SHIN GODZILLA

By Valeria

Introduction

It may seem like modern day Japan in the world you once knew but the planet you now find yourself on is about to experience exactly what sets it apart from the real world. A great devil god is about to rise from the seas to take vengeance on the world and mankind for their sins against nature. Or at least that's what people will come to believe. Is it really the truth?

This is the world of Shin Godzilla. In just a day's time, the beast that will come to be known as Godzilla will appear in his first form from the seas and begin to make his way onto land in Japan. The government of Japan will be left unable to respond because of fear and incompetence and hope will quickly disappear from the minds of men.

But there is a hero working to save Japan. Rando Yaguchi, a cabinet minister of Japan who realises that to save the day, action must be taken now. He will gather a team of experts and exiles to work with him soon, in the desperate hope that they can put a stop to this menace.

You begin just hours before the first sighting of Godzilla. You will spend the next ten years in this world and thus have 1000 Choice Points (CP) to spend here.

Locations

Tokyo, Japan

Capital of Japan and the focus of this story. The main characters of all different factions are primarily based here, given its nature as the capital, and Godzilla himself will attack this place several times and cause immense destruction across the city scape. You may begin in any public location of your choice within the city.

Origins

Any origin may work as a Drop In origin, providing you the same place but not memories or history here. Don't think too hard.

Politician

One of Japan's political elite, you're an elected politician serving your voter base hopefully faithfully. Well versed in the ways that politics work here, you've witnessed more than a few times the inefficiencies and failures of the system to do right by the people. Perhaps you only care so far as to how it can benefit you. But, just maybe, you see the flaws and wish to change them for the better. You wouldn't be alone there.

Foreign Aid

Japan might be a tiny little island off the coast of China but a whole lot of the world already has interest in it, even before the appearance of Godzilla. You're a foreign emissary from a country of your choice, from something as big as the US of A to something as tiny as Micronesia, for some reason. You'd ordinarily be handling diplomatic relations with Japan for your country or at least assisting but in a few hours, you'll likely be the main source of info for your home country on the disaster situation.

Scientist

A monster to some, a miracle to those like yourself. Science has just taken an incredible leap forward with the appearance of Godzilla. You're a scientist focusing on biology of some kind, based in Japan and soon to receive a call for aid from one Rando Yaguchi. You could help him take down the beast…or you could try and get your own look at it to serve your own desire for knowledge.

Monster- 300

Godzilla is not the only monster in the world. While you may not, depending on your purchases, be the equal of that beast you are clearly beyond any normal Earth life form. You're an amphibious life form that stands 30 metres tall and over 120 metres long, with all the immense power and durability this implies. Your body can easily sustain your own weight even on land without problems and you are an excellent swimmer, though you lack a bit of speed in comparison on land. If the world found out about you, they could see you as a monster…but perhaps you might be able to convince them that you are there to help. You do have a worthy opponent after all.

Your age is 20+3d10. Your gender is the same as it was previously, though both of these may be changed for 50CP each.

Perks

100CP perks are free for their origins and all other associated perks are discounted for their origins.

Politician

We'll Do It Live- 100

Staying on script is a great plan, right up until you get on stage and have to answer things that aren't on script or deal with your own emotions. Things can let slip, little mistakes or reveals that cause more than a bit of trouble. But trouble never seems to manifest for you. You just don't embarrass yourself in a public forum, at least not in ways that can be recorded. Whether it's a slip of words, a slip of clothing or a slip of the foot that sends you ass over heels on the ground, it'll quickly fade from memory. TV recordings get lost, memories quickly fade and other traces of your embarrassing slips and mistakes quickly disappear. The big stuff, the actual crimes? Those won't go away but as long as you stay away from illegal stuff, you'll have a spotless public record.

Greasing the Wheels- 100

The political machine isn't exactly known for a swift response. When disaster strikes, too many politicians think of either themselves or what is safe first than leap into a response. You've learnt just how good you can look from being ready and made sure to stay such at all times. No matter what happens, no matter how badly you're surprised, you're never left speechless or paralysed by fear or confusion. You might not understand, you might be scared but you'll never hesitate for a moment when crisis strikes. Just that eagerness to act can save lives and saving lives looks damn good to the public.

Rusty Chains- 200

How many people does a simple order to fire need to go through? It seems like just getting your soldiers to shoot a gun takes five minutes of Chinese whispers until they get the order. Now as long as you're somewhere in that chain of command, you can make things speed up or slow down as you wish. A chain that would normally require orders to go through ten different people before finally reaching the one it's meant for? Long as you're somewhere in that chain, you can make it happen in no more time than it'd take to contact the final guy meant to get the order anyway. Or you could stretch it out so it takes tens of times longer for that order to reach its intended destination, again as long as you were part of the chain. No one will be able to tell it was your fault either.

