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## TOKYO KAIJU CHAOS!

燃える龍東京を保存できますか？

# FAINTING GOAT GAMES

PRESENTS



## TOKYO KAIJU CHAOS!

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# Tokyo Kaiju Chaos!

## Two Ways To Tokyo

Before we get started there are two ways to run this scenario.

1) At-the-table team creation, which lends itself to catering your players' characters to a specific theme. See the Sidebar below titled *Creating a Sentai Team*.

2) Bringing your regular group to Tokyo to witness the dawn of a fantastic new age of mechanized industrial machinery - and finding yourselves far outside the comfort zone when the whole city descends into classic Kaiju CHAOS!

## INTRODUCTION

2 In this issue of *Improbable Tales*, we go to Tokyo, where it's not just Elvis, tentacles, and sailor suits that are big in Japan, it's the mecha and monsters as well!

This adventure is designed around the concept of the PCs being part of classic Sentai Hero or 'Task Force' action! Sentai shows are common in Japan, often made up of teenagers called upon to fight 'kaiju' (monsters) in the name of science, honor, or just to protect their hometown from alien invaders! Good examples would be the classic *Mighty Morphin Power Rangers* (a super-team of kids with both special martial arts skills as well as mechs to pilot against foes) or even more classic - Gatchaman, a team of 'science ninjas' with futuristic devices and weapons, but no mecha. Let that phrase hang in your consciousness as you prepare this adventure and all that entails...**Science Ninjas**.

Your players will step into the wild world of Giant Monsters, Mecha, and - well, see for yourself!

## 411 For the GM:

### Here's What's Going Down

#### Plot Points

1) The villain in this adventure is a demon-worshiper going by the name Oni. He wears a blank mask made of chrome, completely reflective. His plan is to raise, from the depths of Mount Fuji, the Shadow Dragon (aka Kage-Ryu), a world devouring spirit, to bring an end to our corrupt planet.

2) To this end, he has created a temple complex underneath Mount Fuji. This is where Oni has trained and housed his army of minions and robotic servants. His soldiers are fanatical and single-minded in their goal: the destruction of the world.

3) This adventure is written with the assumption that the heroes are part of Dr. Yoshi Amasetsu's Sentai Team - the Blazing Dragons. Alternately, the heroes could be their own team and they have been invited to the unveiling of Amasetsu's latest inventions, the microfusion generator and the mechanized Power Armor called BlazGear that is powered by this amazing generator.

4) During the demonstration, a giant monster assaults Tokyo, throwing the city into chaos! The Doctor will make the BlazGear mechs available to the heroes and ask them to defend his beloved city

5) After the battle with the Kaiju, an old man dressed in the robes of a Shintoist priest hobbles onto the scene. He reveals himself to be the Kami of Mount Fuji; the spirit protector. The Kami tells the heroes about the villain Oni, his base at Mount Fuji and his plan to summon the Shadow Dragon and destroy the world. He urges the heroes to get to the sacred mountain quickly and stop the ritual.

6) At Mt. Fuji, the heroes encounter two more Kaiju guarding the entrance to Oni's base.

7) If the heroes fail to stop the summoning ritual, the adventure ends with a massive showdown with the Shadow Dragon (Kage-Ryu) for the fate of the world!

## Enemies

Oni  
Kaizer Soldiers (Oni's minions)  
Various Kaiju (giant monsters)  
The Shadow Dragon (aka Kage-Ryu)

## Important NPCs

Dr. Yoshi Amassetsu  
Doji – Shinto Priest / Kami of Mount Fuji

## Action Scenes

**Scene 1:** Kaiju Attacks during the Demonstration

**Scene 2:** Kaiju Attack / BlazGear Recovery

**Scene 2:** The FINAL BATTLE!

## Hey! This Reminds Me Of That One Movie...

This adventure of course derives its inspirations from both the 'Kaiju' ('strange beast') and 'Sentai' ('task force') genres of Japanese film and television. In the 1954 feature film *Gojira* – a Japanese landmark production of monster and sci-fi film, we got introduced to the basic kaiju tale: Nature proving the folly of man.

Sentai shows were exported to the United States pop culture consciousness in the 70s and 80s; things like *Ultraman*, *Voltron*, and *Gatchaman* (marketed as *Battle of the Planets* in the US), and of course the 90s television hit, *Mighty Morphin Power Rangers*. So, both elements should seem at least somewhat familiar to the uninitiated.

## Set-Up:

### How the Heroes Get Involved

The PCs are invited to witness the unveiling of the microfusion generator, the power source of the future! One of the PCs is either related to, acquainted with, or a fan of Dr. Yoshi Amassetsu, the inventor of the device. Alternately, the players may make up a team with Dr. Amassetsu as their version of 'Zordon', each of them using the Trained Origin to begin with and forming their team with a specific theme in mind.

So, in either case, the heroes are attending when an all-out assault interrupts the microfusion demonstration.

### Action Scene 1: Kaiju Attack!

The plaza where the demonstration is to take place is a traditional Japanese park, with stone bleachers on three sides of the demonstration area. The fourth side is the manufacturing plant for Amassetsu's PrimaTech Heavy Manufacturing Concern, where a dais has been erected for Dr. Amassetsu's presentation. In the center of the plaza are two massive rigs with curtains hanging down. They appear to be two small buildings ready for unveiling.

There's a crowd of around five hundred people, all either press, interested civilians, or military personnel.

3

### Creating a Sentai Team

As written, the heroes' default team, the Blazing Dragons, is written as a pretty basic sentai group. The BlazGear mecha are piloted battle vehicles that are designed to resemble mythological dragons. They are also engineered to combine together (ala *Voltron*) to form a giant humanoid battle robot."

It doesn't have to be this way. Often sentai teams have specific themes (all the component parts are lions, or vehicles or mythical beasts etc).

