

SENSATIONAL SENTAI SQUAD GO!



A Sourcebook For

MECHA VS KAIJU

By Johnathan Wright

SENSATIONAL SENTAI SQUAD GO!

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Mecha vs Kaiju: Sensational Sentai Squad Go!

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What is “Sentai”

The Japanese word “sentai” (戦隊) means team, specifically a military task force or squadron. In 1975 Toei Productions created a tokusatsu (special effects) TV show featuring a team of costumed heroes called “Himitsu Sentai Gorenger”, or “Secret Team Go-Ranger”, spawning a series that would be in constant production for over 40 years. The formula is simple: a group of friends from all walks of life is united as a sentai in multi-colored costumes to oppose an Earth-shattering threat. In each episode the threats grow, from fighting faceless minions, to meeting the lieutenant, a parade of monsters each week, culminating in a final battle with the big bad itself.

This outline could fit any one of a thousand different shows. What sets sentai apart is just that, the word – Sentai, a team. Time and again on Sentai programs one team member is separated from the rest and must be rescued, because the unit is diminished if one of its members is missing. The power of Sentai is demonstrated by its popularity. While individual hero series in Japan have had a dozen different incarnations each, Toei has consistently released a new Super Sentai series every year since 1980.

Now you can join that proud tradition. Choose your team mates, choose your favorite primary color, choose an awesome team theme, and become a Sensational Sentai Squad! **GO!!!**



CREATING A SENTAI TEAM

Creating members of a Sentai team is very similar to creating any MvK character: you create their High Concept and Trouble, then run through the Fate Core Phase Trio, choosing the characters Archetype during the first part. Creating characters together is vitally important in a Sentai game, because the team works as a unit. The conceit of most Sentai programs is 4-6 young people from all walks of life befriend one another and are granted extraordinary skills to fight a powerful threat. To increase the connections between the team, MvK Sentai teams forge Links between characters that bind them together and propel the development of the characters and their relationships forward.

Links for Fate Core

During the Phase Trio, players forge connections between their character and others. "Links" are a way of making these connections an active part of the game. When you create an aspect for yourself in the second and third parts of the Phase Trio roll to Create an Advantage. This Advantage should reflect the incident you and the other character shared. Both characters roll an appropriate skill to create this Advantage. The target for this roll is 2, and the successes from both players are added to this Advantage. This creates an Advantage with between 1-4 invokes.

This Advantage becomes a Link between these two characters. It represents the connection they formed during the part of their lives they shared. Either player may Invoke this Link when their action relates to the other character in an appropriate way. The Link may also be compelled by the GM if something occurs that either strains or resonates with their Link. The GM may compel both characters, and each character may decide for themselves whether to accept the compel or buy it off. This link remains as long as it has Invokes upon it.

When the last Invoke is used the Link "resolves". This resolution occurs within the scene, and is based on the context of that scene. Players may create a new Link based on the resolution of the previous one, or may consider the character's mutual storyline concluded.

Example: Joe and Clea are musicians, and they decide that years ago they were both trying for the same position in an orchestra. Joe's player decides that he would try to talk his way into the position, and makes a Rapport check against a Fair (+2) target. He rolls 1 success. Clea's player decides that she would have focused on playing the best music she can, and makes a Lore check. She Succeeds with Style and gains 2 successes. Joe and Clea now have a Link called "Seeking First Chair," to represent their rivalry, with 3 Invokes.

When the last Invoke is used Joe and Clea will determine how to resolve their Link. If they've resolved their rivalry perhaps they will forge a new link such as "Teamwork Rocks", or even begin a romance with a "Seeing With New Eyes" link. Or perhaps they'll decide they're sick of one another and never see each other again.



The Sentai Stunt

Members of Sentai teams are phenomenal fighters. Their fighting styles are unique, reflecting their own individual tastes, and are based on what they do best. This stunt is activated by spending a Fate point. The Sentai stunt adds the “Attack” and “Defend” action to the character’s Capstone skill, allowing them to use it in combat even when that skill would normally not allow it. These attacks do Physical Stress. Players should narrate how their character uses this skill to attack. For example, a character with “Computers” as their highest skill may take control of technology to fight their enemies for them, or may have outlandish gadgets such as “nanotech bracers” that help protect them. Note that such descriptions are not Aspects, merely ways of narrating the use of their skill.

Skills that add the “Attack” action are Athletics, Burglary, Computers, Contacts, Crafts, Deceive, Drive, Empathy, Investigate, Lore, Mecha Engineering, Notice, Physique, Rapport, Resources, Stealth, and Will. Skills that add the “Defense” action are Burglary, Computers, Crafts, Investigate, Lore, Mecha Engineering, Notice, Provoke, Resources, and Shoot.

Sentei Fighting Moves

When a Sentei character reaches their first Milestone they gain access to a special stunt representing a fighting move appropriate to their capstone skill. They may either swap out one of their existing stunts for this one, or take their Fighting Move when they have access to a new stunt. The following are examples of how to incorporate the flavor of the skill in an attack stunt. However players are free to create their own Sentei Fighting Move.

Black Belt Gymnastics (Athletics)

Your gymnastics skills makes you a whirling dervish on the battlefield, as you backflip your way through swarms of opponents. Once per scene when you hit with Athletics you may attack again with a +2 difficulty. You may continue to attack for as long as you successfully hit, each time adding +2 to the difficulty.

Stolen Moves (Burglary)

Having devoted your life to taking what is not yours, you can now take a part of another person’s very personality. Once per scene you may use another person’s stung in your same zone. That person may not use that stunt until the end of your next action. All permissions necessary to use that skill are waived for you, but all costs and mechanics are the same. For example, if a stunt requires a magical High Concept you may still use it, however if it requires you spend a Fate point or make a Lore check you must perform that action.

Break the Code (Computers)

You are so skilled at manipulating codes that you can unlock and break the code of an opponent’s fighting style. Once per scene, after the first round of combat, you may interrupt an attack before it is made with an action of your own. This does not take the place of your normal action, and your turn



order does not change. The attacker must be in your zone, but you do not have to be the target of their attack.