Cabinet, Form Up!- 200

When disaster strikes, you need to get together your team right away to deal with it. But when your team is all over Japan that can be pretty difficult. But when there's a need, you will find a way. When you've asked someone to come to you and they agree, their journey to you will be as quick and easy as possible for the situation and maybe even a little bit into the impossible. They'll be able to take a jet through a hurricane and still arrive safe and sound or somehow drive across a gridlocked city to get to you. They'll be there just a little faster than physically possible and despite any obstruction, save an active enemy force targeting them or preventing the two of you from meeting.

Snakes and Ladders- 400

A true politician never takes his eye off the goal, not even when a giant monster is attacking. A crisis is just another chance to move up in the world and you've gotten pretty good at it. You find it very easy to get promotions and rank ups in any organisation, through a mix of sheer luck to give you

good opportunities and sheer misfortune that hinders any rivals you may have or even, now and then, results in your superiors taking a fall from grace. The luck and bad luck won't be enough to let you rise relying just on them but taking advantage of it will see you quickly rocket up the ranks, even more so if you actively take action against rivals and superiors to open spots for yourself. It's also very hard for anyone to prove you acted against a rival or superior, so long as you weren't obvious about it.

Locked and Loaded- 400
Those under your command or jurisdiction find themselves blessed with an unnatural speed when it comes to mobilising. Whether it be military or civilian, so long as you're in charge things happen far faster than they ought to. You can get an army ready for battle and in formation in just a tiny fraction of the time it should normally take. Troops, vehicles, supply lines and such can all be set up in just hours when it should normally take days even without flying in more units from around the country. Civilians are affected just as much, making evacuations easy as pie. Long as you're in charge, you could get a whole city emptied in the course of a single afternoon, even if you were needing to shift millions of people at once.

Making Your Mark On History- 600
When the hard decisions must be made, petty things like laws should be put out of mind. Even if there's no precedence for it, sometimes you've just got to do what you have to in order to save lives. So long as it is for a clearly good cause for those affected, you are able to bypass many laws and restrictions and even get other people on board to help. Speeding in order to get a dying friend to the hospital? When the cops pull you over, they'll decide to drive in front with the sirens on to get you there faster. Need to drop a nuke on your own country's capital city to stop a monster that might destroy the whole country? Long as there's no other method apparent, the rest of the country will do their best to help you get that nuke ready and you will not be punished or even looked down on for making that choice.

The Great Reformer- 600
Any organisation should count itself blessed to have you in its ranks…or cursed, if your intentions are for ill. Your mere presence effects great change on any organisation that you are part of, from the highest ranks to the lowest grunts. You may choose to reform the group, making it run ultra-efficiently, slowly converting everyone part of it to genuinely believe in and dedicate themselves to the goals of that organisation and making it work as best as they can or you can choose to corrupt it, spreading laziness, apathy, greed and other negative emotions amongst all employees of the group. With you nested somewhere within the organisation, you can turn an entire government into a shining example of the best of humanity, honestly working to improve the lives of their countrymen and the rest of the world, or you could turn them into a foul, evil cesspit of lies, sloth and depravity. Either way, you'll find yourself with a lot more influence in the organisation, even as just a grunt.

Foreign Aid

Woman of the World- 100
A career spent flying all around the world and dealing with the foreign business of your home country has taught you how valuable speaking the language of your counterparts can be. You're a whiz at picking up new languages, you've already mastered six full languages of your choice, and picking up a new one to full fluency doesn't really take more than a few months of dedicated work. You've even got a knack for going for specific dialects or accents.

American Angel- 100
Diplomacy is so much easier when the other guy is more focused on your chest than on what words are coming out of your mouth. You might think that experienced soldiers or statesmen are used to that sort of tactic but…well, they've never met you. You're gorgeous, sexy and hot as hell and you know how to use it to get people to let down their guard, get distracted and underestimate you. Won't work perfectly on everyone but most will struggle to keep their wits about them with you around.

Together As One- 200
Even with a good reason, people are often unwilling to set aside their old differences and put their strengths together for the better of all sides involves. You've seen it happen countless times and gained a resolve to never again allow it to occur, at least not when it suited your goals. So long as there is a threat of some kind that may affect all the parties you wish to work together, you're able to have a far easier time convincing those parties to team up with each other and with you against that threat. If you can manage to get them to agree, they'll devote themselves to the task and not just do a half assed job while waiting to take advantage of any weaknesses the other sides have.

