

Introduction:

In 1945, the nation of Japan would face its final defeat in the Greater East Asian War. The sacrifice of its soldiers is no longer enough to sustain its war effort; instead, such sacrifices lead to nothing but doubt and resentment. However, this defeat would not be the end of Japan's troubles. Earlier that very same year, two men, Koichi Shikishima and Sosaku Tachibana, would be the final survivors of a horrific attack on the military base stationed on Odo Island. An attack carried out, not by the men and machines of the American military, but instead by a creature. A creature legendary to the native peoples of Odo Island. A creature known as Godzilla. Shikishima would go on, mentally scarred from the attack, but recovering alongside the battered Japanese nation. However, the world would once again hear the monster's roar; this time more violently than ever before, as it echoed in the splitting of an atom. *You begin your journey in this woe begotten world on the same day that Shikishima flies onto the airstrip on Odo Island, whether you change or seal Japan's fate is up to you. You gain 1000 cp upon entry to use on whatever you can.*

Location:

(Roll 1d4 or spend 50 cp to choose your location)

Shikishima's Neighborhood, Tokyo (1)

Another neighborhood ruined by the extended firebombing of Japan's major cities, Shikishima's neighborhood is just another shanty town in the middle of Tokyo. Crowded and destitute, the area, while showing signs of Japan's miraculous recovery post-war, still has quite some work to do by the time you arrive.

Ginza District, Tokyo (2)

Ginza, much like the rest of Tokyo, was severely damaged in the firebombing of Tokyo. However, it still fared better than Shikishima's tiny neighborhood. A district housing what could very well be the center of Japan's recovering economic and rebuilding efforts; this district is already beginning to plan extensive reconstruction efforts by the time you arrive.

Odo Island, Ogasawara Islands (3)

A small, sparsely populated island slightly south of South Iwo Jima. Dotted with tiny fishing hamlets and one small Imperial Japanese airfield. The island would escape entirely unscathed from America's island hopping campaign through the Pacific. However, the people here speak of a giant creature that dominates their folkloric tales. By the time you arrive, the Japanese airfield is a scant few hours away from being demolished by an enraged Godzilla.

Free Choice (4)

You may choose any of the options above or anywhere on the Japanese archipelago to appear.

Origin:

(Age is your choice, but dice rolls are a general range if you can't decide.)

Veteran *(Age: 2d8 + 20)*

Imperial Japan has lost the Pacific War, but its soldiers still remain. Beaten, battered and scarred, but they still live. Coming home to a scorched homeland, they take up the fight once again, a fight for life and prosperity. Kamikaze in the skies or an officer on the bridge of a ship, you lived and fought for a fight that you most likely no longer believe in.

Civilian *(Age: 2d8 + 15 or 2d8 + 25)*

The people too young, too old, or simply lucky enough to not be sent to fight. Yet, they have endured the war as well, in a manner all too familiar to that of the soldiers on the frontlines. They too work to pick up the pieces, to rebuild from the nothing the war has left them with. You could have a baker, a factory worker, a fisherman, or even just a government bureaucrat, but all of you are together in the same boat now.

Monster - 600 *(Age: Unknown.)*

War is waged on men, by men, and yet men are not the only ones who feel its wrath. The rage of war spreads to the land, the sky, and the sea. It seeps into them, feeding the inhabitants, until they too know war. You've taken on this aspect, the aspect of a creature, much like the one on Odo Island. As such, you are now a towering monster of 15 meters in height, most likely hundreds of tons in weight, and almost your height in length from your head to your tail. Not to mention, you have one odd little ability already in your arsenal: cellular regeneration. A terrifying ability, which alongside being durable enough to survive being hit by 20 millimeter cannons; could see you survive being in close proximity to the Bikini Atoll Nuclear Tests.

Perks:

(100 CP perks are Free for the corresponding origin, the rest are discounted.)