The default Blazing Dragons and their mecha, the BlazGear, are included in the NPC section. Feel free to let your PCs use these as the basis to customize their own sentai team. Of course, sentai teams don't have to have mecha that combine together. Like the aforementioned *G-Force* from *Battle of the Planets*, they might simply have individual vehicles and also a larger team vehicle.

## Parade of Kaiju!

So - what if Oni decide to not attack Tokyo with just one Kaiju -- but to send an army?

That could be immense fun for your heroes. So - we wanted to give you an option for creating a host of Kaiju to battle your players.

Okay - You're going to need some beasts for this option, and while we give you three sample Kaiju in the back of the book, it's **FAR** more rewarding to create your own from scratch! Kaiju have been a popular imported form of entertainment for decades. Among the most famous Kaiju are Gamera, Rodan, Mothra, and the most famous, hands-down, Godzilla!

### Step One: Monster Type

Roll on this table to figure out what kind of base creature your Kaiju started out as.

Roll 1d6

- 1: Animal
- 2: Vegetable
- 3: Mineral
- 4: Machine
- 5: Energy
- 6: Animal and Roll Again!

### Step Two: Additional Limbs/Features

Roll on this table to figure out what extra features your monster has!

Roll 1d6

- 1: Wings
- 2: Drill Limbs
- 3: Tentacles
- 4: Armor
- 5: Blade Limbs
- 6: Armor and Roll Again

### Step Three: Powers

Roll Power Types and Powers using the ICONS Tables for Random Power Generation, One Power for Each Monster Type and Additional Limb

### Step Four: Motivation

For the purposes of this adventure, you can assume all the kaiju serving Oni are mind controlled and thus motivated to serve him and carry out his orders. To following table is included to give you options for creating the kaiju's motivation if they weren't mind-controlled.

Roll on this table to figure out what the monster's reason for being is, which will help determine how they will behave once they're in the world.

Roll 1d6

- 1: Protect Its Birthplace
- 2: Destroy Civilization
- 3: Friend to All Children (Unless Mind Controlled)
- 4: Devour All Energy
- 5: Destroy Its Birthplace
- 6: DESTROY ALL MONSTERS!!

Read or Paraphrase the Following to the Players:

***“In the history of man, the quest for inexpensive, clean, and reliable energy has driven us from fire to whale oil, to fossil fuels, to fission, to my latest creation: MICROFUSION!”***

Dr. Amasetsu motions to the pair of curtained rigs in the plaza, and the curtains fall to show two mechanical devices designed to look like mythological dragons.

***“Today, with microfusion generators, we can make a demonstration for you with my BlazGear; a classic exhibition of martial arts techniques – but with my BlazGearMECHA!”***

The demonstration gets under way as two dragon mecha shuffle out onto the stage and trade a few shots.

Suddenly, there's a blood curdling scream from the audience - and all eyes look upward to see the huge robotic dinosaur that is barrelling through Tokyo, knocking into buildings and batting aside police and news helicopters like toys.

As the audience is panicking, the doctor keeps a cool head, summons the heroes to him and urges them to defend Tokyo.

If the heroes wish to use the BlazGear mechs backstage to defend the city, Dr. Amasetsu can give them a crash course in piloting the mecha and have them up and running in no time. (Due to Amasetsu's design genius their piloting is intuitive). He reveals that he has a number of BlazGear that equal 2/3 of the number of PCs available (of course, at GM's

discretion, there can plenty of mechs to go around.).

There are several situations to deal with at once: there are civilians panicking and charging in a mob from the bleachers, there are civilians who need medical attention, and the Kaiju is rampaging through the city - crushing cars and bashing into buildings.

**Enemies:** Droxilar, possible Vegeton and Daikomainu

**Situation:** The kaiju Droxilar (see NPC section) is rampaging through Tokyo - smashing buildings and whatever gets in its way as it makes a beeline for the city's main power station. Once there - it will annihilate the generators - plunging the city into darkness.

Although the kaiju attack is a serious threat to the city, it was launched as a distraction so that the doctor and the heroes wouldn't notice a theft at the doctor's lab.

**Villain Tactics:** The kaiju heads for the power station - it will take 10 pages to reach it from the time the heroes first notice it. Once at the power station - it will focus on destroying the facility and will ignore the heroes until 1/3 of its Stamina is gone - at which point it will focus on attacking the heroes. It will use its powers to retreat when 2/3 of its Stamina is gone.

At the GM's discretion, after Droxilar is defeated or driven off - the other two pre-generated Kaiju (Vegeton and Daikomainu) could attack Tokyo. Use your best judgement if this would be fun for your heroes.

If you don't include the Kaiju here -they can serve as

## Mind Control

The Kaiju are under the control of Oni via his psychic powers. A clever hero may notice (with an appropriate Test - perhaps of Intellect) that the monster appears to be fighting an internal battle. Heroes with mystical or scientific backgrounds could use appropriate Tests to discover that the monster is being controlled remotely from Mt. Fuji. If they can find a way to disrupt the mind control signals the Kaiju will be freed from its esrtwhile master, psychically apologize for the damage it has caused and offer to ally with the heroes. (Except in the case of Droxilar - who was evil by nature and if freed from mind control - will laugh robotically at the heroes and continue to ravage Tokyo.)

part of the opposition in Action Scene 2.

### **Action Scene 1 Aftermath/Interlude:**

After the Kaiju has been defeated or withdrawn, the heroes will be commended on their swift action and readiness to help the citizens involved in the attack by Dr. Amassetsu.

Unfortunately, it appears the Kaiju attack was only a distraction. While the monster rampaged through Tokyo, Dr. Amassetsu's lab was raided and a microfusion reactor was stolen. The doctor is very worried about what nefarious purpose the robbers have in mind for his invention. In the wrong hands - the microfusion reactor would be a terrible weapon.