Threaded Together- 200
Once you've got a bunch of different groups to agree to work together, you've got to get them to work together effectively. Different languages, different methods of operation, different preferred tactics and so on. All barriers to effective and efficient cooperation. But not as long as you're there in the middle acting as the go between for every involved group. With you acting as a go between, any and all barriers to communication or teamwork like the above described ones are smoothed out to be easily managed. Interpreters are found in abundance and willing to work for cheap, tactics are easily translated to work with each side, soldiers and commanders bond quickly with one another to become even more effective as a team.

Foreign Meetings- 400
When you carry the weight of your people behind you, there's not many willing to refuse a meeting with you. Even when you aren't representing your country, you'll find it very easy to meet with all but the highest officials. And even then it's not that hard. Whenever you wish to meet with an official member of an organisation or group, you'll find it near effortless to arrange a personal meeting with them and while it will be private, it won't be in some secluded location either. Particularly highly ranked officials of any group may take longer to come around to the meeting or require an incentive of some kind but they're definitely not out of reach either.

Missing Persons Individual- 400
You worked with secret agents, from time to time. At first they thought you'd be a burden. Now they can't stop asking for your help. You've got nigh supernatural skill with finding missing persons,

needing nothing more than a name, a face and a last known location. Long as you have those three pieces of information, you'll be able to find that person so long as they're not more than a hundred kilometres from the last known spot you can place them at. Even if you're looking for them in the middle of a disaster, it still wouldn't harm your efforts at tracking that person down.

Imperium- 600
You and your country have an interest in Japan and Japan better be ready to bend over backwards for you, because you're not about to let them say no. You're able to intrude into the territory, jurisdiction or conflicts of other people and factions in pursuit of your own goals and methods without facing much retaliation. So long as you're not negatively effecting any party involved, they'll do their best to ignore you. That's if you're weaker or equal to them. If you're stronger by a lot, they won't dare to strike back against you even if you basically treat their homes as if they were your own. You'd even be able to force them to help you and get that forced request accepted. Effectively, as long as you are stronger, you are able to treat the territories, jurisdictions or even countries of other groups as if they were your own, so long as your demands do not become truly absurd.

One More Day- 600
Saving the world takes time, as does implementing the right plan to save the world without committing an awful sin. But others often won't give you that time, especially when the incident effects them as well. Whether through connections or charisma or pure luck, you're able to change the course of events to give you a little more time. You are able to delay any event or decision, no matter how big a scale or how many people are involved in making it, by up to a full week. So long as the event is one brought about by the decisions of intelligent beings, you are able to force events to coincide that they delay their choices for up to a week straight. If the event is a natural one, this won't work. You can't convince a volcano not to erupt.

Scientist

The Science of Meat- 100
You weren't called in for help for no reason. When it comes to biology, there's few on the planet who can equal your knowledge. You've studied extensively every area of biology that exists on our planet, from that largest animals to the strangest plants to the smallest microbes. The equivalent of a Masters in every Biology field of study, there's little to nothing that humans know about life that you don't also know. Which is what makes Godzilla so fascinating to you.

Threading the Needle- 100
Every minute counts when you've got to deliver that last vital sample or document and getting hold up by the throng of panicking civilians might just doom you and them. Now that you have this, crowds will never be a problem for you. Whether it be crowds of people or crowds of vehicles, you can somehow weave your way through them just as fast and easily as if you were going down an open road. Even a gridlocked city would pose no impediment to your speed.

Sake of the World- 200
When the world is at stake, there's no time for sleeping. You've just gotta keep powering through the fatigue and working on doing what you can for all those depending on you. When you need to, you're able to pull all-nighters, even multiple all-nighters in a row, with ease. You'll keep working as if you were fully rested even if you're running on fumes, right up till the point where you drop into unconsciousness from sheer exhaustion. You won't tire faster than usual despite working at a much higher level but you will still eventually hit the end of your rope.

Filling In Gaps- 200
You're not always going to have everything you need in one place or even be able to get everything you need with time and effort. Some information is just lost to the void of history. But it doesn't mean you can't make do without. Long as you've got a significant majority portion of information about a particular topic, you'll be able to use your existing information to connect the dots and fill in the gaps that you're still missing, even when this allows you to pull out information you shouldn't have access to in the first place. It does take time as you need to think over all the data you have available but not long enough that it takes more than an hour.