Veteran

Functional Traumaholic - 100

The Pacific War, by its end, left no man, woman, or child in Japan untouched. However, for many, that war isn't over yet. Visions of war and pain wrack the soldiers who fought in it worst of all, but some decided to move forward, however they can. You find yourself among this more well-adjusted grouping of survivors. Your trauma responses are dulled, if present at all, and you have no issues using your experiences to make a better tomorrow.

Who Knew He Was Such a Bigshot? - 200

For all of the faults and incompetencies of the Imperial Japanese military, there were a good number of fine soldiers, pilots, engineers, and low-level leaders that could be found in the military. At a base level, you find yourself with the same level of skill as the average Imperial Japanese soldier. However, you also have two skills that you absolutely excel at as well. You could be a master pilot and expert gunner or maybe a crack naval engineer and an inspiring leader, the specifics are up to you, but either way, you would stand out both on and off the battlefield.

Live, Jumper - 400

In the wake of tragedy after tragedy, those who are left might find that the world isn't worth living in. The weight of the world is just too heavy and the pain is just too sharp to bear. However, you're someone who has felt that sting and come out the other side. You know that pain and more than anything, you know how to get others through that pain too. For those who have lost hope, you are inspirational, able to draw out their best and push them to do what they were meant to while coming back alive. Maybe hearing from you will give them just that last bit of luck they need to come back from the brink?

Wadatsumi - 600

The beginnings of hope always start with a thought, a plan. The plan may be a long shot, it may be seemingly suicidal, but it's a start and that's all people who have lived through the horrors of war need. You're an expert of many things, perhaps some sort of weapon maker or head scientist during the Pacific War? You have a wide breadth of knowledge on a relatively broad topic such as Sea Faring or the Navy, but where you really shine is your planning. Your plans are creative and may rely on a number of moving parts, but under your guidance they work to a tee. You can weed out those people who are going to follow your plans and those who aren't going to be able to see it through to guarantee a flawless execution. Even in those moments where everything seems to go wrong, where the subject of your planning bucks against you, luck just seems to bend your way leading to something almost miraculous.

Civilian

Something to be Proud Of - 100
Those left behind in war are left to keep the world, as it was, going the best they can. Farmers, factory workers, fishermen, miners, metal workers and so much more are those forgotten in war, but they are the ones who are keeping it all together. You've come from such humble beginnings having a solid level of skill and work ethic at a blue-collar profession of your choice.

Why Didn't You Leave? - 200
Unfortunately, not everyone is the kindest of people during tragic circumstances. However, that doesn't mean that there aren't some kind souls out there open to helping others who are just down on their luck. Or maybe you're just enough of a loveable scamp that you've grown on them like some sort of joyful barnacle. No matter how it works out for you, it does! So long as you aren't completely unlikeable you'll find that people tend to just want to help you, for nothing in return!

Doing Our Best To Help - 400
You may not have seen the hardships of the frontline, you may not have been meant for war, but that doesn't mean that you can't fight for your country too. You have your own merits, such as your general work skills, but what you can really do is get people together and on your side. You know how to collect a large group of like-minded people and get them to where they need to be, just in the nick of time too.

Is Your War Finally Over? - 600
For all that you may not have been fighting, you still lived through the war. It still hits home for you, perhaps literally. And yet, you came out alive. More than that, you came out alright, which is more than most can say. Quite frankly, you have some obscene luck. You could be blown away by a blast equivalent to a nuclear bomb and somehow come out alright despite blatantly being shown flying away in the pressure wave. More importantly, much like the previous perk, you can get people to where they need to be in a more emotional way. Being around you pushes people to be better, to fight their demons and insecurities. To end the war in themselves.

Monster

Rural Legend - 100
The islanders that live around the smaller areas in the Japanese archipelago are a superstitious bunch. It just so happens that their superstitions about a great seaborne leviathan happened to be true. Much like that object of fear and respect, wherever you go legends of your existence seem to crop up into the local cultures. Depending on how often you pop-up and your demeanor when you do, you could easily be seen as some form of godlike figure worthy of worship.