## Research Option

The Shadow Dragon is a well known, ancient creature of Japanese legend.

Heroes could turn up a weakness or vulnerability during research from old occult scrolls in a museum, by consulting a mystic or interviewing a folklorist. Alternately, a scientific scan and analysis of the Shadow Dragon could reveal useful information.

An intellect Test (with appropriate modifications from specialities) would be necessary.

With a Moderate Success - The hero discovers that the Shadow Dragon has a weakness to certain forms of magic. Specifically, certain artifacts grant protection against it. Anyone wielding the magical sword Kusanagi (or even if it is just attached to their armor) will have a +4 to Defense. Unfortunately, the Kusanagi sword is part of the Imperial Regalia of Japan and is kept well guarded by Shinto priests at the Atsuta Shrine in Nagoya. A hero will have to be very persuasive to get them to let them borrow the sword and attach it to the mecha.

With a Major Success - The hero uncovers a critical but little known weakness. The Shadow Dragon has a soft spot on the scales on the base of its skull. A called shot to this area will do +4 Damage and automatically deals a Slam result.

With a Massive Success - The hero uncovers a counter-spell ceremony that can keep Oni from summoning the Shadow Dragon. (Alternately, a scientific examination of the Shadow Dragon reveals that a self-sustaining quantum-tachyon energy vortex in close enough proximity would disrupt its intrinsic field and immediately shunt it back to the dimension of its origin. Or similar pseudo-scientific hand-waving.) If this ceremony/vortex is completed/created within a quarter mile of Mt Fuji, it will bar the creature from entering our world for another 100 years. The challenge will be keeping Oni from disrupting the ceremony/vortex long enough for it to do its job. (Oni will certainly attack the heroes with his minions, robotic troopers any remaining Kaiju under his control.) We suggest using a Pyramid Test (mentioned in the Villainomicon or at this link <http://icons-truth-justice-and-gaming.wikispaces.com/Success+Pyramid>) for this. The heroes will need to work together on the ceremony/vortex to accumulate enough successes to equal a massive success in order to successfully banish the Shadow Dragon. Scientific or mystical heroes can help with the actual banishment process while other heroes can accumulate successes keeping Oni and his minions at bay.

Still, worries aside, Amasetsu congratulates the heroes on their defense of Tokyo:

***“My friends, you have proven yourselves not only worthy – but destined to fight this menace! Heroes like you are needed in this dire time!”***

If the heroes did not use the BlazGear mechs, the doctor now offers to train the heroes to pilot the BlazGear Mechs that remain at his facility.

The training in the use of the BlazGear doesn't take long - basically long enough to explain to the players the powers of the BlazGear mechs and the way to use them while battling the Kaiju.

During the training sequence, the Shinto priest who presided over the demonstration with a blessing shows himself to be the Kami (protector) of Mount Fuji, where this evil is rising from. He introduces himself as Doji, and explains that he cannot interfere with humanity unless Mount Fuji is directly threatened.

Doji's appearance marks that this is truly a world-sized threat. He explains that the kaiju was raised by a dark priest named Oni who has mind-controlled Kaiju to pour out his wrath upon Tokyo, and his base is in the depths of the holy mountain. Doji's concerned that the theft of the microfusion generator is the key to a diabolical plot to raise the ancient World Devouring Shadow Beast, Kage-Ryu, from Fuji to end the world! The raising of the kaiju involves a complicated ritual, and Doji urges the heroes to rush to Mt. Fuji immediately to stop it.

## Action Scene 2:

### Kaiju Battle / Temple Infiltration

**Enemies:** Daikomainu, Vegeton, Kaiser Soldiers, Robocavaliers

Dr. Amasetsu and Doji have located the base and send the heroes to recover the microfusion generator and disrupt the world-threatening ritual!

**Situation:** Invading the base is just a matter of storming the entrance to Oni's base at the foot of Mt. Fuji and the guards patrolling the halls of the base itself. On the deepest level, the heroes will find

the ritual chamber. If Oni's ritual is disrupted, the summoning is stopped and the Shadow Dragon (Kage-Ryu) will not rise from its slumber.

The ghostly visage of the Kami of Mt. Fuji appears before the heroes.

***“The Oni is conducting his hideous ritual inside his base at the heart of Mt. Fuji. You must defeat or sneak past his guards to stop him before he completes the ritual!”***

(If pressed, the Kami can explain that the base has been hidden (via holograph projectors) at the base of Mt. Fuji for some time, but he didn't consider it a threat until he realized (very recently) what Oni was trying to do.)

The individual BlazGears will fit inside the complex. The Gestalt Mode BlazGear will not.

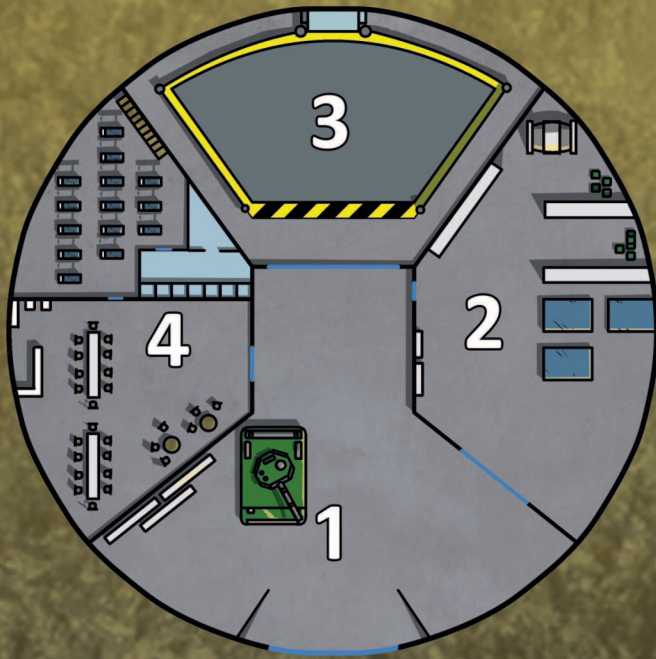
At Mt. Fuji, guarding the entrance to a military base that appears to have been constructed inside the base of the holy mountain as several Kaiser Soldiers and Robocavaliers. Alternately, the GM could elect to use Vegeton and Daikomainu (the two other pregenerated Kaiju) as the guards in this scene.