Brilliance Rewarded- 400
It'd be lovely if the people who got high up in the academic world got there just because of smarts. Often instead it's just more academic politicking, tradition and nepotism. Not always. But when people's lives are put in the hands of people who don't deserve their positions, don't you wish the truly intelligent got a chance to speak? The smarter you are now, the more influential your words will be seen as by any official body. They may not take your advice under consideration if they're corrupt or lazy or have some other reason but they will find you to be much more trustworthy and reliable the more intelligent you are. Prove them wrong and feed them bad info regularly and this trust will break but until then, they're far more likely to come to you than they are the normal top professors.

The Goro Method- 400
The world is constantly on an up and down spiral towards and away from destruction. Any number of catastrophes could drive humanity to extinction and only luck and the hard work of good men like yourself prevent it. You're able to predict upcoming disasters with an unerring degree of accuracy,

depending on how much info you have available. Just by keeping up with current global events, you'll have a sense for roughly when a great disaster will happen. Extensively research the area you feel a disaster will happen and you'll be able to get more and more detail about the coming cataclysm. Even so far as knowing the exact genetic structure of the monster about to arise to attack the world, before it comes out of the water. That level of detail would take a couple of years of research though.

Chink in the Scales- 600
Everything has a weak point in the end. No matter how big or scary or strong, they've got a way to put them down. Or at least that's how it is for you. Every foe you face has a weakness now, a method through which to totally neutralise or even kill it. The method to attack that weakness will even be with things that are feasible, though likely still very difficult, for you to get a hold of. However, the method to discover this weakness is not known to you. The weakness won't be some big glowing spot you need to shoot but something more along the lines of a specific compound made in response to the full genetic information of your opponent. Finding the weakness and the way to utilise it may take months or even years of work and there's no guarantee you can apply it but it does create a sure-fire way to defeat any opponent, provided you can meet the conditions.

Long Work Pay Offs- 600
You won't be stuck uselessly dredging through vast sums of information anymore, not with this. While research and advancement can take ages, you'll never find that it's an unfulfilling experience or that you are stuck for long periods of time without any growth. Whether you are researching, learning or just growing in general, anytime you hit a point where you are making very little progress, you'll receive a sudden burst of inspiration that gets you learning at your proper speed again. It'll take a while before you can get another of these bursts, at least in regards to the same discipline that you last used it on, but the boosted speed will have you learning like you were a beginner again for a good while before you may find yourself falling back down to the slow trudge.

Monster

Land Shark- 100
Adaptation is the name of the game and an amphibian being like yourself is no different. Just being able to survive on land and water isn't the same as being able to thrive on both and you're an example of how scary something can be when they prove to be just that. While you're already able to live on land and water, as a monster, you're now capable of moving in any terrain as easily as you do in your most suited terrain. If you're primarily a swimmer but could crawl around on land, you'll now move as fast and agilely as you did in the water but on land. If you somehow gain wings, this will extend to the skies and, provided you have the ability to survive there and some method of self-propulsion, even to space itself!

Physics Ain't Got Shit On Me- 100
It should be a scientific impossibility, the mere fact that you can move at all. Yet you do and even move on objects that cannot possibly support your weight. Before your majesty, even the laws of weight, mass and gravity seem to bow down. No matter how much you weigh, how much mass you have or what shape you are, your body will quite easily support itself as if you were a perfectly balanced life form. This effect even extends to other things you touch, allowing you to support your weight on things that should be utterly ruined just by you putting a foot on them. Roads won't sink in if you step on them and buildings won't shatter by resting one of your giant hands on them. This doesn't stretch forever, you can't balance on a spider's thread as a hundred meter tall monster.

Bleeding Worm- 200
The hell you went through in your birth and growing stages is far more than whatever the human world can deal to you now. Years of brutal living conditions as a baby have inured you to any sense of pain or stress on your mind and body. While you can still tire or be hurt, pain is just another bit of information to be registered but easily ignored. Stress is just a bit of data to be noted but not hindered by. You can barrel through a wall of napalm and only stop because your body has quite literally given out beneath you.

Winter Stores- 200
Stretching yourself too far is an awfully dangerous thing, especially in the midst of a rampage. One moment you stand triumphant above all your foes and just a few minutes later, you find yourself spent and barely able to move, only surviving due to the fear your enemies have for you. You won't be made so vulnerable again as from now on, you'll always have just a tiny bit of energy remaining for any sort of store you have. This doesn't mean you can draw on an infinite amount of energy, you can still only store and use the same amount as normal, but instead after use you'll always have at least enough to move around and fight with, though doubtful you'll be pulling off any big or even middling moves. Even using your entire store of energy in an attack or series of attacks would still let you have that little pool at the end.