Survivor's Hate - 200
The trauma of war is a heavy load for any one person. The screams and roars of battle. The roar of engines firing and the rhythmic booms of artillery exploding. You in your current form are like a physical incarnation of this trauma. Your mere presence shakes the confidence of those who look at you. They can only look in stunned horror as the war they left behind comes home.

Divine - 400 (*Exclusive to the Monster Origin*)
Rather than being a metaphorical product of the Pacific War, you could very well be said to be a very literal product of it now. Surviving near the heart of America's Nuclear testing has led to a number of mutations in your already powerful body. The virulent radioactivity that you were exposed to has led to a certain instability in your form, supercharging your already obscene regenerative ability, seemingly capable of regenerating from being a brainless hunk of meat floating in the ocean.

That regeneration's fight against the constant assault of damage across your form had led to you taking on a scarred form, growing in height as your cells went rampant; this new form peaking at 50.1 meters tall. Perhaps most horrifyingly, your regeneration seemed to incorporate the bomb's radioactivity into your biology, greatly increasing your strength and general durability, now able to take hits from Japanese heavy cruisers and tear down stone buildings. Perhaps in some sort of divine retribution for trying to harness the building blocks of nature, you can also harness the explosive power of the bomb that so hurt you in the form of a charged

heat ray that shoots out from your mouth with your spines acting as control rods for the reaction.

My War Isn't Over Yet - 600

It's simple to end a war in reality. All it takes is a piece of paper and a pen, but ending the war in people's hearts is something else entirely. It's a war that never ends. That reignites at the slightest of circumstances. Much like that war, you never seem to go away. Not really. Plans meant to lead to your downfall fail in small ways giving you an opportunity to fight back or slip away. You always show up at the most inopportune times for your enemies, times that would leave them reeling without exemplary leadership. You seem to just have a sense for where to go where it would cause the most damage, both physically and emotionally.

Items:

(Discounts: Two 100 CP Items, One 200 CP Item, One 400 CP Item, and One 600 CP Item)

Old Picture Book - 100

Comfort is hard to come by in this place, at this time. However, that isn't to say it's impossible to find even if it just means looking back at the past. You have a collection of photos, maybe from previous adventures, or maybe from your current experiences; no matter their source, looking at them brings you a sense of deep comfort and purpose. As *you continue your adventures, the photo album will update with similarly emotionally resonant pictures.*

Full Bellies - 100

In the aftermath of the war, food itself has become quite scarce for large portions of the population. Even if they were able to procure some manner of food, it would hardly be considered appetizing. Luckily for you, you are now in possession of a 20lb bag of rice and a small garden's worth of healthy vegetables and fruits. This doesn't have to come with a garden itself, but if you wish you could add a garden to a property that you own. *The bag of rice will replenish every week whether it was all used or not.*

Rustic Locomotion- 100

Most of everything with an engine went towards the war effort and the streets after the war aren't quite put together well enough yet to have cars be of much use. The packed streets and debris laden avenues are much more suited to getting around by walking or by a bike, which you now find yourself owning. You have an average, well made bicycle for 1940s Japan. The chain won't rust and the wheels aren't going to pop on any debris from the cluttered ground.

Specialized Vehicle - 200
For all of the devastation around the nation, people have not stopped pushing forward, even if it had to take a number of different avenues. Jobs cleaning up the weapons left behind, cleaning up debris, or dismantling old machines of war have become commonplace, with some requiring some sort of specialized vehicle to accomplish. For example, a wooden-hulled, light trawler armed with a small machinegun to clean up sea mines. You have one such specialized machine, it doesn't necessarily have to be a boat as mentioned above, but it does have to be uniquely specialized for a job and minimally armed. *The government will not bother you about your ownership of such a vehicle either.*

Geiger Alarm - 200
A not-so-standard Geiger counter. It performs all of the normal functions of a Geiger counter of the 1940s, but it does have one extremely important difference. This machine is EXTRA sensitive to radiation, to the extent that it could perhaps pick up radiation from miles upon miles away with the reading only getting stronger the closer to the source you get. It's not the most precise instrument, but it would serve as an excellent early warning device for any sort of radioactive attack.