From the time the Kami appears to the heroes - there is a clock running. Our default suggestion is that it will be 20 to 25 pages from that point until the ceremony is complete and the Shadow Dragon rise. Ultimately - this is left up to the GM. If you simply want to have your players fight the Shadow Dragon - make sure to give them a Determination point as it was a plot point they couldn't avoid.

**Villain Tactics:** The Kaiser Soldiers and Robocavaliers guarding the entrance are loyal to Oni. Their numbers are about 2x the number of PCs. Use the minion options for them. They will try to retreat when  $\frac{2}{3}$  of their is defeated. The enemies encountered in the temple complex (as detailed in the map location descriptions) will generally retreat after  $\frac{1}{3}$  of their group has been defeated.

If the Kaiju are guarding the temple complex entrance - they are mind-controlled by Oni and will not surrender or retreat until they are defeated or





## FIRST FLOOR

- 1-ENTRANCE BAY
- 2- REPAIR BAY
- 3-CARGO ELEVATOR
- 4-BARRACKS/ READY ROOM

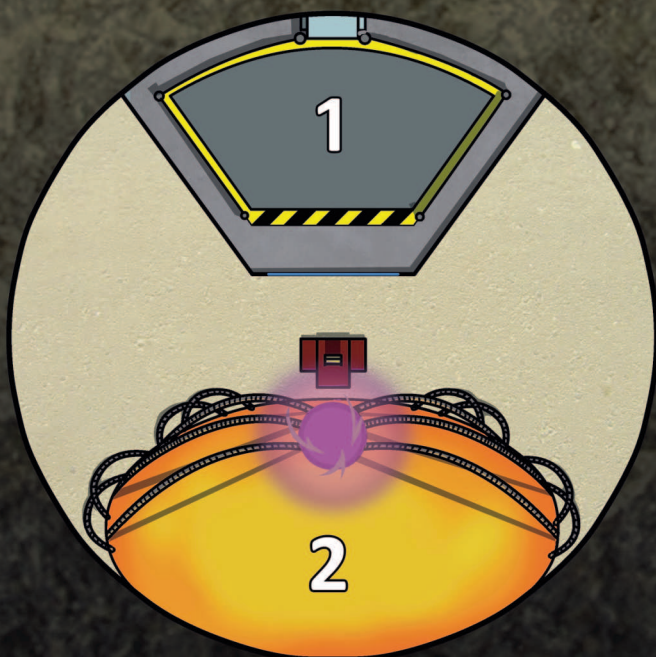
## SECOND FLOOR

- 1-ARMORY
- 2-CARGO ELEVATOR
- 3-COMMS ROOM
- 4- MANUFACTURING CENTER
- 5- MECH BAY



## THIRD FLOOR

- 1-CARGO ELEVATOR
- 2-RITUAL CHAMBER



the mind control is broken.

The map of the cylindrical temple complex can be found on the previous page.

The Temple Complex is a technological marvel, made to look like a cross between a dark temple and a military complex. It's a cylinder that goes from the base of Mount Fuji down to the ritual chamber.

In case your heroes included to bash throw anything in their way - the floors are made of concrete and have a Strength of 5. The walls and doors are made of a steel like compound and have a Strength of 8.

## First Floor

### 1) Entrance Bay

This area is patrolled by a number Kaizer soldiers equal to the number of heroes, with ray guns that have a Blast 5. They also have a mechanized tank with an explosive attack – Blast 7. It will take a Massive success on a Coordination test (or a test of applicable Specialties or Powers) to sneak past the guards.

### 2) Repair Bay

This area contains several broken pieces of artillery, trucks, tanks, etc. It's also got an automated defense system that can fire Stun Blasts 6. Use the Robot Stock Character in ICONS for the automated defense system stats.

### 3) Cargo Elevator

This elevator is one of the four pie-wedge shaped rooms and is massive and contains high explosives. Once the heroes go down a level, they are attacked by a patrol of 5 Kaizer Soldiers.

### 4) Barracks / Ready Room

This room is designed to house the hundreds of Kaizer soldiers and prep them for attacks on the surface. It is currently unmanned.

## Second Floor

### 1) Armory

This area is patrolled by 3 Robo-Cavalier Units and protects a vault filled with laser rifles (Blast 5), massive explosives (Blast 8), and prototype jetpacks (Flight 4).

### 2) Cargo Elevator

This elevator opens to the Mecha Bay where four Kaizer soldiers are working on a Robo-Cavalier unit.

### 3) Communications Room

This room is the nerve center of the Kaizer Soldier communications and coordinates all war efforts in the city. There are communications officers here who are going to defend as well as they can, but they're not as battle-hardened as the other Kaizer soldiers. Use the Bystander stats from the ICONS Core Rulebook.

### 4) Manufacturing Center

This area is used to create the prototypes and weapons the Kaizer Soldiers are using, including their monofilament blades (Strike 4) and laser rifles (Blast 4), and the for the Robo-Cavalier units.

## Third Floor

### 1) Cargo Elevator

Once on the third level - which is roughly a half mile beneath the second level - the elevator opens on the Ritual Chamber.