Atomic Abomination- 400
Years of exposure to radiation have exposed you extreme amounts of radioactive material, dumped leftovers from nuclear testing and nuclear power. The so called sins of man have infested your body and empowered it, granting you the ability to create nuclear power within your body and utilise it in various ways, depending on your size. The most basic effect is creating large amounts of energy through nuclear fusion within your body from the air and water around you, though this has its limits in how much it can produce depending on how big you are. You are able to create a lethal aura of

radiation around you that will quickly increase the more you exert your inner nuclear force. Finally, you are able to emit radioactive material in the form of a breath attack that can spray lethal fallout everywhere, set fire to large areas around you or be focused into a super deadly beam weapon. All of these will grow better, bigger and stronger as you yourself become bigger and bigger, having more mass to work with. Unlike Shin Godzilla, you will not suffer from these changes to your body nor are you entirely powered by it, so exhausting your nuclear energy will not force you to hibernate. You also have control over your own radioactive, choosing whether to let off radiation and whether that radiation lasts a short or long time.

Remember the Beast- 400
You didn't want any of this. The deaths and destruction were not what you sought when you came to mankind but all the pain and fear you felt drove you deeper and deeper into that hole. Now that you are here, pitted against mankind, you've got no choice but to fight to your last even as you break apart. At least you'll be remembered for your ferocity, as your might will only grow as you are hurt more and brought closer to death. The more pain you suffer, the more lethal you'll become. The closer you get to death, the further you will spread destruction with every attack. An attack that might tire you out for weeks could be fired multiple times in a few minutes if you were at the edge of death, for example. The light may be closed off to you now but at least you'll spread darkness over everything else around you.

Heart of Green Fire- 600
Within your form there is a furnace, a limitless source of energy to power your form. From nuclear energy or something stranger, it ensures that so long as you are acting with your body, your body will always have the energy it needs. While you cannot draw more than you are able to usually store at once, you will be able to draw again and again and again without limit from any store of energy that your body can produce through its' biological functions. Even forms of energy that are supernatural in nature are affected, provided they work through biological functions as described above.

Pitiful Hunger- 600
Just as Shin grew to become the horrid beast he will be, you too can draw terrible power from exposing yourself to all kinds of dangerous substances. By immersing yourself in hazardous materials, you can draw them in to be a part of your body. You'll be empowered more overall the more of these substances you absorb, the longer you do and the more hazardous they are to you. You are likely to even gain new abilities based on the materials you are absorbing, provided you take enough into your body. While great power can be obtained from this, the downside is that your body has no added protection from these materials and unless you could already withstand them without issue, you will twist and warp and suffer as you grow more powerful through this method. Taking in enough to equal Shin himself and you'll be in a living hell from which there seems to be no escape.

Tragedy- 800
They will come to fear you. Against you, there's no hope. Whatever force is brought to bear against you is not unconquerable provided you have time. No matter the power your foes believe you have, they are not beyond your reach. Provided you have the time to show them why. You have become the same kind of eternally, constantly evolving monstrosity as Shin Godzilla himself. In response to trauma, danger and conflict you will constantly grow towards taking on new transformations, progressing to more and more powerful stages to suit the threat you are currently against. The more powerful the transformation, the longer it will take for you to progress, but Shin Godzilla progressed

through multiple early stages in just a week. Even forms as strange as splitting into a colony of many smaller monsters, each an avatar of your will, could be possible. Perhaps even a fitting response against the innumerable threat of humanity.

Items

100CP items are free for their origins and all other items are discounted for their associated origin.

Politician

Global Phone- 100

The latest model of your favourite line of mobile phone, already filled with all the contact info you usually have and working with or without cell reception or a set service provider. It even comes with unlimited data. What makes the phone special however, is its' ability to live stream any public location on the planet in an instant. You'll be able to see any qualifying location just by typing in where you want and flicking around some navigation bits and bobs. Amazing quality too, as if you were really there.

Primary Evacuation- 200

You're far too important to remain in the middle of a disaster. As long as there's transportation out of the area, you can be sure that you've got a ticket to be one of the first on it, along with the other most important VIPs. Only a single helicopter left to take the Prime Minister out to a safe location? You can bet you'd be put on at the same time as he is. Tickets to a ship to survive a flooding world? You wouldn't even need to fight for a seat, you'd be on so early.

I Knew His Father- 400

Not the first one in the family to be in politics, are you? Your family's political history goes back quite a few decades and unlike many traditional families, you have only friends and allies to show for it. You've got connections, contacts and favours owed to you because of parents and grandparents stretching across the government, even covering multiple parties. They won't go so far as giving you back up in a fight, but if you want someone found or a bill blocked, they'll help you out a few times.

