
GET READY TO CRUMBLE.
GODZILLA
2000
TRISTAR PICTURES PRESENTS A TOHO PICTURES, INC. PRODUCTION "GODZILLA 2000"
STARRING: TAKEHIRO MURATA NAOMI NISHIDA HIROSHI ABE SHIRO SANO
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By Goji-anon

The year is 1999, the turn of the mellennia. One year ago a monster believed to be Godzilla attacked New York City, although Japanese analysts have doubts.

These doubts are justified, as the true Godzilla is soon to begin his rampage once again. This Godzilla is not a hero there to save humanity, but, a constant villain and a threat to all that lives on Earth.

That is not to say his only opponents are humans, quite the contrary, the Earth is a lightning rod for strange phenomena. Aliens that can absorb information, genetic or otherwise; prehistoric insects that feed off of energy and grow in power from it, a monster made from the amalgam souls of those who died in the bombings of Hiroshima and Nagasaki.

Humanity is under siege from all sides and by forces of unimaginable power. However, humanity is not helpless in this fight. Their advances in science have given them a fighting chance against those who would destroy them. This is the world you enter Jumper. You could be the savior of humanity or their doom.

To aid in your efforts Jumper you have been given: +1000 CP.

The continuity of this era of Godzilla is convoluted with most of the films being direct sequels to the first film. Due to this you may choose whichever continuity-in the Millennium series- that you please. You will always start a week before the events of the film you've chosen.

Locations

(Roll a D8)

Tokyo, Japan

You begin where everything started. The epicenter of most of the goings on when in relation to Kaiju. Godzilla sees this area as his own personal stomping grounds and is rarely too far off. (1,2)

New York City, USA

The Big Apple. You start in one of the United States largest and most famous cities. Rumors of a Godzilla attack on the city have been circulating around the globe, although, this claim is questioned by Japanese experts. (3,4)

Sydney, Australia

Largest city in Australia. This is an area that is devoid of any kaiju activity in most continuities. This changes during the Final Wars. This area come under attack by the American Godzilla or Zilla. (5,6)

Mount Fuji, Japan

A famous Japanese landmark often seen as a sacred place. This area rarely comes under kaiju attack, but, it's proximity to Tokyo means Godzilla could be skulking around. There will a direct attack on the area during the Final Wars perpetrated by Rodan, King Caesar, and Anguirus.(7)

Free Choice

You may choose anywhere on Earth that isn't a restricted area. An example would be that you can not spawn on the Gotengo or the Xillian ship. (8)

Races

Earthborn

You are just as it sounds. A being born from earth. The baseline form of this is an average human. However, if you take the Kaiju origin, you are a Kaiju born from Earth your origins do not exactly matter.

Mutant (100 CP)(Exclusive to Humans)

You're still human, but you can hardly be called squishy anymore. You have superhuman strength and agility. You can run up and across walls with ease and can even dodge some attacks from kaiju. Your strength allows you to make great leaps to the tops of smaller city buildings and you have the durability to survive such a landing.

Alien

You are a being from the stars come down to Earth for some reason or another. You do not have to be a strictly human looking alien, but, you must remain loosely humanoid and will have roughly normal human ability.

-Xillian Mutant (100 CP)(Exclusive to Humanoid Aliens)

You are an alien known as a Xillian or X Alien but more than that you are a mutant of that species. These mutants are exactly the same as the human mutants with the same capabilities.

Origins

You can drop-in as any origin.

