not exist in this world, just a vague reference to him having spent 2 decades destroying cities across Japan again and again. By selecting this toggle, however, you can ensure that the events of the Showa era Godzilla movies happened, and that the kaiju shown there will exist - in a Marvel-verse variant - in this world.

Bizarre Skepticism (+100 CP): You're chasing a multi-hundred foot ape man and a lizard just as big that shoots radioactive flames… and you'll mock someone for believing that bigfoot or Nessie are possible. In general you are an arbitrary skeptic of the worst sort, treating others as highly gullible for believing in things like cryptids, or the possibility that shapeshifting aliens could be involved (the skrulls were already driven off after all) and will generally disbelieve any of the weirder aspects of the world without incontrovertible proof.

High Blood Pressure Kills (+100 CP): You lack emotional control. You will find yourself easily influenced by anger, sadness, or even appeals to your emotions. This is at its worst if you're injured, as you risk losing yourself in a berserk rage leading to a rampage.

600-ft Moth (+100 CP): Bright lights have a strange effect upon your mind. While the sun won't influence you, you will find yourself drawn towards bright lights, staring at the moon at night, approaching cities due to their lights, or being able to be led around by flares. Immediate danger can distract you easily enough, but barring danger to your life you'll find yourself approaching bright lights at least until you've given them a close inspection to sate your curiosity.

Skreeonk (+100 CP): It would seem your language skills are gone. You can no longer shape words, instead having your vocalizations come out as monstrous roars, growls, and other animalistic sounds. This applies to non-vocal communication as well, as your brain simply will no longer comprehend language, rendering writing incomprehensible to you and impossible for you, and even sign language meaningless. Even attempts to communicate via telepathy will be rendered more difficult, forced to work on symbolic logic, and more direct ideas than thought-speech.

Irradiated Mind (+200 CP): You seemed to have had an accident involving radiation in your past, one that has unhinged your mind. This has rendered you insane in a way that makes you a danger to yourself and others. You may not necessarily be a megalomaniac with a desire to conquer the world, but your behavior will be erratic, and your actions twisted to a similar extent. Maybe you're convinced your years dead mother is dying and needs an operation and the 'best' way to obtain it is on a weeklong drunken bender through Las Vegas in which you ruin yourself gambling and drive away those who care for you. Whatever form your madness takes it will have a way of disrupting your life substantially.

Never Could Keep the Long Johns Straight (+200 CP): You can't remember who is who in the world of kaiju and superheroes, meaning you'll inevitably forget who has what power. This won't affect you when they've demonstrated it very recently, but you'll not know what to expect at the start of any fight and will have to adapt your strategies on the fly instead of planning for specific enemies.

Pymed Out (+200 CP): You have been affected by Henry Pym's reducing gas, and its effects have become permanent on you. As a kaiju you will be no larger than a human, reduced to the same scale as one. As a human you will be roughly the size of an ant.

Jumper Squad (+300 CP): The world is aware of your presence and convinced you are a danger to the world. SHIELD has already formed a team with the express purpose of hunting you down and removing you as a threat to the world, and you will find superheroes seeking to do the same as well as villains seeking to enslave you as their tool. Unlike Godzilla, you will not find your hunters developing sympathy for you, or be able to convince the world you are anything less than an absolute existential threat to everyone as long as you are free and alive.

Mind of a Beast (+300 CP): You have the mind of a beast. You can perhaps be a clever beast, but you will lose your higher reasoning, and any capability for thoughts beyond those of a creature such as Godzilla. In general your mind is constrained to being no greater in any regard than Godzilla's own.

Outro:

So you've failed your chain, or survived the decade. Either way you have reached the end of your jump and the final decisions which comes at its end.

Canceled: Return home, keeping what you've gained in the chain. If you failed the chain this is, of course, your only option.

Mutated: 10 years in the Marvel universe wasn't enough for you? Then you can stay here longer. Your chain ends, though you keep what you've gained from it, and you remain here in the Marvel omniverse.

One Final Roar… in Farewell?: Continue your chain, going to the next world and keeping what you purchased here. I hear that the Heian era had some excellent Godzilla films, or maybe IDW's Godzilla comics would appeal.

Notes:

Jump by Fafnir's Foe

Godzillas height is… variable. In Seattle he was the same height as the Space Needle and described as 605 ft tall. Elsewhere he was the same height as the Golden Gate Bridge, and Hoover Dam both about 750 ft tall. He was substantially shorter than the Empire State Building at over 1100 ft. So he seems to vary between 600 and 800 ft tall when not shrunken.

Superheroes who showed up (for canon recruitment purposes), this list does not include major recurring characters for the series only guest stars who might be easily missed:

- Nick Fury
- The Champions (Iceman, Black Widow, Angel, and Hercules)
- The Fantastic Four (Reed Richards, Sue Richards, Johnny Storm, Ben Grimm)
- Moon Boy and Devil Dinosaur
- The Avengers (Vision, Tony Stark, Thor, Henry Pym, the Wasp, & cameos of Captain America and the Scarlet Witch)
- J. Jonah Jameson
- Cameo of Spider-Man.

I tried to include the main powers of the more significant heroes - this is why the Fantastic Four who were in 4 issues all are included, and Hercules who fought Godzilla mostly one on one, but the Scarlet Witch and Spider-Man are not, and neither are Vision or Tony who merely were at the battle and shot some energy beams in a panel, but Yellow Jacket and the Wasp's shrinking (giant man powers were not used) are available. Thor got wrapped in with Herc because all he used was Mjolnir to fly and smack briefly, and his strength. Angel ended up in the general 'non-terrestrial movement option' largely because the kaiju shown necessitated it more than Angel himself; he simply provided a useful baseline for Flight+King. Iceman was included because he was simple (unlike Iron-Man, Vision, or Wanda) and provided a bit more options. Captain America was included in the combination of King and No Man's Fool due to the two overlapping so much that I felt the need to add something, and Black Widow really should be represented by the combination (as a super soldier spy) but sometimes she's normal human, sometimes she's Captain America tier, and so I went with Captain America on top of being a trained spy as a more stable way of describing her capabilities.

King's use for boosting powers came about because of how many of these powers changed over the decades. Though it ended up getting lost because I actually don't know what level the Fantastic Four were at in the 70s. A still mostly shrunken Godzilla broke Sue's forcefield in the comic, where she's able to restrain the Thing (who had already demonstrated being stronger than Godzilla) in later comics where he's officially stronger than in the 70s. I know the Thing went from 85 to 100 strength level but putting that difference into words is hard in a way that's not a long diatribe on shifting powers in comics. And… I haven't read much of the F4, mostly the first few issues, Galactus's first appearance, and scattered later stuff (like most of Claremont's run), more familiar with them through events and crossovers. Iceman was the only one that really kept it with the change being based on his original powers at the start of the series, vs his powers after he got powered up by Loki in the 80s, and the rest it was just 'lower tier non-main character version vs main character version' which honestly given the perk was based on being a main kaiju/god instead of a sideliner is probably still appropriate.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Reduced price of King, and all powers except Second Element by 100 CP.

Version 1.0.2: Reduced price of Torch to 300 and Invisible Force to 400.