Cabinet of Power- 600

There's not much higher you can go in the political world from here, save the very top itself. You've been appointed to the Cabinet of Japan, the second highest political position below the Prime Minister himself. Heading a department of your choice, you may not have as much power as your equivalents in other countries but you do have some influence and you do have the ear of the Prime Minister himself, who seems to favour your advice greatly. Long as you can manage your peers, you could make some pretty big changes to the country with his trust kept. In future worlds, you'll gain a similar Cabinet position in your starting country and the ear of the ruling political figure there.

Foreign Aid

Political Phonebook- 100
It's all about knowing who to call. You might be a foreign emissary now but that doesn't diminish the work you'd been doing back at your home country, making yourself known and invaluable to the members of government. You've got a little black book with the personal and official contact details of everyone up to the leader of your country himself. You don't necessarily have the influential chops to get them to do anything or even to listen to the full talk you need to give but just getting the door open for a few minutes can sometimes be all you need. The book will update to fit the starting country of each new world you find yourself in.

Bombing Run- 200
When a hard target isn't going down, you'll need something bigger to force them under. Armies are good for conquering but when you just need to destroy something, here's what you want to use. Once a day, you're able to call in an airstrike on a location of your choice, bringing in a flight of stealth bombers to drop several bombs of your choice. Wide area destruction, penetrating attacks, fire bombs, biological weapons even. If you have any compatible bombs of your own, they can even use those, though it'll obviously use up the bomb you have. Just be aware that everyone will know it was you who ordered the strike and if anything goes wrong, it'll fall on your head.

GI Kaijoes- 400
That said, when you do need an army, there's generally no substitute. You've got the invested powers to call in a few companies of your homeland's troops to help you out, so long as you're not fighting against your homeland of course. A couple thousand infantry, dozens of tanks and aircraft, all the support staff and equipment to keep them working and even a battleship or three. Enough to level a small city over the course of a few days, really. They'll follow your orders, though it's best to let these men figure out how to handle the small details if you don't have any experience yourself. They'll get to wherever you need them to be in no more than a day and stick around for as long as needed but you can only call them in in such a way once each year. You'll be able to call in a similar armed force from your starting nation in future worlds.

Atomic Explosion- 600
The mightiest weapon of man, all in your own hands. You've got the power to call in a 1.9 megaton Atomic Bomb on any target you please, no questions asked and no approval needed. It'll drop just minutes after you call it in, though you can set it up in advance. Little to nothing can survive the atomic fire this'll unleash and unless you're careful, you may not survive the backlash of using this yourself. Beyond just avoiding the blast range, everyone will know that you called this in and put the weight of any blame on you for it, so be sure to have your excuses ready. These bombs can be called in once a year, taking 365 days after being used to recharge.

Scientist

Keeping Clean- 100
Not always going to have time to take care of yourself, especially when you're working on saving the world from a giant death monster. This cleanly pressed set of clothes has your back in that case, as just swapping out your current set for these neat garments will instantly clean you and prepare you for the day, as if you'd just spent a whole hour caring for yourself in the bathroom. A new set will be waiting for you at the start of each day. Just don't forget to actually get some sleep, as all this will do is make you look freshly rested.

Democratic Funding- 200
There's only so much money to go around in government, even if you suspect more than a little is just there to line personal pockets, and people are not always going to be lucky enough to get the funding for their own projects. Not you though. You'll always get at least a little, even for stuff the government actually opposes you on doing. A few hundred thousand dollars for any project you start up, regardless of how much the government dislikes the project itself, straight away. You will need to deliver though. While they can't say no based on what you're spending the money on, they can definitely refuse if you prove unable to deliver on the projects you start up.

Collection of Rogues- 400
You might not be smart enough to develop a solution to the current problem on your own but you can definitely get others who are to help you out. Whatever the problem you find yourself dealing with, you're able to quickly summon together a team of experts on the issue. Coming from a vast array of walks of life, and more than a few of them being nut bags or publicly discredited, these varied professors, adventurers, scientists, soldiers and more will bring you the knowledge and experience you need to get a huge leg up against any problem you have. Their connections and smarts will massively speed up any research they work on, provided you have some basic funding for them to survive on. This team can only be created once a year but will stay around otherwise.