Politician

You are a representative of your country sent out to promote your country's interests. Godzilla and other kaiju have been making waves in the realm of geopolitics. It is your job to keep the people of your nation informed of the events happening and to attempt keep them safe. (Age: 2D8 + 30)

Military

You bring the fight to the monsters. This may seem to be a hopeless cause as you seem to have no chance of defeating these behemoths, but, this is what you've signed up for. Humanities ingenuity has allowed you a fighting chance in the form of new and awe-inspiring technologies. (Age: 2D8 + 20)

Scientist

The military fights valiantly, but, hope for any non-kaiju would be lost without the likes of you. You give people a fighting chance against the monsters that infest this world whether that be through the creation of new energy sources or through new weaponry. (Age: 2D8 + 20)

Kaiju - 300

You're a monster, Jumper. A giant one too. You are a being of immense power even if it is only due to your size and weight alone. (Choose your age)

Perks

(100cp perks are free for their origin. The rest are discounted by 50%.)

Politician

Everyone Remain Calm - 100

In a world plagued by chaotic monster attacks someone has to keep the people orderly and society from breaking apart. You are know how to present information in such a way that, while the populace may still be scared, will prevent panic or extreme emotional response. However, if the crisis is great enough even this may not be sufficient.

Grease the Wheels - 100

Those monsters are attacking now! There's no time to wait for people meandering around! You have the uncanny ability to cut through the bureaucratic quicksand and accomplish things like doing your paperwork and assembling meetings with incredible speed.

G-Budget - 200

You have a deep understanding of government finance. Determining administration costs, salaries and the like are child's play to you. On top of this, when in crisis you have no issues procuring additional funds. This money does not have to be used towards resolving the crisis, but, this does not protect you from the outcome if such an action is discovered.

What a World - 200

This world is stressful. Especially for a person in a position of power. Frequent monster attacks that destroy entire cities. It's enough to make a person go mad! But not you jumper, you are now far more resistant to stress and anxiety. It would take multiple kaiju attacking every city on the planet to make you even begin to sweat.

A Board of Experts - 400

All of these monsters have mind boggling power. A normal man could not begin to understand the mechanisms of how such seemingly physics defying behemoths could be defeated. Luckily, you don't have too. You are incredibly adept at identifying individuals that would be useful to solving your problems. If you can't understand why Godzilla won't go down and stay down then you would quickly find yourself able to find an expert biologist or geneticist to explain the mechanisms behind it.

An Honest Attempt - 400

You tried your best. You really did, but, against these odds; what could be done? You will find that your reputation will not falter in the face of failure as long as you are seen to be giving a genuine attempt to accomplish your goals.

EDF - 600

The world has been too seperated for too long. It will be torn apart if someone is unable to bring humanity together. Humanity has a common goal to fight now but still they find themselves hindered by culture, creed, and border. Well, this is no longer an issue for you. Jumper you have the charisma to bring people and nations of wildly different beliefs together. You can get people to set aside their quarrels and work for the greater good of all. This does not insure that there will be no conflict at all between people but it does mean that these conflicts can be swept aside as to keep unity and cohesion.

Head of State - 600

In a world of chaos, someone needs to take the reigns. During a crisis you or groups associated with you will be looked to as one of the best options to solve this crisis. For as long as the crisis continues, people will follow your orders with little hesitation. This is not mind control people can still disobey your orders if they are obviously suicidal or detrimental to the cause as a whole.

Military

Just a Man - 100

Fear is nothing to be ashamed of Jumper, you're just a man in a world of monsters. However, as a soldier you no longer have the luxury to be burdened by that fear. You can now suppress your terror a great deal. It would take a Kaiju roaring in your ear for you to break and run.

Where's the Safety Again? - 100

A good soldier needs to be trained and that training usually takes a good deal of time. Time that you don't have Jumper. You now have the basic training for the average soldier.

Unorthodox Methods - 200

Your command is unusual to say the least. You may be uncouth, brash, stubborn, womanizing, and maybe a bit touched in the head but goddamned if you aren't effective. Your manner doesn't matter what does is if you can get the job done. You won't be stripped of command or rank as long as you can do your job and do it well. However, this won't protect if you are found out as a murder or something.