A Place to Work - 200
Poverty runs rampant and bellies run empty. Even after devastation, things go back to normal. People go back to work, they go back to living their everyday lives, it's just a bit different than it used to be. You've found yourself in the lucky position to be gainfully employed. The job could be up to you; even if you wouldn't be any sort of millionaire, you won't just be scraping by any more.

A Place to Heal - 400
The war left nothing untouched from businesses and houses to hearts and minds. Despite the war ending, those marks it left remain, but they could be scrubbed away with enough care. With somewhere to call home. You've got a property. Some little place, some may call it a shack, but it's warm and cozy. It's got all the amenities of a proper house with electricity and maybe even a small shrine to those lost in the

war. The building exudes an aura of comfort calming all who enter. If you stayed there long enough, you might just find whatever mental traumas that ail you becoming less and less of a problem at all.

Local Fighter - 400

A small, experimental fighter meant for high-speeds and excellent maneuverability the J7W *Shinden* was to be the pinnacle of Japan's interceptors on the homefront. Its sleek frame and back wings would have given it near peerless control over the skies of the Home Islands, but the project was never completed and only two were ever truly finished. The first is squirreled away in its own corner of Japan, waiting for Kenji Noda to procure it for his Operation *Wadatsumi*. The other is now yours. A fighter with four 30 mm cannons and enough space for four 130 kilo bombs, without modification, and a magical government permit that won't get you locked away the moment you fly it.

Company and Connections - 400

Perhaps you were the owner of a small company before the beginning of the war or perhaps you just got lucky enough to come into enough resources to form one *after* it. Either way you have a relatively well off company with a small amount of employees to help you out in its day to day operation.

Forgotten Airbase - 600

For all the ways that Japan has changed since the end of the War, perhaps it would be appropriate to call this a relic from an older Japan. A surprisingly well hidden airbase in a far-off rural area *(not so far off as to be inaccessible to your starting area)* that comes fully stocked with everything that one would need to keep an airbase operational. It needs minimal to no maintenance to keep it running and supplies restock in one week's time if they are ever to run out. The base doesn't come with any aircraft to speak of, but if the base were to be found by any international observers, then perhaps that's just a reason for them to overlook its existence.

Lucky Destroyer - 600

In another world, this little ship would have been sold off to the Chinese post-War. However, for some reason, the acquisition of this ship just never went through. The *Yukikaze* is a *Kagero*-class destroyer of some renown, known as a very lucky ship for its seeming ability to get out of whatever scrape it found itself in during the Pacific

War. Somehow or another, you've gotten ahold of either a perfect replica of the *Yukikaze* or perhaps there was just another of the *Kagero*-class that was never put to sea. No matter the case, the ship you find yourself in possession of is seemingly no different than any other of its class beyond being stripped of its weaponry. It simply seems to be… lucky for lack of a better term. Glancing blows turn into solid misses, hits to the hull become scrapes to non-vital areas, and whatever divine wind seems to push the ship makes it go just that little bit faster than it should by its specifications. Beyond these minor buffs, the ship also restocks its supplies weekly and comes with a small but dedicated crew who knows how to work the ship to the best of its ability. Yet, what good is a boat without somewhere to put it? If you so wish, this also comes with a relatively large docking area that can be attached to your warehouse.

Miracle Room - 600

Hospitals, for all the good they do, are a rather bleak and dour place, especially during this time. More of a place for dying than healing, it is not a place you'd want to find yourself at the best of times. However, this doesn't have to be the case. There are times and places where miracles can truly happen. This room is one such place. In this place, injury is healed and life is given, not taken. If they were not dead when they entered the room, then their time in this hospital room would find them recovering from whatever ails them.