### 2) Ritual Chamber

Oni is seated, surrounded by several Kaizer soldiers, softly chanting a ritual. He is seated over a massive crater filled with gigantic wires, the microfusion reactor, conduits and cabling on every edge. A massive black sphere that is pulsing with a strange purple and grey energy is in the center. There is a dark, shadowy figure inside of the sphere that is being empowered by the ritual -- the Shadow Dragon. Once the heroes enter the room, an Intelligence test with a successful result will make it clear that there's energy being siphoned from the microfusion reactor and delivered to the monster in the massive sphere in the middle of the room.

Once they've reached the ritual chamber - proceed to Action Scene 3.

## Action Scene 3: Storming the Ritual Chamber

Depending on how long it took the heroes to reach the ritual chamber, they've either interrupted the ceremony and must now simply fight Oni and the

guards – or they’ve arrived just in time for the rise of Kage-Ryu – the Shadow Dragon.

**Enemies:** Oni, the Shadow Dragon (Kage-Ryu), Kaizer soldiers

**Notable NPCs:** None

**Situation:** If the heroes arrive in time to disrupt the ritual - they must simply fight the enraged Oni and his Kaizer soldiers. They are fatalistic zealots who will fight until they all are defeated. The soldiers will attempt to grapple and subdue the heroes while Oni uses magical attacks from a distance.

If the heroes have not interrupted the ceremony, they find themselves at the birth of a massive Kaiju dragon bent on world destruction. Under Oni’s mental control, the Shadow Dragon will fiercely protect his controller.

If Oni is rendered unconscious (or if the mental control is broken in some other way), the Shadow Dragon will immediately attack the temple complex in a rage. After the complex is ablaze, he will then erupt from Mt. Fuji to begin his wholesale destruction of Tokyo.

The heroes will begin their final battle with Kage-

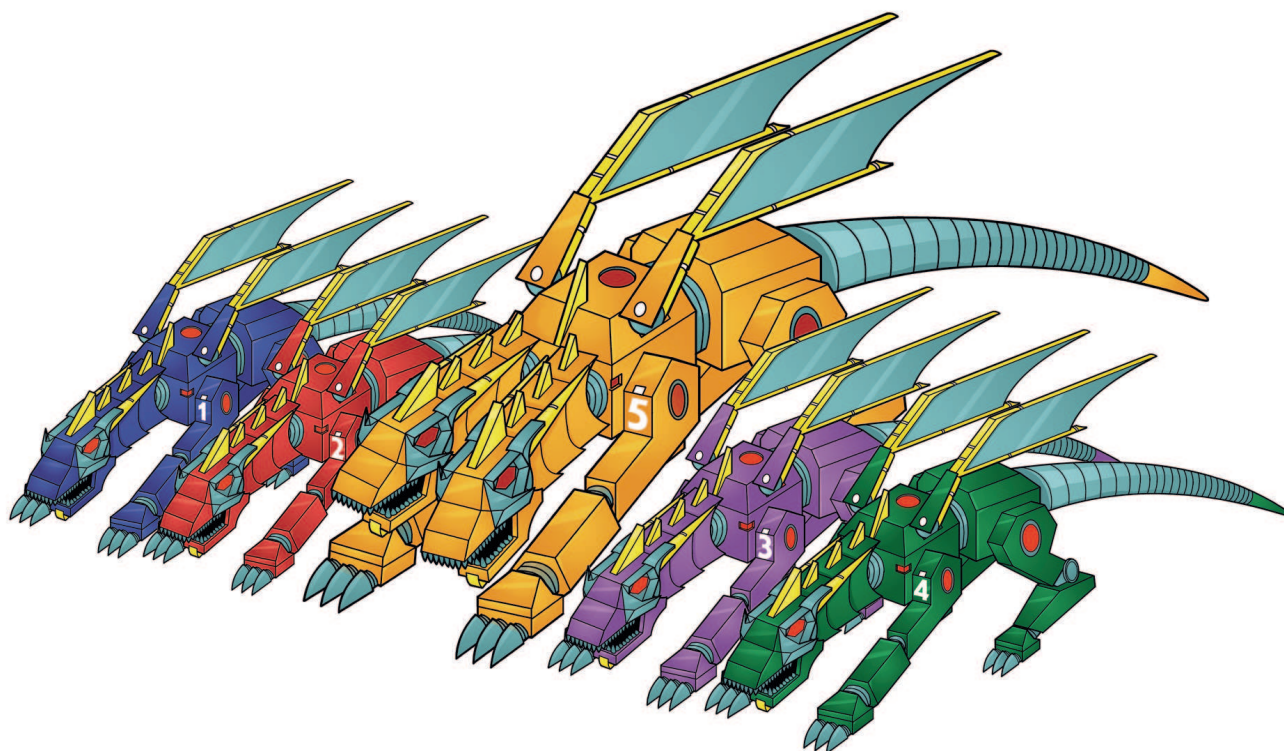
Ryu! And they have a secret weapon: Blazing Dragon Gear Form - the gestalt mech that all of the BlazGear can form into to fight this ultimate destroyer of the world.

**Villain Tactics:** Oni will use the Shadow Dragon to press the attack against the heroes. He believes he has won and will even gloat to the heroes. He is overconfident (and also does not know about the gestalt mech form of the BlazGear).

However, if the mind control Oni has over the Shadow Dragon is broken, the beast’s only motivation is to destroy all human life in its immediate vicinity (starting with its erstwhile controller) before heading off to destroy everything in Tokyo and then the world.

For a non-combat option, the ritual that summoned the Shadow Dragon can be reversed by a magic or tech-based character performing a reversal ritual using pyramid test rules. See the sidebar on the Research Option for ways that the heroes can become aware of this option.

Alternately, as a last resort, the Kami of Mt. Fuji could provide them with a spell book that has the counter ritual.