Maki's Riddle- 600
A large set of papers, left to you by a mad old man named Professor Maki. At first, the papers seem to be nonsensical, having no decipherable information on them, just strange symbols and markings. But once you encounter an enemy that you wish to have an advantage against, the paper will suddenly start to show hints as to how to solve its puzzle. While it won't be easy to solve, it now does have a meaning very specific to your new enemy. If you can manage to figure out its secret, likely through some feature that resembles the enemy it is being used on, you will be able to gain a great advantage against your current enemy. A weapon designed to specifically work well against them, a weakness of theirs figured out, a way to counter certain powers they have that would ordinarily defeat you and so on. It won't win the fight alone but it'll make you have a chance against them. This paper will respawn in the next jump, ready to be utilised against a new foe.

Monster

Godsaucer- 100
A sauce dispenser in the shape of Godzilla's second form. It's cute, if a little disturbing and perhaps a bit sick if you're aware of Godzilla's true nature. Still, it's a neat way to spread any sauce, filled up through the mouth and expelled through the open wounds on Godzilla's neck. Maybe it'll make for a little conversation starter at your next formal dinner. Or something. Please don't use it in public.

Hidden In The Trench- 200
No matter where you are, there always seems to be a semi-nearby natural location that you can go to rest and recuperate. A deep sea trench, a deep cave in a forest, a hollowed out cavern in a mountain. They're hard to reach places for most humans even with technology and it's almost impossible to detect you when you've settled down in one of these locations. Whatever you are, they're quite comfortable and you'll be able to support yourself here food-wise for at least a few days before needing to leave. It'll only take you an hour or two to get to one of these locations, wherever you are, but you should make sure no one is following you at the time to keep them secret.

Cradle of Life- 400
Was this where you grew up as the littlest young monster? A radioactive dumping ground somewhere in the ocean or some abandoned piece of land. No one comes here anymore, not the least because of the radiation that's so high concentrated it can kill a man in minutes. Surprisingly, unlike what even you feel towards radiation normally, this place is actually quite good for you. It'll quickly heal any wounds you have and recharge your energy to full in just a few hours at best, no matter how wounded or empty you are. It's at most an hour's walk from wherever you are at the moment, which may mean finding the dumping ground in some pretty strange places, but it'll be there.

Kaiju Klan- 600
Everyone loves Godzilla. Now everyone loves you too. Even if you are a monster that has caused millions of deaths and destroyed whole cities, you'll always have your devoted fans. Tens of thousands of people across the world, if not far more, that practically worship the crowd they walk on. They may view you as a God, as an amazing creature that should be protected, as a being that could help humanity if only we could work together or even as some sort of weird fetish thing. Point is that these people will try to help you and even protect you. They're spread around the world and while none are in positions of particular power, force of popularity can be a power all on its own. You'll have a similar fan base in future worlds too, monster or not.

Companions

Import- 50CP per

A man cannot save the world alone but no one ever said you had to. For every purchase of this option you'll have a new friend in this world, whether it be importing an existing companion into this world or creating an entirely new companion. They gain 600CP and a free origin, though they must pay for the full price of the Monster origin. They gain all associated free options and discounts from their origin as well.

Canon- 100CP per

The heroes of this world may be a little understated compared to that in other worlds but it doesn't diminish their virtues in the slightest. For every time you purchase this option, you'll get the chance to convince one human character to come along with you as a companion. You may even decide your pre-existing relationship to them, such as whether you are already friends or even family, though this relationship can only go so far. Godzilla may not be taken with this option.

Shin- 300

The beast himself. Taking this option will give you a chance to avert the upcoming tragedy and become the last hope for a tortured soul. Buying this will let you encounter and meet Shin Godzilla in a location apart from his normal starting point and time, a private place where other humans are not around to see. He will not attack you at first sight and will be able to control his pain enough to see how you treat him. Help him or comfort him enough and you may find yourself with the beginnings of a genuine friendship, with how grateful the beast would be for anything that eases his pain at all. Betray his trust and you'll seal his fate for good. If you can manage to befriend and protect him until the end of your time here and keep him alive and mostly happy, you'll be able to take him along as a companion.

Drawbacks

You may take up to 1000CP in drawbacks from the below list.

Cheaply Made Society- +100

Things work until they don't. Or until you care about them working. The works of man are grinding to a halt when you have an interest in them working smoothly. Any public administrations that would positive effect you by going fast or going slow will instead do the opposite. Relying on the government to make a swift response? They'll instead be paralysed for days on end before making a decision. Hoping that they'd instead be stunned into doing nothing for a few days and give you some leeway time? Instead they'll leap into action in just a few hours. At the least you still have yourself to rely on though so try and plan with these taken into account.

Heart of a Lawmaker- +100

Make a decision? You mean right now? Alone? But there's no precedent! You don't seem to have very much confidence in your own actions and decisions. If you don't have someone there who's older, superior or somehow more mature than you to give you the go ahead to make your choices, you'll find yourself plague by constant self-doubt, indecision and anxiety over all of your decisions. At the very least it'll take you a lot longer to make choices.