United We Stand (Contacts)

You can unite your entire team to work as a unit, even in the chaos of combat. Once per scene you may use Teamwork on a single action. This does not take anyone else's action, though your teammates must be visible to you. Narrate the action any way you wish: the team may move to join you then return to their original places, or it may represent the emotional support you feel from being in contact with them.

Esoteric Teaching of Archimedes (Craft)

The master of ancient machines was an expert on the laws of physics, and famously said that if he had a lever he could move the world. When you are armed with a lever (staff) you gain a +2 for creating advantages involving moving your opponent: trip, knockback, etc.

Legendary Distraction (Deceive)

Your powers of misdirection are almost magical. Once per scene you convince a target that you are somewhere else. If used as defense the attack automatically misses. If used to attack gain a +2 to the attack roll. You must declare the use of this stunt before dice are rolled.

Pedal to the Metal (Drive)

You are trained at winning the race from the moment it starts. In the first round of a combat conflict you go first in the turn order. You may take one action that round. If the action does not succeed you may elect to have it succeed. If the action succeeds you may elect to have it Succeed with Style. If the action Succeeds with Style you may elect to gain an additional benefit (for example adding a free invoke to a boost).

Cutting Words (Empathy)

Your words cut deeper than a blade. Once per Scene your attack does Mental Stress instead of Physical. Your opponent defends against this attack with Will.

To Fight Them is to Know Them (Investigate)

You learn more from fighting someone than most detectives learn from days of observation. When your Investigate attack Succeeds with Style you may learn one Aspect about your opponent.

Rarefied Secrets of the Fist (Lore)

You subconsciously tap into a deep reservoir of martial mastery. Once per scene when your Lore attack Succeeds with Style you gain access to a new combat stunt for your next attack. Create the stunt on the fly using the following formula: "Because I am using the _____ combat style I gain +2 when I _____." This stunt may be used until you miss with this attack or make a different kind of attack.

Strength of Iron (Mecha Engineering)

Within you beats the heart of a mighty machine, and you understand how to make the best use of your strength. While in combat you may use Mecha Engineering instead of Physique when making Overcome checks.

Saint of Patience (Notice)

Although you often move first in combat, you have recognized the wisdom of seeing the actions of others first. When you go first in combat you may elect to take no Action in the first Exchange. You may still make Defense rolls, but you gain no other benefit from taking no action. At the beginning of the following turn gain a Fate point. If you use this point immediately gain an additional +2 to your action that round.

Stone Skin (Physique)

Your mighty skin can deflect attacks. You gain Armor Value +1. This benefit stacks with other bonuses to Armor Value.

Fists of [In]Fury (Provoke)

While doing the same damage as a normal attack, your blows also take the form of insulting jabs, such as nose tweaks or ear boxes, which eventually infuriates your opponent. Once per scene you may narrate how your opponent is driven to distraction and forced into a disadvantageous position. This creates an aspect on the target with a free invoke.

Words as Weapons (Rapport)

Your understanding of your enemy gives your words the power to fill them with crippling doubt. Once per scene you may force an opponent to take a Consequence instead of Stress. This Consequence should reflect the deep unease the player has inflicted it with. You still receive a free invoke on the Consequence you caused.

Best of Everything (Resources)

As with everything you own, your Sentai equipment is of the finest quality. You have a weapon and armor, each with their own Aspect, reflecting their superior quality.

Gun Kata (Shoot)

When you activate your Sentai stunt you gain two pistols to use in combat, each with a Weapon Value of +1. This benefit stacks with other bonuses to Weapon Value. You may attack targets up to 2 zones away, or use them as melee weapons at the same damage bonus.

Ninja Vanish (Stealth)

Once per scene use your action to disappear for the remainder of the exchange. You are not targetable for that exchange. You reappear on your action in the following exchange in either the same zone or any zone adjacent to that. You may make a Stealth check against a target in that zone. If you succeed you gain the Boost “Shadow Strike” to use against them.

Impetus (Will)

When you set your mind to something you never stop. Once per scene when you succeed with Style you gain a +1 to one action the following round. If this action Succeeds with Style you carry over a +2 into the following scene. This bonus continues to increase as long as you Succeed with Style. If at any time you do not Succeed with Style you lose these bonuses. If at any time you are unable to act in an exchange you lose these bonuses.

Creating a Theme

One of the most important things about a Sentai team is their Theme. Each team shares a common idea: animals, dinosaurs, vehicles, magic – whatever the Theme is unites the group, and everything within that group is tinged with some aspect of that concept. Each member’s uniform is similar, separated only by the color. Their equipment shares this Theme as well, from weapons to vehicles.

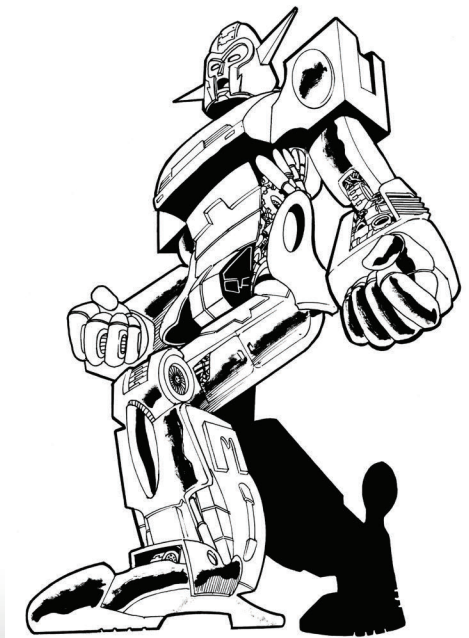
Each member of the Sentai team gains Construction Points with which to build their personal equipment. The amount should be agreed upon at the beginning of the campaign, usually 3. With this they can buy weapons, armor, and other equipment in the same way they would equip a mecha. For example, one member could add +2 to their uniform’s Armor Value and equip a weapon, such as a sword with +1 Weapon Value or a spear with the Weapon Stunt “Reach”.