Rookies Luck - 200

You have the stunning ability to escape from large AOE attacks. Godzilla breathes at your column? You're the lucky bastard who is able to dive into a building. This won't guarantee your escape from everything, you're not going to be able to escape if you're point blank from an omnidirectional nuclear pulse or something like that.

Machismo is King - 400

You're a badass and everyone needs to know it. Your image is imposing to enemies and has a certain roguish charm to allies. However, this isn't just for looks. You have extensive training in wielding all sort of weapons. Guns, your fists, swords(especially the katana), you are the master of all of them.

Monster Tactics - 400

In a world full of alien invasions and monster incursions, humans are at a definite disadvantage in the strength department. One of the few things that has kept humanity alive is the ability to plan. You can now plan with the best of them. You make Hannibal look like a dribbling idiot and Alexander like a child. Your plans could very well be the saving grace of humanity one day.

Prototype Pilot - 600

Your ability to fight monsters is only thanks to the amazing scientific advancement of humanity. Bleeding edge technology used to create weapons; things like Kiryu and the Gotengo. You have the ability to pilot weapons such as these. In fact, you're so good at piloting that you could pilot a robot, that usually requires a skilled team to properly control, alone with little to no loss in operational efficiency.

Hope Through Overwhelming Firepower - 600

Your appearance is a beacon of hope on the battlefield, as long as you've brought the appropriate amount of guns. This firepower isn't just for show either, even against the seemingly impenetrable hide of a kaiju. With enough concentration of firepower even that hide must give way if only a little.

Scientist

You're A Doctor - 100(First purchase free to Scientists. Discount afterwards)

No seriously. You've got yourself a doctorate in whatever field you choose and all the knowledge and prestige that comes with it.

He's Eccentric - 100

I'm sure you've got some quirks about you jumper. Maybe something that makes you obnoxious to be around or not conducive to a team environment. However, these quirks can be ignored if not worked around as long as you do your job and do it well.

Success of the Scientific Method - 200

Failure is an important part of the scientific method. Your hypothesis may be incorrect but that doesn't mean that you've learned nothing. In fact, if you're wrong and not to far off base then your failure will lead you in the right direction.

Independent Researcher - 200

Who needs a team? Not you that's who! You can work just as well alone as you could with a large team of scientists. You don't need any lab assistants, aides, or oversight committee you can do it all by yourself with equal results.

Degree in Kaijuology - 400

It's not an obsession, you're just enthusiastic. Regardless, you are a master at researching the oddities of Kaiju. Look at Godzilla's cells? You can easily find out it's hidden secrets. Out of jump this applies to other comparable beings. If there is a scientific explanation even if it is fantastical you can find one.

Black Book Resources - 400

What good is just discovering something if it can't be put to use? You have rarely if ever have issues acquiring resources to bring your projects to fruition. If you need funding you are surely going to be able to get it somehow. Getting rare materials will still be difficult just no where near the difficulty it was before.

The Bleeding Edge - 600

You can create amazing technological marvels. It could be for weapons use, for energy production, transportation… the possibilities are near endless. You are able to create the peak of what technology in this world has to offer. Giant robots, satellite black hole cannons, massive plasma energy reactors, flying warships with laser weaponry, ships capable of spaceflight and teleportation. You are the true knife's edge of science.

We Made Our Own - 600*

In a fight against monsters why not make your own? Using the bones of a creature and placing them within a robotic exoskeleton you can now create a Mecha Kaiju. Your ability to copy creatures is so great that you can often make technological variants of the abilities the creature has displayed, so long as you can replicate the ability through the technology available to you. This Kaiju will take on attributes creature whose bones you used to create. Be careful however, more often than not the soul of the creature comes with the bones. Unless you find a way to remove this effect or subdue the soul it could lead to unintended consequences.

Kaiju

Hope and Terror - 100

No one can deny that you are now a beast, Jumper. However, even as a beast you can inspire great hope in the masses. Much like Mothra your appearance does not bring the soul crushing terror that a being such as Godzilla does. Or maybe you want that fear. You wish to strike fear into the hearts of your enemies and everyone else. You can do that as well. Nevertheless, you command awe and respect.