# NPC SECTION

## Blazing Dragon Team Member

Prowess 5  
Coordination 5  
Strength 5  
Intellect 4  
Awareness 3  
Willpower 3

Stamina 8  
Determination 4

### Specialties

Acrobatics  
Martial Arts Expert  
Pilot (Mecha)  
Science (Physics)  
Weapons (Blades)

### Powers

Blast 4 (Blasting) - Shuriken  
Vehicle 9

### Qualities

Loyal to Dr. Amasetsu  
Motivation : Defend Japan and the world from  
giant monsters and evil

### Challenges

Enemy : Oni  
Enemy : Kaiju

**Point Total** 44

## BlazGear Mechs

(Built from Vehicle 9 power)

Prowess 7  
Coordination 8  
Strength 8  
Speed 2  
Stamina 10

### Extras:

Gestalt 8  
Blast 6 (Shooting) - Laser Beam Breath Weapon  
Strike 8 (Slashing) – Claws or Tail Smash (Bashing)  
Growth 2 (12 ft tall, Provides Invulnerability 2 and  
-1 to Defense rolls)

## And I'll Form THE HEAD!

The Blazing Samurai Form is the gestalt mech which when all of the heroes with the Gestalt power on their BlazGear mechs combine.

Now -the way the Gestalt power works is that every mech contributes a single power to the Blazing Samurai Form. We suggest that before the game, the GM sits down with the players to determine.

It will be up to one of the heroes to take control of the gestalt mech- however, you can also share control each turn among each of the heroes.

In playtesting, the best way was to either award control of Kai to the hero with Leadership as a Speciality OR with Pilot - but my group chose to take turns controlling Blazing Samurai Form.

We've included a sample Blazing Samurai Form for quick use below. We're treating the BlazGear and Blazing Samurai Form as vehicles and therefore have a reduced Attribute list. You're free to generate them as full ICONS characters.



## Who are the Blazing Dragons?

The Blazing Dragons are a team of young people that genius scientist Dr. Yoshi Amasetsu has trained into a formidable team of Science Ninjas. Armed with an arsenal of devices and Amasetsu's training, the Blazing protect Japan (and the world!) from any threat.

We've provided a template for a Blazing Dragons team member. Your players can use this if you want to jump right in without delay.

We don't want to weight this adventure down with lengthy backstories. So, if you and your players would like to customize the Blazing Dragons a bit - here are just a few tidbits about each team member.

Also - please notice that we have color coordinated each team member's uniform to correspond with one of the dragon mechs. Because we're detail oriented like that.

### 1) Blue Dragon

**Name:** Lance

**Aspects:**

Natural Leader

**Specialties:**

Leadership Expert

Investigation

### 2) Red Dragon

**Name:** Devon

**Aspects:**

Loner

Troubled Past

**Specialties:**

Stealth Expert

Deception

### 3) Purple Dragon

**Name:** Katrina

**Aspects:**

Takes no sass.

Strong tempered.

Protective of Dana.

**Specialties:**

Martial Arts Master

Acrobatics

Medicine

### 4) Green Dragon

**Name:** Dana

**Attributes:**

Strength -1 from template

**Aspects:**

Impulsive.

Practical Joker.

Kid brother to Katrina.

**Specialties:**

Weapons (Shuriken)

Acrobatics Expert

### 5) Orange Dragon

**Name:** Brad

**Attributes:**

Strength +1 from template

**Aspects:**

Immovable Object

Soft-hearted Giant

**Specialties:**

Wrestling Expert (Sumo training)

## Blazing Samurai Form

Prowess 8  
Coordination 8  
Strength 8  
Speed 8 (effectively Super Speed 8)  
Stamina 8  
Growth 8 (30 ft tall. Strength becomes 9, Provides Invulnerability 8 and -2 to Defense)

### Extras:

Flight 9  
Blast 7 (Shooting) - Laser Cannon Eyes  
Strike 8 (Slicing) - Giant Sword  
Fast Attack 7 (3 Attacks)  
Aura 9 (Blazing Plasma Aura)

## Power: Gestalt

(Note - the Gestalt power was based on suggestions by John Dunn in the ICONS Yahoo group.)

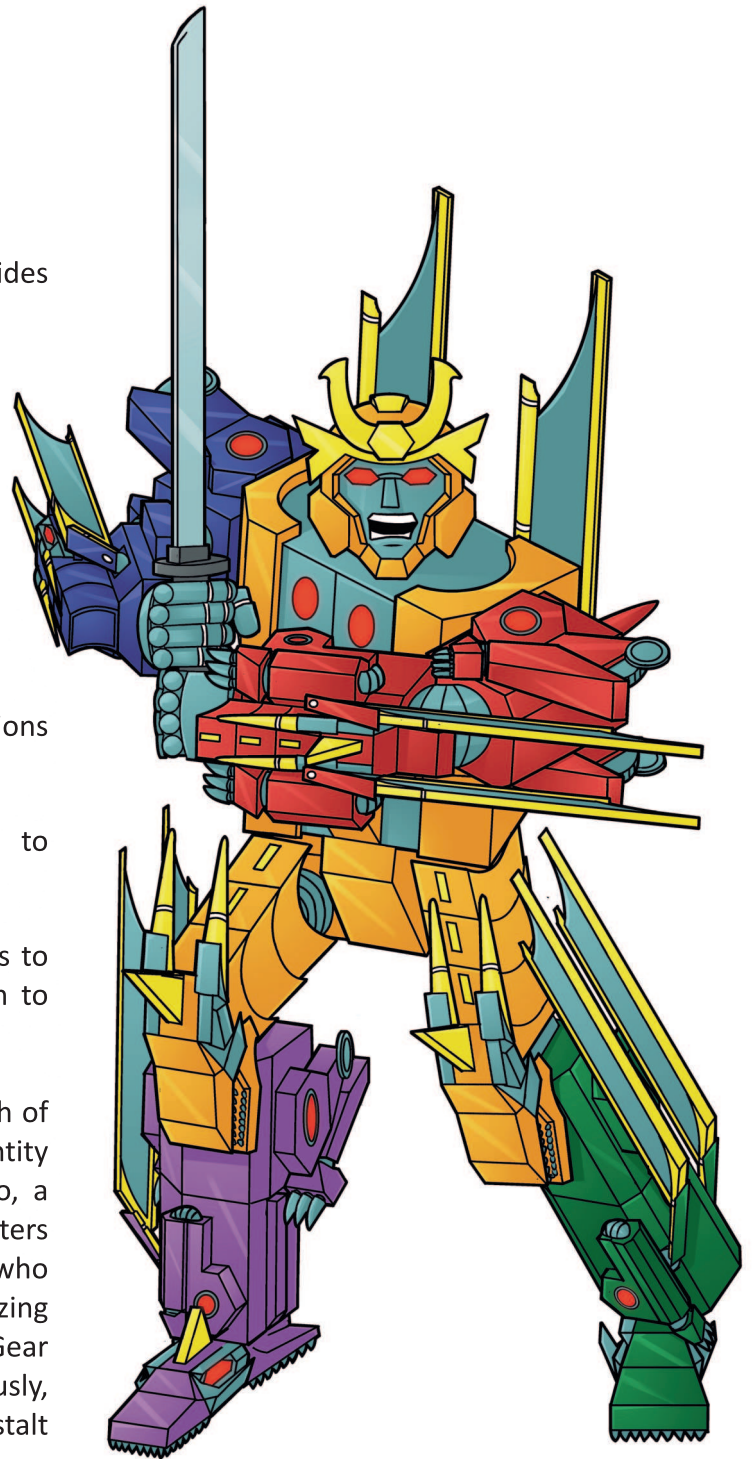
The Gestalt power allows several characters to merge together into one, more powerful entity.