The important thing is all players agree on the Theme, and it is reflected in all aspects of team.

The Mecha

Sentai Teams all have mecha they can call on when the fight (and the opposition) grows too big to handle individually. Mecha creation is similar to standard MvK rules, with the following modifications:

- Mecha must share the team’s theme.
- The team may pool their Construction Points into a single mecha. This can either be a series of smaller mecha that use the “Combiner” options (MvK pg.62), or a “Super Robot” that uses the “Group Mecha Control” rules on MvK pg.47.
- As there is a clear delineation between PC combat and mecha combat, it is recommended that you use some variation of the Size rules on MvK pg. 70.

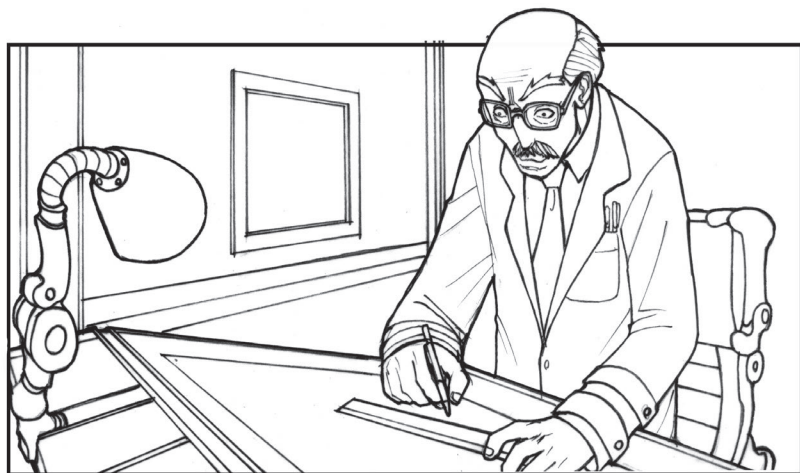


FROM THE PAGES OF THE RAMPO JOURNALS

Prof. Rampo Kyari is famous as the inventor of all the great mecha of the modern era, as well as the gazer weapons they use to fight the kaiju. But few understand how this genius received his insights. As a young man Prof. Rampo studied zen and seriously considered a life in a monastery. But one day whilst in deep meditation he achieved a state of oneness and understanding with the universe. He lay unconscious for a day and a night, and when he awoke his mind and heart were at odds: his heart called the experience “Satori”, the awakening of the spirit, and yearned to pursue a spiritual life. But his mind called the experience a glimpse at the long-postulated “Unified Field Theory”, in which all forms of energy are one. Unsure which path to pursue, he did what many have done before – he went to his mother. Her words were simple: “Which path would do the most good?”

From that moment Prof. Rampo devoted himself to science, in an effort to bring to reality the things he beheld in that one instant of clarity. He volunteered his services to the Japanese government on one condition: any of his discoveries that could be use for the betterment of mankind would be released free of charge. Over the years he has turned gravity into guns and created walking battleships, but he has also filled batteries with liquid sun atoms and brought new sources of energy to the world.

Over the decades Prof. Rampo has returned in his mind to his Satori moment, and every time he goes a little further. The greatest secret, the one he has kept and never revealed to others, is that moment he glimpsed something more than just equations – he saw other worlds. He would eventually come to believe that he had seen other Earths, which exist on alternate dimensions. Though unwilling to share these observations with others, he has written of them in voluminous notebooks, inscribed in his own private shorthand. The Japanese government has a key to this “code”, and upon his death all his notes will go to the various services that can best make use of them. But until then, he keeps these alternate worlds a secret. Here for the first time are excerpts from the journals of Prof. Rampo Kyari, as they relate to the remarkable existence of Sentai teams in those mirror worlds.



Warrior Alpha

There is a story that recurs again and again: 5 young people from all walks of life are united by fate to battle together against the forces of evil. They are aided in their struggle by a supernatural force which grants them remarkable powers when they work as a team, a unit, a Sentai. In my meditations on other worlds the first Sentai I encountered was Warrior Alpha.

Warrior Alpha is the union of five high school students, all members of their science club's archeological dig. Some are there for extra credit, some to get into better schools, still others to cover up for horrible mistakes they had made in school. Some are friends and others barely know the others. Yet when they uncover the spirit of an ancient warrior it recognizes in them the courage to stand against the darkness. It grants them a portion of its power and guides them as they forge the Warrior Alpha team.

But the discovery of the ancient warrior was just in time, coinciding with the resurgence of the ancient sect of assassins the warrior had long-ago opposed. As the ancient undead head of the assassins grows in power, so too does the Warrior Alpha team. In hand-to-hand combat, their martial skills proves to be unmatched, but the chief assassin is able to resurrect ancient horrors from their world's past: giants and trolls, dragons and hydra. When these mythical beasts threaten, the team summons the ancient clockwork mounts used by the first warrior.

Seeing the battles of Warrior Alpha in my mind's eye filled me with wonder and hope. In a world without my science there were still forces defending the Earth. These defenders took many forms, as my meditations would reveal, but always they united into the Sentai, the union of brave hearts dedicated to protecting their home from the darkness.

Campaign Notes

Warrior Alpha is a “vanilla” Sentai team, which can be set in any place or any modern era, from the 1960s to the modern day. The ancient warrior who grants them power and guides their development is left deliberately vague, so players can decide what theme to use. The old warrior could be Sir Gawain of Camelot, or even an ancient Merlin (looking 7 years old thanks to his backwards aging), marshalling a new Round Table against the Knight of Undeath, Mordred, who seeks to resurrect his mother Morgan LeFey. Or it could be an ancient samurai, fighting against the Shogun of Hell and his witch consort, commanding Damned Ronin and Noh demons. The spirit of the Greek hero Theseus could bring the team together and furnish them with mechanical steeds to fight the Titans and their Fury minions. The possibilities are truly endless.