Expressive Snarl - 100

You can convey a lot in the down turn of a lip or twitch of the antenna. Somehow or someway, even with the lack of ability to directly communicate, people will understand your manner and feelings with just a gesture.

Controlled Collateral - 200

Sometimes a giant 50,000 ton monster just does not displace as much as it should or really anything at all strangely. The collateral damage you create just by moving around is surprisingly controlled not destroying very much of anything unless you wish for it to. It won't save a building if you step into it or save a bus if you step on it but the ground will not crater just from you walking around.

Kaiju Kumite - 200

For a multi thousand ton behemoth you can move nimbly in a fight. Your ability to disappear from sight is comical and you can fight smoothly despite your size, weight, and if it gets to be a problem, length. Who knows Jumper, maybe you could leap hundreds of feet into the air and body slam the other monster.

Precise Power Control - 400

Kaiju show a great deal of precision when it comes to using their powers. Seemingly being able to control the strength and scale of their attacks to a great degree. You are now able to do this as well.

Kaiju-Sense - 400

You have a radar in your head. Not literally but it is as good as when it comes to hunting down your objectives. It won't tell you exactly where what you're looking for is but it will at least narrow it down to the city.

Hail to the King - 600

You're an unstoppable juggernaut. The goddamned king and you mean sweep away the chaff. If you are a stronger than than the group you are fighting then no amount of teamwork, group tactics, dirty tricks, tag teaming will win them the fight. You can best any group without being forced to bend the knee because you're the king and you know it.

Force of Nature - 600

Emotion is a powerful force, Jumper, make no mistake. It can sustain a life long after it should have ended. There is an emotion that defines you down to your very core and as long as that emotion burns you cannot die unless your body is obliterated. You could be blown up, leaving only your heart left at the bottom of the sea. And it would beat until your fire burns out.

Powers(Kaiju Origin Required)

(Powers are not Discounted)

Toho Kaiju - Free

The Kaiju made by Toho are distinctive to say the least. You may create a design of your own if you wish too. Otherwise you can just shamelessly rip an existing design or modify it as you please or as it makes sense. The only guidelines you must follow for making a Kaiju are these: Your Kaiju must be between 25 meters and 140 meters in height, 10,000 tons and 100,000 tons in weight, and 25 meters and 200 meters in length. Other than that you can go wild.

Monstrous Durability - Free

Every Kaiju has a baseline durability, some are more durable than others but everyone has at least this level. You can shrug off a modern arsenal of weaponry. Battleships, aircraft, tanks none of it will do any good. A nuke may do something if they pile a few up on you but otherwise it may burn it a bit. Kaiju also do not seem to age.

Millenian - 400

Information and evolution is the essence of life. Your abilities center around these two concepts. You are able to telepathically take information from minds and technology and then evolve yourself around it. These changes are incredibly minor but they do add to your potentially immense stores of information. The real evolution comes from the intake of biological information. You must ingest biological material and then you will be able to evolve with any biological ability that the ingested may have had. In order to get the full strength of the ability you must have ingested a large amount of the biological material that would grant you the ability. This normally comes in the form of swallowing a creature whole but if the creature is extremely small compared to you, you will need to eat more than just one.

Bug Before Time - 400

You're from the Paleozoic Era. A creature that feeds off of power from bioelectricity to nuclear radiation. Much like the Millenian you evolve in some small ways whenever you take in large amounts of energy. You gain the ability to produce and use

that energy. You also have the ability to redirect energy. If you try to take in too much or redirect too much the effects could be fatal. You are able to lay eggs to create incredibly small versions of yourself(around man sized), these small versions will turn molt into a larger version which will then be able to fly around and gather energy so they can bring it back to you. You have the ability to fly at around Mach 8.