Red Hot Young Man- +100

Having such pride in yourself and your nation may be admired by some but it has the tendency to get you into hot water quite often. You've got an unholy combination of a hair trigger temper, an immense amount of personal pride and an unwillingness to accept any responsibility. Just calming down from the constant rages to think straight will be a task and even harder will be the job of making sure you're not driving those that care about you away with your act.

Making My Way Downtown- +200

Just getting from the end of one street to the other is going to be a royal pain in the butt for you now. Whenever you move, it'll seem like things are actively trying to get in your way. You'll be blocked, tripped or dragged down no matter where you go or how clear it seems. Traffic jams form out of nowhere, giant sinkholes open to trap your legs and buildings fall over in just the right way to force you to slowly climb over or go around entirely. Travelling normally is a pain but it could be lethal in a fight, if you're not careful.

Walking WMD- +200

Much like the beast from the ocean, you are constantly bleeding dangerous amounts of radiation around you into the air and things that you touch. You have no control over this but seem curiously immune to it and anything irradiated by your aura will not harm you more than normal either. However, those around you are not immune and constantly spreading an aura of death and sickness will quickly make you a very high threat target to any normal person. As a monster, it does in fact affect your food and while this won't result in death, if you keep eating this irradiated food you will be constantly sick and worsen any existing conditions as your system weakens/=.

Even Kaiju Need Naptime- +200

You won't be known for your long lasting power now. Any sort of strenuous physical activity will very quickly tired you, no matter how much energy you have, and actually pushing yourself to the limits, like getting into a fight or sprint, will force you into a hibernation period depending on how long you

were pushing your body. Just a few brief seconds of exchanging punches? You might be out cold for an hour or two. A full few minutes of blasting away at your strongest? You'd be in a hibernation coma for two weeks straight. If you get attacked near the start or end of this time you'll be able to wake up instantly at the cost of going back to sleep straight away after but once the sleep has gotten into the middle stages, you'll need to stick with it till the end.

I Be Burning- +300
All that power needs some hefty cooling systems in your body. Sadly, you lack sufficiently advanced systems, no matter what you try and instead you'll need to constantly monitor your power use. Normally fights and just using your body as normal for something of your size won't make you overheat at all but the use of any superhuman, or super monster, abilities or powers will very quickly drive your body heat to dangerous levels. Even if you'd normally be able to survive high temperatures, this body heat will start to shut down the vital systems of your being. You could at most survive a few minutes of using your powers before needing hospital care, any longer and you start to risk death.

Who Will Know- +300
The nature you have as a Jumper is something of great interest to the world. Imagine the resources, power and wealth one could gain if they could harness that inner power you have? Whether or not such a thing is possible, the world is convinced of it and will pursue you to prove such. While they will endeavour not to kill you, barring those who believe it better to kill you then see another get you, they have no problems with disabling you, capturing you and then dissecting you. There is no safe place on the world as almost every human on the planet genuinely believes that you are an unthinking monster, any evidence to the contrary just being mimicked behaviour from other humans. How will you survive in a world that believes you to be a monster, despite any effort you make?

Radiation Sickness- +300
You may not be bleeding radiation but you are definitely bleeding something. You've gotten a concentrated charge of radiation within your body, stuck in there and twisting you apart from the inside out. The same wounds and sickness that ravage Godzilla are now what you yourself must deal with, only you have no way to evolve past or heal these wounds. Your body and mind in constant, unending agony, rotting and weakened. To say nothing of what this does to your good looks, with the weeping sores and bloody ruined features.

World of Monsters- +400
In this world, a darker, twisted version of Godzilla takes the fore. Not necessarily evil so much as tortured and driven mad, it is nonetheless a stark departure from many previous incarnations of the King of Monsters. Taking this means he's not alone. Any and every monster from the Godzilla franchise, Eastern and Western, will now come out in this world in a new Shin form. Be they pure evil, driven mad, unthinking beasts or something else entirely, they will be almost entirely hostile to the world of man and even stronger than normal too. While not all of them will be the limitlessly evolving creature that Godzilla was, they will each be a potent threat to mankind and to the other monsters around them as competition ramps up and some decide to solely hunt each other.

Ending

You managed to survive to the end of ten years. Do you regret what you've done? Are you proud of what you achieved? Either way, a choice must be made.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of Shin Godzilla?
Do you want to *Continue On* to a new world?

Notes

Godzilla may be cute, but NuBees are so much cuter. Thanks NuBee for all the help cutie!