Eros Candy: Defender of Love

This world is not unlike my own, their Japan much like mine. Sadly, one of their major entertainments is reality television, especially of the dating and singing-discovery variety. The “Eros Candy” program is a combination of both, with an amazing secret held until the last episode.

In this program “Lovely Angels” compete for both a singing contract and the love of several attractive “Suitors”. The Suitors test the Angels’ singing and dancing talent, but really they are testing the contestants ability to feel and incite emotion in others. The Angels believe that the winner of the competition will be proclaimed the “Loveliest Angel”, becoming a popular idol singer and gaining a spouse as well. But the true reward is much more strange and wonderful.

The Suitors are power-suited guardians of the mecha “Eros Candy”, described by them as the “Defender of Love”. Eros Candy can only be activated and controlled by a Lovely Angel of exceptional empathy and compassion. The Suitors, their name a double meaning, wear power-armor suits that can merge with Eros Candy and amplify its power. But it is the power of the Lovely Angel that brings the defender to life.

This unusual Sentai battles enemies from Emotion-space, a wrinkle of space-time formed by powerful events which move the spirit of humanity. As such these are often negative, growing out of our united fears and unease. Beings of Emotion-Space are formed out of the essence of a single emotion, and act based on that concept. One of these entities, Death Urge, grew out of the despair of this world’s “suicide forest”, where young people would go to end their lives. Death Urge now seeks to end the despair of the world by destroying all life. I pray the Defender of Love has the strength to overcome the God of Dispair.



Campaign Notes

In the “Eros Candy” campaign, players create two characters – a Lovely Angel and a Suitor. The Angels are women and men from all walks of life, however the Suitors are all members of the Eros Consortium, an elite special weapons program that discovered the immense power of love and how to harness it. This game trades off between players controlling the Angels and the Suitors. Different Suitors challenge Angels to competitions in singing, dancing, even household chores. The Angel that wins becomes the pilot of Eros Candy and defends the Earth from threats emanating from “Emotional Space”. Lovely Angels who excel at other emotions might discover other organizations with their own emotion-powered mecha, and the campaign could grow from there.

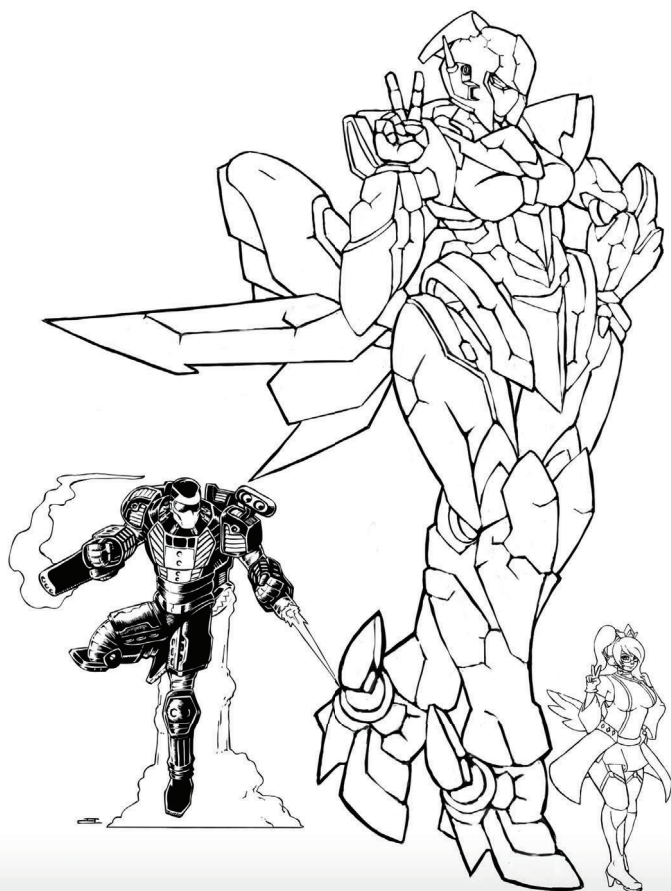
Lovely Angels should all have the “Entertainment” skill, found at the end of the supplement.

The Eros Candy Mecha

Creating the Eros Candy Mecha and the Suitor's hard suits should be left to the players. Construction Points should be pooled between players and then split in half. One half will go to creating the Eros Candy mecha. The other half will be split between the players to build their Suitor's armor. Each Suit, as well as Eros Candy, has the "Combiner" system (MvK pg.62).

During combat the Suitors will fight alongside the Eros Candy mecha. As an action one suit can combine with Eros Candy, converting its CP into an additional mecha system. For example, if the Suits were built with 5CP, both pilots spend a Fate point to activate their Combiner systems for the scene. The Suit pilot merges with Eros Candy to form a beam sword, providing 5CP to build the weapon. The suit pilot is then safely ensconced in a chamber within Eros Candy, perhaps even within the sword, and can use their action to create advantages for the pilot.

Early on in the campaign this should happen once per combat, with each player getting to test out their Combiner bonus. This should all lead up to a truly climactic campaign finale, where all Suitors merge with Eros Candy to create "Eros Candy Mega Sweetness"!



King Geoman: Defenders of the Earth

I have seen a world ravaged by pollution. The air burns the throat and eyes. The rain burns the skin, the fields, the beasts. The people of this Earth have pushed their home to the limit. And their home has pushed back. Emerging from a continent of garbage in the Pacific, like some putrid Atlantis, a creature has emerged: Hedokoku, a poison god, building its empire on a dying world. From its fetid flesh humanoid Offaloid creatures fall off like bloated tics, attacking cities at will.

But this world has its defenders. A union of scientists and engineers, gathering in the ecological refuge of New Zealand, have born a new breed of hero – King Geoman! Humans infused with elemental powers of earth, air, fire, and water gain the strength and speed needed to fight the Offaloids. Their armor barely contains the powers within their bodies, and it soon becomes clear that these heroes are sacrificing any chance at a normal life to fight the enemy. But the Offaloids mutate and evolve quickly, learning and gaining intelligence. Leaders emerge within this new species, with plans to use the power of their deadly god to claim the world for themselves. It is clear that King Geoman is in a battle for the survival of humanity.