14

Each of the PCs devote one of their power slots to the "Gestalt" power, which enables all of them to combine into the combined alter ego.

Give the combined character one power for each of the power slots devoted to Gestalt, since that entity doesn't really have access to those powers. So, a Gestalt entity comprised of 5 component characters will have 5 powers - one from each character who combined to form it. We've devised the Blazing Samurai Form with the assumption that 5 BlazGear mechs would come together to create it. Obviously, this will be different if you devise your own gestalt mech.

The power level of the power given to the combined (gestalt) entity is equal to the level of the Gestalt power in the comprising characters. So, again: if 5 smaller robots come together to form a larger robot and they each have a Gestalt power at rank 8 - the powers they individually contribute (Blast, Invulnerability, Strike, etc) will be at rank 8 as well. (Ideally - all the characters who combine to make a Gestalt form will have the same level of the Gestalt



power.)

Additionally, we suggest that the Gestalt entity have Growth at least at a level equal to to the level of the Gestalt power in the comprising characters. (For example, a giant robot that was constructed from 5 smaller robots that had a Gestalt of 8 would at least have Growth of 8. It can, of course, be bought up to be higher.) This is an optional rule as not every gestalt entity has to be a giant.

The attributes of the Gestalt form will also be at the rank of Gestalt power from the combining characters. In the example above; this means the combined robot would have 8 levels in every attribute.

At GM's discretion, a character could contribute a Specialty instead of a Power to the Gestalt Form.

Also at GM's discretion, the points in the Powers, Attributes and Specialties can be moved around to customize the Gestalt Form.

## The Shadow Dragon (aka Kage-Ryu)

Prowess 9  
Coordination 4  
Strength 10  
Intellect 6  
Awareness 2  
Willpower 6

Stamina 15

### Powers

Flight 7  
Blast 9 - Fire Breath  
Strike 7 - Teeth, Tail, Claws  
Growth 10 (120 ft tall, Strength 10, Invulnerability 10, -3 to Defense)

### Qualities

Motivation : Destroy all life, turn the world to ash  
Demon bent on world destruction

### Challenges

Weakness : Susceptible to certain magical artifacts  
Weakness : has a soft spot on the scales on the base of its skull. A called shot to this area will do +4 Damage and automatically deals a Moderate Stun result (pg 70 ICONS)  
Weakness: Can be exiled from our world with a ritual  
Social : Arrogant and easily goaded

**Point Total** 67



**Description:** The Shadow Dragon (aka Kage-Ryu) is a monster from the mists of Japanese folklore. He was banished from our world by a hero in an ancient legend and then barred from entering our world with a powerful spell. Oni's ritual seeks to undo this spell and allow the Shadow Dragon in again.



# DROXILAR



16



# DAIKOMAINU



# VEGETON

## Kaiju 1 – DROXILAR

Prowess 8  
Coordination 7  
Strength 9  
Intellect 1  
Awareness 6  
Willpower 5

Stamina 14

### Powers

Burrowing 4  
Fast Attack 4  
Blast (Fire Breath) 6  
Growth 9 (60 ft tall, Strength 9, Invulnerability 9, -3 to Defense)

### Qualities

Robotic monster sent to destroy Tokyo

### Challenge

Not water-tight. Water-based attacks can penetrate its case and short circuit its internal machinery.

**Description:** This massive robotic T-Rex built by Oni and his minions has its tiny forearms replaced with massive drills! It is under remote control by Oni. However, it is an evil creature on its own and if freed from Oni's manipulation will still rampage through Tokyo. Its only goal is to devour every source of energy in Japan.

Oni and his minions are zealots bent on world destruction and are not world class engineers. Droxilar is not water tight and a water attack can seep into his internal workings and short circuit him. A successful Awareness test will reveal this to the heroes.