Guardian of Earth - 500

You are akin to Mothra and Battra in ability. You can fire Rainbow colored beams of pure magic from your body. Can take an amazing amount of punishment at times able to tank full powered atomic breath from Godzilla but not for long. You have the ability to charge your body with energy to perform devastating melee attacks and if the situation calls for it you can overcharge yourself and perform a suicide attack that is many times greater the power of the regular charge. You are able to release a paralytic pollen from your body more than strong enough to effect Kaiju let alone humans. You have the ability to fly incredibly fast, able to travel the world in day.Perhaps the most interesting part of the power is the ability for you to lay an egg once per jump. It is in your best interest to keep this egg well protected as within it incubates another version of you that will not hatch until you die. If you die you will be transferred into the egg and must incubate for a few weeks at which point you will burst from the egg in a larval form of yourself. Locked from the rest of the abilities of this perk until you grow to your full form again. In order to return to your full form will have to go into a cocoon for about a week when you will hatch to your full form. You will be stripped down to just **Monstrous Durability** and the ability to shoot incredibly strong webs from your mouth.

+Guardians of Earth - 100

With this additional purchase you gain your very own darker doppelganger. It will look like you but more grey and spiky. It also comes with it's very own attitude problem. You share a mental link with this doppelganger. The doppelganger also comes with all of your abilities, equal to your own. Unlike Mothra and Battra however, your doppelganger is more like an edgy little brother always willing to do what you say if a bit of an ass about it. This is not a companion. For the purpose of this power it is merely a sapient extension of your power.

Bones of the Enemy - 600

You're a robot jumper. You've had your bones implanted into a giant mechanical kaiju and your soul now pilots it. It has technological analogues to your pre-existing abilities. Not to mention it comes with a few abilities of its own. It has electric wrist blades able to pierce Godzilla's hide, a massive energy cannon that fires from the

mouth, the ability to fly from jet boosters, a revolving drill similar in power to the wrist blades, multiple missile launchers, laser cannons, and effective use of its tail. It is made out of an unspecified alloy that is able to tank even the strongest of the regular Millennium series Godzilla's attacks. Perhaps the strongest thing in it's arsenal however is the Absolute Zero Cannon. It freezes whatever it hits down to an atomic level leaving it to disintegrate entirely. This however comes at a cost. There are energy constraints to be considered as you are just a soul piloting a robot. Unless you can find a way to increase your power the Absolute Zero Cannon will take 40 percent of available power. Power is normally not to much of an issue but if you are in constant fighting expect to run out within a day's time. This time can be shortened based on the amount of damage that you take.

Monster X - 800

Something about you seems familiar… but I'm not sure what. Anyway. Your power is immense almost able to stalemate even the Final Wars incarnation of Godzilla. Able to survive in the vacuum of space and crashing into a planet as an asteroid. You are able to shoot lightning-like beams of gravity that can cause severe pain to whatever they hit. They are able to lift and toss other Kaiju with ease. You are incredibly agile, able to run and even jump around your opponent. Eventually you may grow even greater…

+Keizer - 400

You are a monster, Jumper. Your power has grown greatly able to easily crush even Final Wars Godzilla. Your Gravity Beams have been amplified greatly, your durability as well. You are able to heave your incredible bulk into the sky and fly at speeds similar to Mothra. One of your most terrifying abilities is the ability to absorb energy from other sources in order to empower yourself.

King of the Monsters - 800

You're the king now Jumper. Your power is immeasurable. You have the durability to tank a miniature black hole. Your strength is enough to lift over 40,000 tons and then toss it around like pinball. You have breath made of pure atomic energy powerful enough to disrupt a black hole. You can nuclear energy from your body with enough strength to make a Kaiju explode. You have near limitless regeneration(but it is not that fast.) You have the ability to absorb energy nuclear or otherwise to strengthen your abilities.