When the putrid god, Hedokoku, finally takes to the field, the Geo fighters unite themselves bodily and transform into King Geoman, the towering elemental force, able to fight the twisted nature spirit one on one.

Campaign Notes

Members of the “King Geoman” team control elemental forces. Their High Concept and Trouble should reflect their elemental nature. Each member has elemental powers, crafted using mecha stunts. These become usable when the character activates their Sentai Stunt. The name of the power is an aspect, and can be invoked or compelled as normal. Though this will invariably make the King Geoman sentai more powerful than your average MvK hero, this campaign is essentially one step below a full-blown superhero game, so that should be expected. For an example see “Geo-Red” below.

The players unite bodily to create “King Geoman”. This is a Towering biological construct, closer to a kaiju than a mecha, but controlled by the minds of each member of the group. Using the “Group Mecha Control” option (MvK pg.47), players represent specific portions of King Geoman’s personality. For example, Geo-Fire could be the blazing spirit that leads and inspires the team, and might be responsible for the ranged attacks made by the hero.

Geo Red

High Concept: Inspiring Light
Skills: +4 Contacts; +3 Athletics,
Notice; +2 Fight, Rapport, Shoot
Stunts: Sentai Stunt, Stronger Together, Hey, aren’t you...
(Yusha Archetype Tree)

Heart’s Fire (Elemental Power): Geo-Red controls the power of flame. It burns within him, fueled by his passion for victory and his concern for others. 3CP

Trouble: Hot-Headed
Archetype: Yusha (Hero)



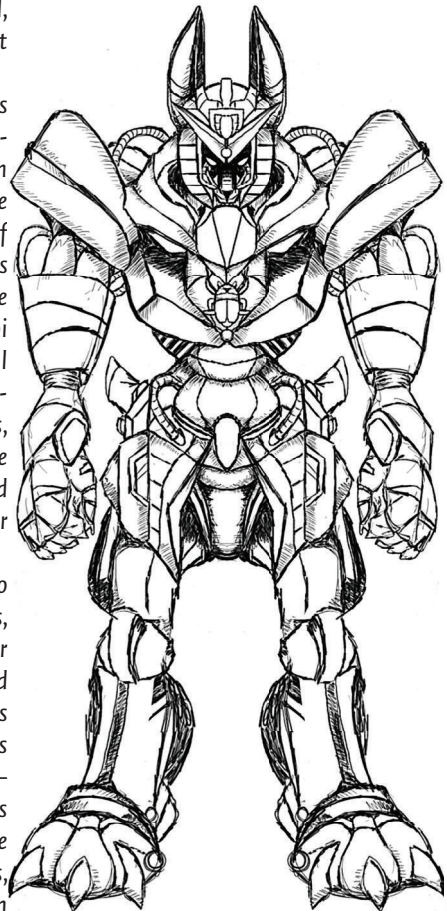
- **Area:** Flames erupt around Geo-Red, filling the zone with fire. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- **Barracade:** Geo-Red's body is shrouded in flames, reducing the amount of damage he takes. Gain +2 to defend when you take the Full Defense action.
- **Flight System:** Geo-Red's fire makes him lighter than air. He can fly at "Car" speeds. Out of combat you can quickly travel from place to place. In combat you can use Athletics to Create Advantages dealing with flight. This does not limit your ability to fight on the land. While flying in combat you must always take a movement action to remain aloft. If you are ever unable to move then you land at the end of your round. If you are more than one zone up you must make a successful Athletics roll to land safely.

Starforce Raiju: Defenders of the Creation

My old friend Arthur C. Clark famously said, "Magic is just technology that we don't understand." How true he was.

There are Earths where the ancient gods were not just personifications of an unknowable and implacable nature. On one such Earth the Heliopolitan gods of ancient Egypt were extra dimensional scientists – Ra, master of energy; his father Osiris, master of biology; his mother, Isis, mistress of the secret ways. There was Toth the Wise, Set the Avenger, and Hapi the Provider. For centuries these immortal scientists watched their charges from the timeless throne of the floating city of Heliopolis, until their studies here were complete and the gods left for new laboratories, leaving behind only their legends. And a secret cache of their alien technology.

It is this that has lured the War Beasts to Earth. Ancient enemies of the Heliopolitans, the War Beasts have come to steal the power of the gods and rip out the secrets encoded within human DNA. This is why the ancients have sent Starforce Raiju, a union of aliens armed with the mighty War-Hound Mecha – Serious the Bright, Cerberus the Watcher, Canis the Hunter, Garm the Mighty, and Laika the Swift, that combine into the invincible Anubis, powered by the spirit of the Heliopolitan master of death.



Campaign Notes

While the Heliopolitans are gone, those they have touched on other worlds have joined together under the banner of Anubis, ironically to prevent the innocent from dying and being judged before they have had a chance to ensure that their spirit will go on to a better afterlife. They have come to Earth because there is an unguarded cache of Heliopolitan technology within a pocket dimension, inaccessible to humans but far too easy to get to for the alien War Beasts.

