

Godzilla (Heisei)

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Welcome to the Heisei era!! This era is interesting in the sense that a majority of the monsters here are created in response to godzilla in one way or another. You'll be staying in this universe with confusing time travel rules.

1000+ choice points

Times and Places

Roll a d6 for when you appear

1. The return of Godzilla
2. Godzilla vs Biollante
3. Godzilla vs King Ghidorah
4. Godzilla vs Mothra
5. Godzilla vs Mechagodzilla 2
6. Godzilla vs Spacegodzilla

Age and Gender

18-50 for Human origins

Any age for Kaiju

Origins

Futurian (drop in): You may or may not actually be from the future. But that doesn't mean that they have to know.

Scientist: The wheels of progress have turned ever onwards under the hands of the best and brightest. Now you'll be among these intellectual giants.

G-force: Let's be honest you're probably a masochist for choosing the origin that has the highest body count in this universe. Well, I wish you luck because you'll be needing it.

Kaiju: Congratulations, you're now a skyscraper sized monster. You also may or may not be an imperfect clone of Godzilla.

Perks

General

Ifukube score (Free): The wonderful scores of Ifukube will now follow you. Rampage in style Jumper.

The future remained unchanged (600 CP): Time travel here is a bit odd. Certain people and things remain even when they shouldn't. Like Godzilla you too are one of these constants. When people try to kill you via time paradoxes they will fail. Hell, depending what they do the paradox may even help you. Even gunning you down in the past would see you survive no worse for wear. The only way they could kill you is if they did it in the here and now. **(Capstone booster)**

Waifuzilla (400 CP): All the Kaiju can take on human sized Waifu/Husbando (your choice) versions of themselves. They will be bumped up to average human levels of intelligence too if they weren't already. This will carry on into future jumps. Am I ripping off other godzilla jumps? Yes, Do I care? Nope.

Futurian

Liar liar (100 CP): Well don't you have a silver tongue on ya. You could lie through your teeth and nobody would notice. This is most effective on Half-truths.

Genetics (200): The knowledge of genetics is yours. With this you could make something like the Dorats with the proper technology. Alternatively, you could use G-cells that's just laying around to make kaiju of your own.

M-JJ (400 CP): Well, You aren't human anymore. You are an android. You can out speed a jeep and strong enough to lift it. Unfortunately, you can't repair yourself as the parts needed aren't invented yet. Post-jump this becomes an alt form.

And knowing is half the battle (600 CP): Upon entering a jump you gain knowledge of everything 212 years in the future. Use this wisely Jumper since other worlds aren't that forgiving when you meddle with time.

(Boosted) Alloys and things: You gain knowledge of how to build the technology of the Futurians. Everything from time machines and the metal alloy that makes of Mecha King Ghidorah.

Scientist

A brilliant mind (100 CP): You're smart Jumper. Not enough to be considered one of the geniuses in this world but enough to have an understanding of all known sciences in the 90's.

On the shoulders of giants (200/400 CP): That's what they will think when they think of you. Choose a scientific field to be a prodigy of. For an extra **200** undiscounted choose another field of study.

Psychic power (400 CP): Let's be honest psychic powers here kinda suck. I mean the most impressive feats without technology is somebody struggling to lift a bed. With technology however you could theoretically control Godzilla.

Degree in Mecha (600 CP): Well, Can;t say I'm surprised. You're now one of the madlads who thought building giant robots was a good idea to beat the big G. With this perk you gain the knowhow to build giant robots. With some effort you could build the likes of M.O.G.U.E.R.A.

(Boosted) Micro-Oxygen creation: You rediscovered a horrible secret Jumper. One that a good man died to keep secret. You've learned to recreate Micro-oxygen, a component of the Oxygen destroyer. Sure there are more uses for it besides that horrible weapon but is it enough to prevent people from making it a weapon?

G-force

This rifle is my friend (100 CP): It would be rather embarrassing to be a member of the ~~cannon fodder~~ G-force to have no knowledge of how to fight. The perk gives you basic military training of those in Japan's self defense force.

There are many like it (200 CP): You know how to handle a gun now. Every firearm of the 90's you've mastered front to back. That's almost completely useless knowledge considering this

perk is only useful against other humans and smol Destroyah. Since most peeps are united against Godzilla and Destroyah only shows up in the tail end of the Jump this is pretty niche.

But my tank is better (400 CP): Now we're talking baby!! You have knowledge of how to pilot every armed vehicle the G-force uses. From Maser tanks to Super X you know how to pilot them with competency.

The G-force Luck (600 CP): Well, I guess you aren't complete canon fodder. You always seem to get out of danger in the nick of time. If you rely on this plot armor it'll quickly dry up. You can only stand in the gaps of Godzilla's toes so many times before you finally get squashed after all.