Companions:

Import - 50+
Japan has fallen apart at the seams, but that isn't to say it can't be put back together. It'll be a group effort, but that's no issue to you is it? 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.

Canon - 100
Instead of bringing someone into this world, perhaps you want to take someone out? If you've come around to having a good group of friends, or a lover, or a child even, with this option you would be able to take them along on your adventures. This option would also cover purchasing human characters such as Shikishima or Noda.

A Broken Sword - 100
The war had many moving parts all working in tandem to try and ensure Japan's victory. Or so old loyalists would say. However, this man knows better than to believe such a tired lie at this point. Aoba Genichiro is a younger man than his grizzled appearance would belie. A younger man in his mid-twenties, his skin is closer to leather in texture and his eyes even harder in feel than his flesh. His steel-eyed gaze, hardened in the Philippines Campaign of the Pacific War once again hides his true nature. For all his bitter sarcasm and distrust of the government, he is a generally jovial person on his better days. Perhaps even more at odds with his temperament is his surprising stature. A towering man of 6'5, Genichiro, could very well have been mistaken for an ox in his rural hometown.

A rare breed in the Japanese army, especially for a man of his stature, Genichiro was a tanker. One of the best in the army, in fact. His knowledge of those titans of the battlefield is incredible and his tactical prowess surprisingly deep as he led his cred in several breakthroughs of American-Filipino defensive lines. During one such breakthrough, his tank broke down and he found himself stranded in the open

wilderness of the Philippines. One by one his crew starved until it was only him left. In his heart he holds great contempt for the way the government treated its soldiers as if they were properly supplied such a tragedy would have never occurred. Perhaps you met him during the war or maybe after, either way he comes with the Veteran perkline.

A Reason to Live - 100

The war may have ended, but for some, it's still a daily fight for survival. Perhaps none know this as deeply as those who live in the bombed out cities of Post-War Japan. Otani Okatsu knew this even before the cities of Japan were leveled. A young woman possessed of great beauty and a rascal's heart. If you didn't know that she lived on the streets before meeting her, then you would never know. At least until she opened her mouth. Her stunning looks do well to hide the spark of mischief that often shines in her eyes. An incorrigible tease, Okatsu comes from the streets of Tokyo, left an orphan and homeless early on in her life she attempts to continue living the best she can.

Her father was a soldier and was placed in the garrison of Japanese occupied Korea, where he would meet his end in an attack by a raid from Korean freedom fighters. Her mother, consumed with grief, took her own life. Okatsu grieved deeply for her parents, but eventually struck out on her own. Without parental guidance, she became a bit of a street rat, a behavior that only became more entrenched during resource crunches brought by the war. For all her issues, she is kind to a fault and has a deep aversion of violence. Her kind heart shines through especially when caring for her young child. This little girl goes by the name of Nabi, no surname known. She found the child laying in a burnt down home with a letter written in broken Japanese begging for the child to be looked after. Both Okatsu and Nabi are a group companion and come with the Civilian perkline.

Gojira (Odo Island) - 200
Perhaps you've different tastes in friends? If you wish, you can take the Gojira or a relative of his on your journey with you. This Gojira would specifically be more along the lines of the creature that we see during his appearance on Odo Island. A more curious and animalistic creature, than the titan of rage and destruction you would see just a little later on.

Gojira - 400
Are you sure? Do you truly believe you can handle this? If so, then upon taking this option you have the opportunity to take along *Gojira* at his peak. Filled with radioactive hatred and an animalistic fury, this creature has a single minded hatred for those who caused him pain. We've not seen anything even remotely resembling loyalty or comradery from him, but perhaps you'll be the first?

Drawbacks:

Frozen - 100
There is no shame in being afraid, running away can very much keep you alive at the best of times. However, there is a time for bravery and courageous action. Actions that you now have the hardest time taking. This is not to say you can't push through your fear, but now every life threatening decision will have you anguishing over if it's the right choice at best or freezing out right at worst.