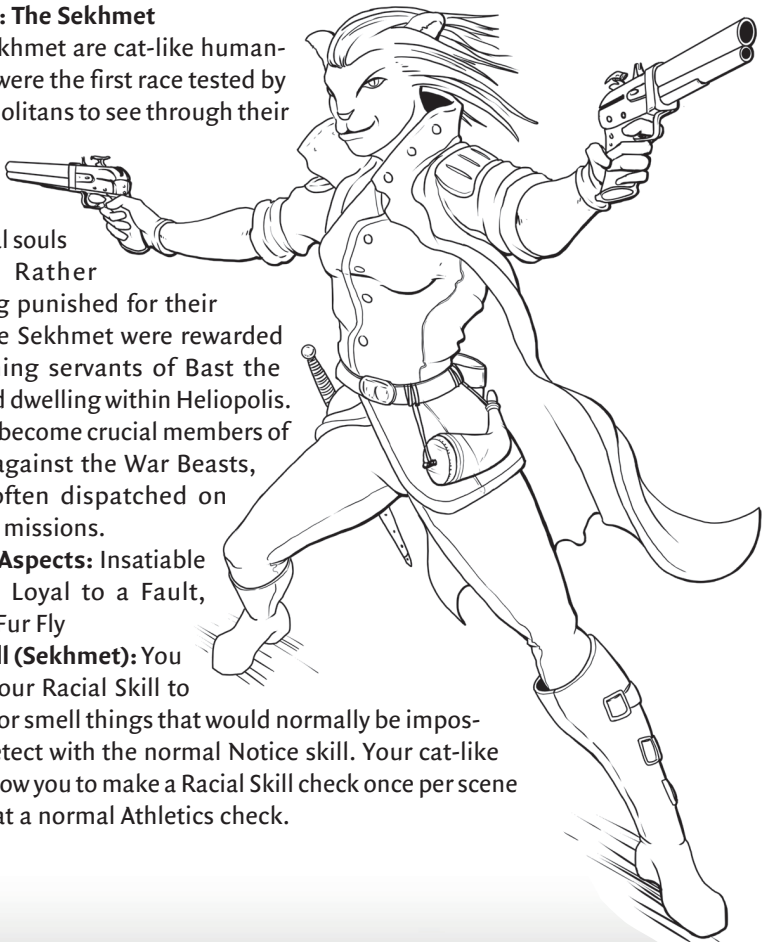
Players in this campaign have the option of creating an alien character instead of a human. The characteristics of an alien race are represented by a series of Common Aspects. Choose at least one but not more than two of these Common Aspects for your character. You may also make your own Aspects, as long as they match the theme of the race. Your race also gives you access to a Racial Skill, which represents the unique abilities of your race. Slot your racial skill into whichever empty slot on the pyramid you wish. You are encouraged to build new alien races using this example.

New Race: The Sekhmet

The Sekhmet are cat-like humanoid, and were the first race tested by the Heliopolitans to see through their god-like disguise and see the rational souls beyond. Rather than being punished for their hubris, the Sekhmet were rewarded by becoming servants of Bast the Seeker and dwelling within Heliopolis. They have become crucial members of the fight against the War Beasts, and are often dispatched on important missions.

Common Aspects: Insatiable Curiosity, Loyal to a Fault, Make the Fur Fly

Racial Skill (Sekhmet): You may use your Racial Skill to see, hear, or smell things that would normally be impossible to detect with the normal Notice skill. Your cat-like reflexes allow you to make a Racial Skill check once per scene if you fail at a normal Athletics check.



THE KANNON SENTAI

This adventure introduces a Sentai that functions within the mythology of the Mecha vs Kaiju world. It deals with the Kami and their efforts to oppose the rising power of the true Ogres and their Oni masters. Be sure to review the history of the MvK world as well as the place of the True Ogre in the modern world. Some elements to remember: the Ogres were the soldiers of the Oni. When the Oni ended their war with the Kami the Ogres died out, but their blood has remained. The Ogre ninja clan used this legend as a rallying point, but recently 3 “True Ogres” – Mahout Sukai, Ougun Jutsu, and Tenma – appeared, the power in their blood activated by the Oni. They have seized control of the “Cult of the Beast God” (獣神のカルト Shishigami no Karuto), the religious organization that preaches the veneration of the kaiju, in hopes that they will avoid killing the faithful. This organization now seeks to activate the ogre blooded through science, but those who have submitted to the “alchemical awakening” of their blood are dangerously unstable, capable of “ogreing out” at any time.

This adventure uses elements from the Japanese culture, such as their festivals and gangs, as well as elements of both Shinto and Buddhism. GMs may want to research these elements to gain a better understanding, and also find images to bring the characters and locations to life.

Background

It is Spring in Tokyo, and time for the annual “Sanja Matsuri” festival! The “Three Shrines Festival” is celebrated every year to honor the “kami”, or spirits, of the three men who founded the first Buddhist temple in Edo, the region now known as Tokyo. The festival occurs over 3 days and enjoys 1.5 to 2 million visitors. For years it was celebrated by both Buddhists and Shintoists, due to the creation of a Shinto shrine adjacent to the Buddhist one, and the recognition that the 3 Bodhisattvas were also powerful Kami. Today, like many regional holidays in Japan, it’s as much a community festival as a religious one, with each neighborhood in the Asakusa district parading its local shrine to be blessed and bring good luck.

How Buddhism Came to Japan

One day long ago two brothers, Hinokuma Hamanari and Hinokuma Takinari, found a golden statue while fishing in the Shimida river in Ido, now Tokyo. They brought it to shore and landed on the beach of a greedy landlord, Hajino Nakatoma. As Nakatoma moved to seize the statue, for it was on his land and he considered it his property, the statue revealed itself to be the image of the Bodhisattva Kannon, the Merciful. The three men were instantly converted to Buddhism and became its first teachers in Japan. Nakatoma turned his home into the first Buddhist shrine, and the Hinokuma brothers set off across the land teaching the ways of mercy and forgiveness.

These three men came to be revered, as the spiritual message of the divine Buddha took root in the new land. Far from displacing the Shinto religion, the spiritual elements of Buddhism complimented Shinto’s focus on the natural world. In time this union of spirit and earth would be sealed, as the spirits of Hamanari, Takinari, and Nakatoma were worshiped as kami. The Shinto shrine holding the three kami is adjacent to the Buddhist shrine dedicated to Kannon.

Today is Saturday, the second day of the festival, and things are in high swing. The Senso-ji district, which surrounds the two shrines, is packed with thousands of people streaming through. Everywhere is the sound of flutes, whistles, chanting, and taiko drums. Those first arriving will follow the crowd through the Nakamise, a street sided by shops and food stands. They may have to step aside for a moment to make way for a small mikoshi, or portable shrine, dedicated to Tenjin, the Kami of Education, carried by singing school children. There are about a hundred such mikoshi on the streets of the district today, all parading through the streets, bestowing blessings upon the festival goers by their very presence.