Kaiju

Gentle giant (100 CP): Being a skyscraper sized monster isn't very good for interacting with the small fry. So with this perk Beings smaller than you will forgive any collateral damage as long as it wasn't intentional.

Lightning scales (400 CP): You gain a pair of wings coated in scales. These scales can generate electricity to be discharged as lightning or through touch. Additionally, they can be shed to be used as a beam mirror similar to what was on the Super X 2.

Biollante (400 CP): You become partly plant and partly Godzilla. This comes with a few benefits. The first is extreme regeneration. You can survive having your head blown off and so long as a single cell remains you can't die. Secondly, you can split into spores in an emergency to heal in the atmosphere. Thirdly, You gain hundreds of vines to use. Some have mouths for spewing acid sap and others are extremely sharp spears capable of impaling Godzilla. Lastly, you gain the ability to spew acidic sap. It's capable of melting Godzilla's flesh.

Beast from the stars (400 CP): You came from a crystalline Organism fusing with G-cells. This comes with a number of benefits. Primarily you're a juggernaut of psychic power in this universe. Through this you can generate a shield capable of reflecting and deflecting energy attacks. You can also generate a beam of energy as well as direct its path creating an unpredictable attack. The final benefit of this union is the ability to generate crystals. You can telekinetically control these crystals allowing for crystalline spears or even crude flight.

Three headed terror (600 CP): You gain two extra heads and wings. The heads possess all your intelligence perks but are completely subservient to your will. Meaning that if your main head were to be blown off they would do nothing. This isn't the only benefit you can fire beams of gravity from your heads capable of easily leveling city blocks. When not in a kaiju form these extra heads are simply extra trains of thought that share your senses.

Go Go Godzilla!! (600 CP): You gain Godzilla's signature atomic breath. It can be supercharged into the spiral ray which is significantly stronger. This atomic energy can also be used as an aoe. By taking in more nuclear energy you can also gain more power at the cost of risking a meltdown. During a meltdown you gain a burning form and a new atomic breath capable of growing in power exponentially each time it's used. You can safely avoid a death through meltdown once a decade, Although, doing so would leave high amounts of radiation enough to make a city as large as Tokyo the next Chernobyl.

Boosted (Destroyahhhh~): You're not just a singular being anymore you're a collective of trillions of microscopic organisms that were exposed to the Oxygen destroyer. Your mind is scattered amongst these creatures meaning you can separate into smaller forms to spread out your destruction. You can also produce beams of Micro-oxygen, the main component of the Oxygen destroyer. It's capable of destroying organic matter. There's many more abilities for you to grow and discover.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes and such. Items related to origin are discounted to 50%. 100cp is free to origin. You get a 300 CP stipend for the Items.

Futurian

Dorats (100 CP): A trio of adorable genetically modified pets. You can control them through **Mother** if you bought it or a handheld device you already own at your discretion. Although relatively useless if exposed to atomic energy like by being exposed to something like an H-bomb however...

Kids (200 CP): A small time machine that can fly. It can also teleport stationary objects.

Mother (400 CP): A big ass time machine that can fly. Nothing else to say. It can store kids if you bought it. You can optionally get one of the concept art versions.

Mecha-King Ghidorah (600 CP): Well, I suppose you want to pilot a brain dead King Ghidorah. Well with this purchase now you can. By default it is the same size it was in the movie but you can optionally have it be as big as it's "destroy all monster" counterpart making even godzilla look like a toy.

Scientist

A supply of G-cells (100 CP): Playing geneticist are you? Well now you possess a refilling vial of Godzilla's cells. Please be careful with this literally 90% of all monsters this era came from this shit. Oh who am I kidding you'll probably want to see what kind of fucked up Kaiju you can make.

Garuda (400 CP): A vtol equipped with a heat resistant coating. It has two maser cannons so it isn't helpless. Though, considering how useless maser canons are it might as well be. Can combine with Mechagodzilla.

Mechagodzilla (600 CP): Behold robot Barney!! Mechagodzilla is made from the same metal that Mecha King Ghidorah has. It's kitted out with some serious firepower though most of it risks overheating with overuse. The most notable of this is the plasma cannon. It converts beam attacks into a powerful laser.

G-force

Maser tank (100/150 CP): This tank will fire some lasers and stuff. Pretty useless in any of the Godzilla eras which is why it's so cheap. For an extra 50 points it's upgraded to the somewhat useful cryo variant used in Godzilla vs Destroya.

Super X (200CP): Ah, the big ass heat resistant hovercraft. Packed with Cadmium missiles and frickin laser beams this'll be a formidable foe for Godzilla. Do mind falling buildings this time.

Super X 2 (400CP): The successor to Super X. It can be piloted remotely for safer handling. Unlike its predecessor the Super X 2 has a mirror to reflect the atomic rays of Godzilla. Unlike the original the mirror won't melt. It's also submersible up to 10,000 feet deep.