+Final Wars - 300

This is strange… your power has increased. Your breath is now much more powerful able to tear through even some of the strongest Kaiju like butter. Your durability has been enhanced as well able to easily tank an island sized asteroid to the face without

flinching. Your senses have improved greatly as well seemingly able to see an incoming asteroid from far out into space. Your strength has been similarly improved now able to throw near 80,000 tons with the same ease as you could 40,000 before.

++Keizer - 200

You have become the true King of the Monsters. Your power has increased even further than it had before. You're able to absorb more esoteric energies like Keizer energy and use them to empower you. You're now capable of throwing over 100,000's tons into the sky like it was a baseball and then shooting it with your newly empowered Atomic Breath. The Red Spiral Ray the most powerful form of your Atomic Breath. It's capable of launching even the next strongest monster here, Keizer Ghidora who was previously able of easily dispatching you, into the atmosphere within seconds and then obliterating him causing a fireball of immense size, able to be seen easily from Earth. You are now definitively the King of the Monsters.

Items

(100 cp Items are free for their origin. The rest are discounted.)

Politician

Secure Briefcase - 100

You would be surprised what a commodity securing your files can be in this world. This is just a regular secured briefcase with a good locking mechanism. A good lockpick could get around this but it will deter most thieves.

Boardroom- 200

Your very own boardroom where you can hold all the meetings you need. Accommodates as many people as it needs for the meeting.

Government Satellite - 400

A government satellite for you to use. Streams clear live video of whatever you want it to observe on Earth to a device capable of playback. Highly secured and near impossible to hack.

Government Building - 600

Your very own state building in which important government business is discussed. It is an incredibly fortified building durable enough to take glancing blows from Kaiju attacks and that is just the above ground portion. Their is an underground

complex where one may go if they need to discuss secret dealings. It also is connected to escape routes through tunnels in whatever city you decide to import it to post-jump.

Military

Leather Coat - 100

You have a leather trench coat that, once you put it on, makes you seem like the biggest badass in the room.

Stainless Alloy Katana - 200

This katana is immensely sharp able to cut down human foes or even mutants in a single strike. It never dulls and it never loses it's stainless steel sheen.

The Gotengo - 400

Humanities best warship. An airship 45 meters tall and 150 meters long. It can fly at mach 2, has 10 missile launchers (5 on each side) that have warheads capable of harming weaker Kaiju, a drill on the bow of the ship, high-explosive cannons on the front of the ship, 4 electronic particle cannons, can move at 80 knots above and below the ocean, and can discharge an electrical current so powerful that it removed Manda from the hull of the ship. This is one of humanity's greatest weapons against the Kaiju. Use it well.

Kiryu - 600

You have your own Mechagodzilla. A robotic version of Godzilla that has everything described in the **Bones of the Enemy** power, except this version does not get technological versions of your other powers.

Scientist

Initial Funding - 100

You've got yourself a grant! It would seem your benefactor saw need to aid you in your research from the get go. You've been granted 1 million dollars. The wheels of scientific research is greased with money after all.

R.V. of Science - 200

You're not weird you're just eccentric. You now own your very own, messy, R.V. It has all the basic scientific equipment you would need out in the field and all the amenities you would need to live in an area while you studied.

Engineering Team - 400

You're a scientist not an engineer! Well, now you don't have to be. You now have a crack team of engineers that are able to build whatever designs you've put together. You will still need to get the materials for them however.

Top Secret Laboratory - 600

You have a massive underground laboratory equipped for any type of research that you may find yourself doing. It even has an engineering bay and docking station for whatever massive projects you happen to be working on. This is expandable and the expansions will carry from jump to jump but you must put in the resources to expand it.

Kaiju

The Folly of Man… Merchandising - 100

A series of highly detailed figures of all of the monsters in the Millennium series.

Monster Island - 200

It's a large isolated island in the middle of the ocean. It is a wonderful tropical island whose ecosystem seems to never be disrupted which is a lucky thing indeed because you live on this island. Or can if you choose too either way you are now the proud owner of this deserted island with nothing but a mysterious shrine in your honor.