There are many activities in the area today: a taiko drum demonstration at the Torii gates in front of the Asakusa Shrine, a Geisha performance at the open air Kenban theater, or a Binzasara good-luck dance (wooden slats tied to a rope and played percussion style while dancing) in a large square. The players should choose one of these activities to go to.

Aspects on the Scene

Taiko Drums <ul style="list-style-type: none"> • Lots of blunt objects • Loud and proud • People everywhere 	Geisha Performance <ul style="list-style-type: none"> • Style and Grace • Open to the elements • People Everywhere 	Binzasara Dance <ul style="list-style-type: none"> • Good luck...NOT! • You call this a dance? • People Everywhere
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Take some time to set the scene and have the players establish where they are and what they are doing. When you and they are comfortable with where their characters are trouble rides in on two wheels.

Here comes trouble

The festival will be marred by the arrival of the Boso-zoku Tokko-tai (“driving out of control gang” “Special Attack Battalion”). Boso-zoku is a youth subculture that specializes in custom motorcycles. The Tokko-tai all wear leather jackets covered in battle slogans like “Death Before Dishonor” and “Deeds not words”. Underneath they wear long silk bandages wrapped around their waist, with trailing ends that flap in the breeze. Their baggy pants are tucked into high boots, and their hair is worn in outlandish pompadours. There is a woman with long purple hair and a silk sash tied in an X across her naked body, just covering her chest. And they are here to cause trouble.

The gang arrives first at whatever venue the players have chosen. The leader of the group, Ragera, is a rival who has butted heads with one of the PCs for years, while his second-in-command, Tasuki, was once the childhood friend of another PC. The gang will first cause havoc in the area, but will focus on the PCs when they see them. The groups will go through two Exchanges (the Tokko-tai want to fight), and then as things get heated one of the combatants will trip into a man, who is in reality a member of the Cult of the Beast God, and a disguised Ogre. This will cause the man to “ogre out” and begin fighting everyone, including innocent citizens. In the aftermath of the chaos the PCs will be teleported away.



The Tokko-tai

Ragera: "Leader of the Pack" "Rivals since childhood"

Tasuki: "No Longer a Pushover" "USED to be your friend"

Drive +3, Provoke +2, Athletics +1, Notice +1 Stress: 2

The Tokko-tai Mob(4): "You're not the boss of me"

Drive +1 Stress: 1

Speed Kills: While on a motorcycle the Tokko-tai may use Drive instead of Fight.

Insane Ogre

"Out of Control, and Glad of it"

+4 Physique; +3 Fight, Notice; +2 Athletics, Lore, Provoke;

+1 Burglary, Deceive, Investigate, Will

Stress: Physical 4 Mental 3

Skin Like Stone: use Physique instead of Fight or Athletics to defend against physical attacks

The Calling

Assuming the characters have acquitted themselves well, they will be magically summoned by Kannon into the center of her shrine. This may be particularly appropriate if they are injured and need a rescue.

The characters feel two gentle hands touching them lightly on the shoulders, and they are lifted out of the conflict and set down in a place of peace. The room has rice paper walls and tatami mats of purest white. A warm, candlelight glow suffuses the room, issuing forth from a beautiful, glowing figure of pure gold. Her voice is like wind chimes on a spring day. "I am Kannon the Merciful, and this is my holy place. You fought against the dark rather than flee, and in so doing saved those who might have suffered at the hands of the Ogre. I need warriors of courage and compassion, for there is great danger and time is short. Will you help me?"

The players can learn a number of things speaking to Kannon:

- Kannon is both the Merciful Buddhist Bodhisattva and the Kami of Compassion. She dwells within the Asukasa shrine. It was her statue the fishermen found in the sea. The statue is here and houses her spirit.
- The Ogre are a force of darkness, touched by the demonic Oni. They were hell's soldiers in the wars fought at the dawn of time. They have returned as the power of the Oni grow. However the truth behind their power base in the Cult of the Beast God is hidden from the Kami, as is the identity of the three True Ogre.
- Kaiju are the bastard children of diabolical science and the power of the Oni. If asked she relates the true origin of the kaiju.
- The Ogre seek to disrupt the Sanja Matsuri somehow, though she does not know how, nor to what end. The players must investigate this mystery to uncover the truth before the third day of the ceremony.

The Power of the Sentai

Kannon tells them that, by uniting their wills they can unlock supernatural power. She gives each character a crystal, which allows them to communicate with one another, to locate each other, and to turn them into their Sentai forms.

Investigation

These facts can be uncovered during the group's research. Any of these may be turned into advantages or aspects on the scene.

- On Thursday the head priest of the Asakusa Shrine performed a ceremony that moved the three enshrined kami from within the temple to the three mikoshi, or golden mini shrines
- The mikoshi are built out of lacquered wood and gold leaf, with solid gold accoutrements, worth ¥40million each and weighing a ton.
- The police are on hand in force. The local Yakuza are on hand as well, to show their community spirit...and their tattoos.
- The finale is tomorrow at noon, where the mikoshi will leave the Asakusa shrine and be carried around the neighborhood, bringing blessings to all present. The mikoshi will circle the neighborhood at roughly equidistant points, meaning there will be several minutes, and at least a thousand people, separating each shrine. They will return to the Asakusa shrine at 8pm.
- The Tokko-tai were hired by a man called Ougun Jutsu. He called it "a test". Difficult investigation will reveal that Jutsu is a Japanese physicist, famous for his theories about alternate dimensions.

The Plot

Ougun Jutsu seeks to imprison the 3 Sanja Matsuri kami and use them to empower a mighty kaiju. To capture them he must destroy the mikoshi containing the kami, then imprison it in a receptacle of his own creation. If he can do this he feels his kaiju will be invincible. He has two powerful Ogre warriors at his side, as well as his demonic minions. The minions will disperse the people while the Ogres destroy the mikoshi. He will then absorb the kami.