Super X 3 (400CP): This SR-71 looking vehicle is cool. Literally it was designed to freeze shit. It has a freeze ray, Cadmium missiles and other things designed to freeze Godzilla. Capable of flying at mach 1.3 you'll be sure to reach your destination in time.

M.O.G.U.E.R.A (600 CP): Two for one baby!! The first is Land Moguera, a land based tank capable of burrowing underground. Second is Star Falcon, a vtol aircraft capable of space flight. They can combine to form M.O.G.U.E.R.A. When combined it can fire Maser beams from it's

hands, eyes and torso. Coated in heat resistant alloy it can fight with Godzilla for a time. It can even fire drill missiles.

Kaiju

Rampage city (100 CP): This city is located somewhere in the setting. It's filled to the brim with destructible buildings. If you don't want any people to die for whatever reason its only inhabitants are mindless NPCs. They won't react to anything unless you destroy stuff. Poke them in the face you'll get nothing but blow up a car next to them and they'll run for the hills. Any damage and NPC deaths will be undone the next day. You're guaranteed that nobody in the setting will find the city.

Egg (200 CP): You get a giant egg. Inside is Baby ~~Yoda~~ Godzilla. It'll start off as big as an adult human but in a few years it'll dwarf buildings eventually becoming a full sized Godzilla loyal to you. Can become a companion if you want otherwise it's a follower.

Nesting Island (600 CP): You get an island of your own. Not much to say about it other than it's a nice vacation spot and that it's guarded by a Rodan. The Rodan is a follower and can't be imported as a companion.

Companions

Import (free/400 CP): The bog standard import option. For 400 per each companion they get the Kaiju origin.

Canon companion (100/600 CP): You see somebody you like? Take them along for the ride by using points. Humans are 100 and Kaiju are 600. I have no idea how you'd convince someone like the big G let alone talk to them but you'll manage I guess. Get them Iodine tablets and Rad X ready Jumper you'll need it.

Drawbacks

Shocking waters (100/600 CP): You can't enter large bodies of water without getting shocked. showers and tubs will be fine but not lakes or oceans. For 600 this will be upgraded to lethal shocks.

Just a guy in a suit (200 CP): All the kaiju are obvious guys in suits. This doesn't take away any of their powers just makes them look like their movie suits.

J-cells (400 CP Kaiju restricted): Like the big G every fight is bound to leave your DNA around the battlefield. The cells would then somehow create Kaiju that have around 2-3 of your perks. If you think you can get out of this you *will* get into enough fights to create at least six Kaiju.

Godzilla is radioactive remember? (400): Godzilla despite being a radioactive lizard doesn't seem to spread radiation like it should. However, this drawback enforces the logical conclusion of having a radioactive lizard with all the problems that entails.

Godzilla vs (600 CP): There were a *lot* of scrapped Kaiju for this era. With this drawback they'll all be here. Veran, King kong, Mechani kong, an alien King Ghidorah, Angirus, a rat fish thing, the ghost of the original Godzilla (even though Godzilla doesn't die from the Oxygen destroyer in the heisei timeline) and even *all the iterations* of Bagan.

Everyone is here (600 CP): Every Kaiju from the Showa era will now appear. They will obviously be changed to fit into the Heisei era. So have fun figuring out how the hell Gigan was created from G-cells.

Choices

Go Home

Stay

Continue

Notes

Drawbacks: some of them are based on production issues.

Why doesn't the G-force have a boosted capstone?: Cannon fodder doesn't get good stuff.

Why do some origins have more perks/items?: I ran out of ideas.

Go Go Godzilla and it's booster: Basically everything Godzilla and Destroyah can do. Now I'm sure you're wondering why Burning godzilla isn't the booster yeah? Well it was something that seemed more appropriate as a once a jump thing. I may rework it in the future but Destroyah's powerset seems better as the booster atm. Any gains made while in a meltdown will be kept but not the benefits the meltdown provides. You could go through another meltdown but at that point you'd risk the setting going through the hypothetical scenarios of Godzilla destroying earth and dying.

The future remained unchanged: Yeah time travel is a bit wonky. If the perk description confuses you it's basically what happened to Godzilla in Godzilla vs King Ghidorah. The Futurians tried to kill Godzilla by moving him to somewhere that didn't have atomic testing. They inadvertently sent him to a site of a nuclear submarine crash instead giving the big G a power up.

Ghost Godzilla: Yeah, this is a bit weird. This scrapped fight shouldn't logically happen since the Heisei Godzilla is supposed to be the first godzilla. Yeah, I'm not sure how Godzilla survived either. The return of Godzilla never explained it.

1.0 complete and jumpable