Singular Hate - 100
Someone's hurt you in the past, hurt you badly. This could be emotionally or physically, maybe even both, but it's not something you could just move past. When you come into contact with the person or thing that's caused you pain, your mind seems to fog over. Again, this isn't something you could theoretically move past, but as for now, you can only see in shades of red.

The War Followed You Home - 100+
No one truly came out of the last decade unscathed, but some certainly got it worse than others. From the firebombings that roiled through the cities of Japan, to the horrors of the campaigns against the allies, trauma has touched nearly everyone of your peers. Perhaps luckily, you've come out of this mostly untouched. You certainly have more nightmares than the average person and are generally more tense, but it's… manageable to a degree. For 200 CP, nightmares are a daily occurrence, you are constantly reminded of the horrors of the war and it wouldn't be incorrect to say you have a healthy dose of depression. For 300 CP, you are much like Shikishima at his worst, where your nightmares seem to haunt you while your awake and your actions seem more close to being actively suicidal than rational.

Red, White, and Blue Tape - 200
On some level, it's entirely ridiculous that the governments of the major super powers weren't involved with taking down Godzilla. Logically, it would make sense for at least America to do so, but that's not a logic you can't count on anymore. Even

if you were to bring evidence of a new threat and even a plan of action against, you couldn't count on *any* government support from *any* government. They won't actively hinder you, but you are going to have to rely on yourself and whatever private citizens you can convince to help you.

Uncertain Times - 200

Times are tough and fear runs rampant through the world, even in the wind down of World War 2. Most people are just trying to look out for themselves and make sure that they can live another day. In most circumstances, people would try to come together and face adversity, but now a shiver of fear runs through the hearts of the people making them generally less willing to listen and more focused on their own self-preservation.

War, War Never Changes - 300

Perhaps it should have been expected from the beginning, but unfortunately, the greater powers of the world have decided to get involved. The prelude to the Cold War begins and *Gojira* rears his ugly head igniting a cold flame in both major participants' hearts. Once *Gojira* makes his first appearance you can surely expect a greater presence from both the USA and USSR with the both of them caring very little for however the people of Japan are caught in the crossfire. With tensions rising, Japan is caught in the middle of the Bear, the Eagle, and the Monster.

A Series of Unfortunate Events - 300

Quite frankly, it's stunning just how often you find yourself face to face with Godzilla. You always just seem to be wherever he ends up being for his next attack, whether that be at the coast or in the heart of Tokyo, you can't seem to escape his ire. He isn't specifically hunting you, unless you really anger him, but nevertheless you'll be at the heart of most of his rampages. *If you wish to take this as a manner of "plot on rails drawback", then you may do so.*

Heart of Evil - 600

Oh no… something is definitely wrong here, he isn't supposed to be like this… Perhaps… the creature that was Godzilla truly did die that day. Died in a burst of nuclear hellfire, his soul leaving his body, but leaving his body distressingly intact. A hollow shell left open for any and all to inhabit it. In the wake of war, an empty shell ready for the inexorable tide of malicious, hateful, and *vengeful* souls to inhabit it.

Soon to awake, Godzilla will open his eyes with a white, hollow stare and a snarl fixed in a rictus of fury.

Ending:

Your War is Over:
Perhaps you've had enough? You wish to lay down your arms and finally rest with those you've come to know and love in this world?

Back to Tokyo:
Or maybe you've decided adventure isn't for you and you wish to return to your true home with the knowledge and experience you've gained in a new world?

A New Life to Live:
As one door closes, another opens in its place. The world does not revolve around old hatreds and finished wars, perhaps you can find a new life for yourself once again?

Notes:

If you're confused about the 600 CP drawback it functionally turns the Minus One Godzilla into the GMK Godzilla with everything that implies. Please don't worry, he will not pick up the Necro Sword and can't go toe to toe with Thor. However, that Godzilla did take three mystical beasts and a lucky shot from the military to defeat. So. Good Luck.

If you have any questions, ask Goji_anon.