A Place to Rest - 400

A place where a kaiju can go to rest. Even most Kaiju get tired or simply want to go away for a while. This gives you a hard to detect area where you are unlikely to be bothered for you to lay your weary head. The exact details of this environment are up to you**.** You may import this into later jumps and it will be inserted somewhere close to your starting location.

Kaiju Battleground - 600

This is a land where monsters dwell. This is a plot of land, ocean, or sky where monsters will now grow. The life in this area twists and mutates until it has become a

Kaiju of its own. Creating new kaiju for you to battle. The kaiju will not leave the battleground unless you want them too.

Companions

Import - 50 per

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

Canon - 100

Find a human you like? Fall in love? Or maybe you just wanna tear shit up with Douglas Gordon. Whatever the case you can take a canon character with you.

Godzilla and Ghidorah are 300 cp to take along.

Shobijin - 100 - Free for Guardian(s) of Earth

Your very own twin Mothra fairies. Exactly like the ones we see they speak into the minds of people with their telepathic powers and can communicate with you from across the planet the those same powers.

CP can be transferred to companions at a 1:1 ratio.

Drawbacks

(No Drawback limit)

A Bit Stiff - +100

No matter how agile you should be your movements are stiff and predictable. This doesn't slow you down at all but it does make your movements more clunky.

Cheese to Drown a Mouse - +100

I would say it's just a part of their charm others loathe it entirely. Either way any dramatic tension, awe-inspiring moment, tragedy, and anything in between is smothered in cheesy atmosphere.

Responsive Government - +100

You'd think that would be a good thing. However, all it means is that the government's actions in relation to kaiju related threats are often purely reactive. Waiting until the last moment of an opportune time to perform any offensive measure against them.

Revenge of the C-list - +200

You've attracted the ire of a weaker Kaiju! Sure, it's a weaker one but it is a kaiju nonetheless. You will have one of the following Kaiju gunning for you from the start of the jump: King Caesar, Ebirah, Manda, Kumonga, Kamacuras, or Hedorah. This can be taken multiple times but it stops giving CP after the second.

Jumper Energy - +200

There are a lot of energy absorbers in this world and they all wanna taste of you. Your multidimensional Jumper Energy is a spotlight to any energy sensing/absorbing monster. This does not mean they will go specifically for you but you are on their radar and won't hesitate if you are close enough.

B-List Beasts - +300

You've got some big guns after you now jumper. These are some kaiju you really don't want to mess with. You've potentially drawn the wrath of one of these kaiju: Anguirus, Rodan, Gigan, or Zilla. This drawback can be taken multiple times but it stops giving CP after the second.

Clumsy Bastard - + 300

You're a clumsy thing aren't you? You can walk more than a crawls speed if you don't want to trip. It's almost like your trying to walk in a 100 pound rubber suit when your head is stuck in the neck.

A-list Attention - +400

Watch yourself jumper you've just drawn the attention of the major powers in this world. Mothra, Kiryu, Godzilla, or Monster X are your choices this time, chooses wisely. This drawback can be taken multiple times but it stops giving CP after the second.

Challenge to the Throne - +1000

You're running a gauntlet, Jumper. You will fight every monster that has appeared in the Millennium Series as ordered.

Fight the C-List Group

Fight the B-List Group

Fight Mothra and Kiryu of the A-List Group

The next challenge will be to beat Keizer Ghidorah

The final challenge will be to beat Keizer Godzilla in all his glory.

Notes

Clarification on We Made Our Own:

This perk will not let you take the bones of a reality warping god, implant them into a robot, and then that robot would gain reality warping abilities. You must have a way to technological perform the same feat in order to apply it the mech. However, this perk does help you discover ways to replicate their abilities. The more powerful or complex the ability the longer research into replication of the ability will take.