The Battle

The players can make any plans they wish, depending on how much information they get from their investigation. At the very least they know that Ogres will try to disrupt the festival. No amount of cajoling will convince the Shinto priests to delay the ceremony. Because of the nature of the festival the players can move freely through the crowd in their Sentai uniforms without drawing too much attention.

Jutsu's plan is to first target the Kami of Hajino Nakatomo, the landlord. Lacking the familial connection of the brothers, Jutsu presumes his is the weakest kami and the easiest to seize. Next he will take the spirit of the eager and energetic younger brother, Hinokuma Takenari, and then the level-headed elder brother, Hinokuma Hamanari. Each kami he seizes gives Ougun Jutsu a Fate point.

Nakatomo Aspects	Akenari Aspects	Hamanari Aspects
<ul style="list-style-type: none">• Many Hands to Hold You• Hell's Comin' Fer Lunch• Yakuza Watchmen	<ul style="list-style-type: none">• Many Hands to Hold You• Hell's Comin' Fer Lunch• Dueling palanquins	<ul style="list-style-type: none">• Many Hands to Hold You• Hell's Comin' Fer Lunch• Best and Brightest

When the players arrive each mikoshi has found itself in an interesting situation. The Nakatomo mikoshi is being guided by a group of Yakuza bosses, standing on the platforms dressed only in loincloths, proudly displaying their tattoos and keeping the 30 men and women supporting the mikoshi in line with chants and whistles. The Takenari mikoshi is stopped because another mikoshi is blocking it. Dedicated to Inari, the fox kami responsible for, among other things, fertility and sake, the drunken celebrants demand that the Takenari mikoshi move out of the way, while those guiding one of the three kami on which the celebration was founded feel justified in demanding that the Inari followers move. The Hamanari mikoshi is distinct for its sedate and reserved carriers, and also for being the brightest lit of the three.

Opponents

Ougun Jutsu's description is found on MvK pg.158. Jutsu will start accompanied by only his Ogre Bodyguards, who will try to destroy the mikoshi. Each portable shrine has 3 stress boxes. Once the shrine is destroyed Jutsu will take his turn to absorb the Kami into a black sphere he carries with him. He will immediately gain a Fate point for this action, and he gains an additional use of the "One with the Oni" stunt for the scene. While waiting for the Mikoshi's destruction he will fight using his Demon Blades.

Once he has the kami he will make his way to the next mikoshi. If his bodyguards are engaged he will summon his demon minions to serve as obstacles between himself and the players. Jutsu moves with supernatural power, and the players should narrate how they use their Sentai powers to move through the crowded streets.

Ogre Bodyguards

+4 Physique; +3 Fight, Notice; +2 Athletics, Lore, Provoke;

+1 Burglary, Deceive, Investigate, Will

Stress: Physical 4 Mental 3 Consequences: None

Skin Like Stone: use Physique instead of Fight or Athletics to defend against physical attacks

Vice Like Claws: add WV 2 to damage; applies "Grappled" aspect to target when it hits; Overcome Physique to escape.

The Kaiju

When Jutsu has captured the last kami, or when he is defeated, he will take a final action. Give each player a Fate point as you narrate Jutsu smashing the black sphere and a demonic portal opening behind him, inky hands grabbing his body and pulling him to safety. In that moment the crowd hears a deafening roar, as a kaiju appears on the scene – and not just any, but Kaibutsu, the King (MvK pg.80)!

You may choose whether or not this is the true Kaibutsu or just a demon in the form of the kaiju. The creature's goal is to destroy the Asukasa shrine. For every mikoshi that has been destroyed the kaiju enters play with 1 additional Fate point.

At this moment Kannon will summon forth the Sentai's mecha for the first time to battle the demonic kaiju.

Kaibutsu

Motivation: King of the Monsters

Instinct: Destroy the Temple

Skills: Physique +6, Fight +5, Provoke+5, Athletics +4, Notice +4, Will +4

Atomic Breath

- Blast: Range 2 sectors
- Alternate Attack: Physique +6
- Blow Through: Once per scene on a hit do +2 stress to another target in same sector

Cry of the King

- Roar, Mighty Roar: Once per scene use Provoke to apply “Shaken” aspect to anyone who can hear you.

Indestructible

- Bug Stomp: attacks against humans do +1 stress
- Bug Proof: Human weapons do not gain Teamwork benefits.
- Absorb Lightning & Radiation: These attacks grant a boost
- Regeneration: Once per scene reduce a Consequence one level
- Deathless: Once per session spend a Fate point; remove Severe consequence; Kaibutsu returns to battle
- Strength at the Base: If Stress Box is filled check off the next lowest instead of highest.

Stress: Physical 5

Mental 4

Consequences: 2 Mild , Mod, Severe

Collateral: The blessings of the Asakusa temple prevent Collateral consequences.

MP Total: 12



New Skills

Entertain

Entertaining is the skill of making people feel emotion through singing, dancing, or acting. To use Entertain you need nothing more than yourself and an audience that can see or hear you. This skill requires that your target can feel emotion, however they do not need to understand you.

🌀 **Overcome:** You can change the emotions of a person or group. For a nameless group make a skill check with a difficulty of 2. Against PCs or important NPCs, you'll need to win a contest. They oppose with Will.

🌀 **Create an Advantage:** If you are able to complete a performance, you can create advantages representing lingering emotional states, like Exhilarated, Ticked, or Moved to Tears.

🌀 **Attack:** Entertainment is not used to harm people.

🌀 **Defend:** Although the state of mind brought about by a good night's entertainment can help a person defend against emotional attacks, the skill itself cannot be used to defend.

New Mecha Stunts

Combiner [Update]

In a setting where most mecha are moderately powered and piloted by single pilots, having the flexibility of either acting as a group or as a single immensely powerful individual is a great advantage. In that case the listed stunt cost of 1CP for each Combiner mecha would be appropriate. However, if the players pilot the only mecha in the campaign then balance is not an issue. In that case "Combiner" may just be a named aspect of the mecha. Players would simply invoke their Combiner aspect and merge into one mecha.