**Point Total** 59

## Kaiju 2 – VEGETON

Prowess 5  
Coordination 6  
Strength 9  
Intellect 2  
Awareness 5  
Willpower 6

Stamina 15

### Powers

Fast-Attack 6  
Strike 7 (Slashing) - Blades  
Growth 9 (60 feet tall, Strength 9, Invulnerability 9 and -3 to Defense)

### Qualities

Massive Vegetable Monster  
Mind Controlled by Oni  
Sworn to protect Mt Fuji

### Challenges

Due to his vegetable nature, cold based attacks against Vegeton deal an automatic Moderate Stun effect (pg 70 ICONS)

**Description:** This ancient beast made of vegetation is a huge, tendril-lashing artichoke with blades at the ends of the tendrils and a thick, armor coating. Its long-standing, all-consuming goal to protect Mount Fuji has been subverted by the dark priest and changed to 'Destroy Everything'.

If freed from Oni's mind control, this kaiju will apologize to the heroes and offer to assist them on their mission.

**Point Total** 55

## Kaiju 3 – DAIKOMAINU

Prowess 9  
Coordination 5  
Strength 9  
Intellect 5  
Awareness 8  
Willpower 4

Stamina 13

### Powers

Telepathy 4  
Fast Attack 5  
Claws 6  
Flight 6  
Growth 9 (60 feet tall, Strength 9, Invulnerability 9 and -3 to Defense)

### Qualities

Guardian Spirit of Tokyo  
Under Oni's Mind Control

### 18 Challenges

Guilt-ridden over betraying its beloved city. Mental attacks are at +4 due its decreased psychic fortitude.

**Description:** This massive, winged lion is the spirit of Tokyo and has historically guarded the city. However, he has been subverted by the dark priest to destroy all energy sources in the city. It has wings, a thick shell and claws.

If freed from Oni's control, this monster will ally with the heroes and seek revenge against Oni.

**Point Total** 70

## Oni

Prowess 5  
Coordination 5  
Strength 4  
Intellect 5  
Awareness 5  
Willpower 4

Stamina 8

### Powers

Wizardry 9 (Magic (Willpower))  
Affliction (Nauseate)  
Life Drain  
Mind Control  
Force Field Device 6

### Qualities

Epithet : The Dark Master of Kage-Ryu  
Identity : Shiri Konemetsu

### Challenges

Personal : Nihilist  
Social : Was brutally injured, has a horrifying countenance  
Enemy : Doji - Kami of Mount Fuji

**Point Total** 43

**Description:** The young girl Shiri Konemetsu nearly lost her life when her family's tenement was destroyed by a random arsonist. Her face was burned beyond recognition, but she remained aware of all that surrounded her. Through a twist of fate, she was originally destined to be the Kami of Mount Fuji, but before Doji could give her the sacred duties, she was injured in the devastating fire. Her rage, hate, and insanity built and with her inborn magical ability, she brought herself to the height of magical power. From the time she was 11 until today, she's been building an army of mind-controlled slaves to bring about the destruction of the whole world.

She wears blue robes, white gloves and white tabi, with a blue hood and a chrome, featureless mask that is designed to show the onlooker her image

only when she mind controls them -- it's also a statement on her nihilism, being a reflection of the chaos and madness of the modern world.

She speaks through a voice box, neutralizing any gender, and her robes are tight against her body - keeping her gender neutral to anyone on the outside as well. Her looks are of no concern to her, but she hates anyone trying to keep this world together, or claiming that humanity has a right to live. She will explain her background to a foe to show them that nothing they do can keep horrors like this from happening as well. It's a weakness she has - to rage against her circumstance.

## Kaizer Soldiers

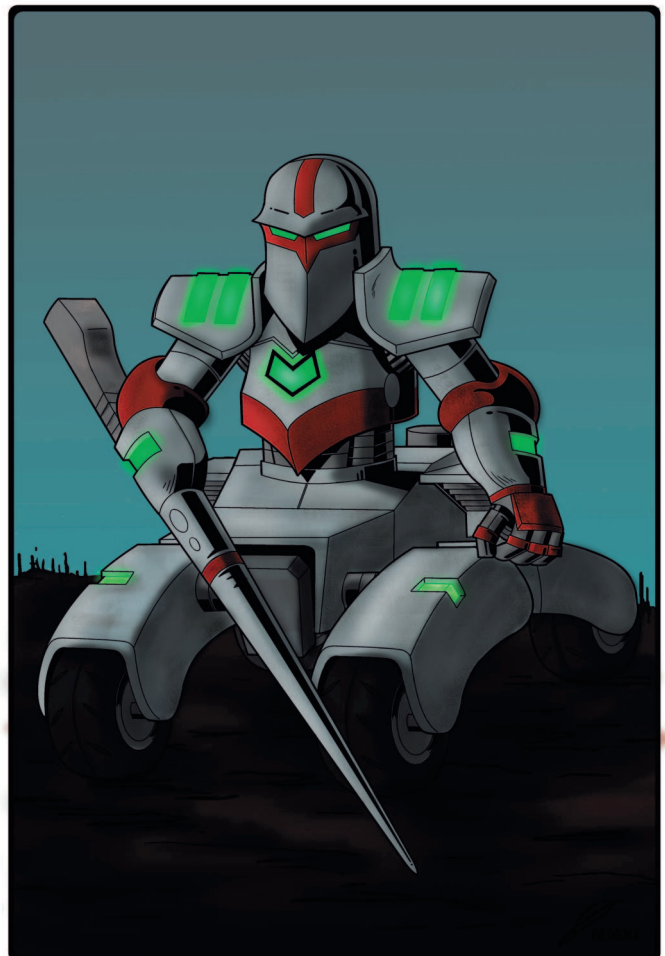
Use the minion rules for these enemies. Use the Soldier Stock Character from ICONS but add monofilament blades (Strike 4) and laser rifles (Blast 4)

## Robo Cavalier

These robotic guardians have been created by Oni to serve him. Use the Robot Stock Character from ICONS with the addition of Super-Speed 1, Blast 3 (Laser Beam Eyes) and Strike 6 (Lance). The minion option is recommended for them as well.

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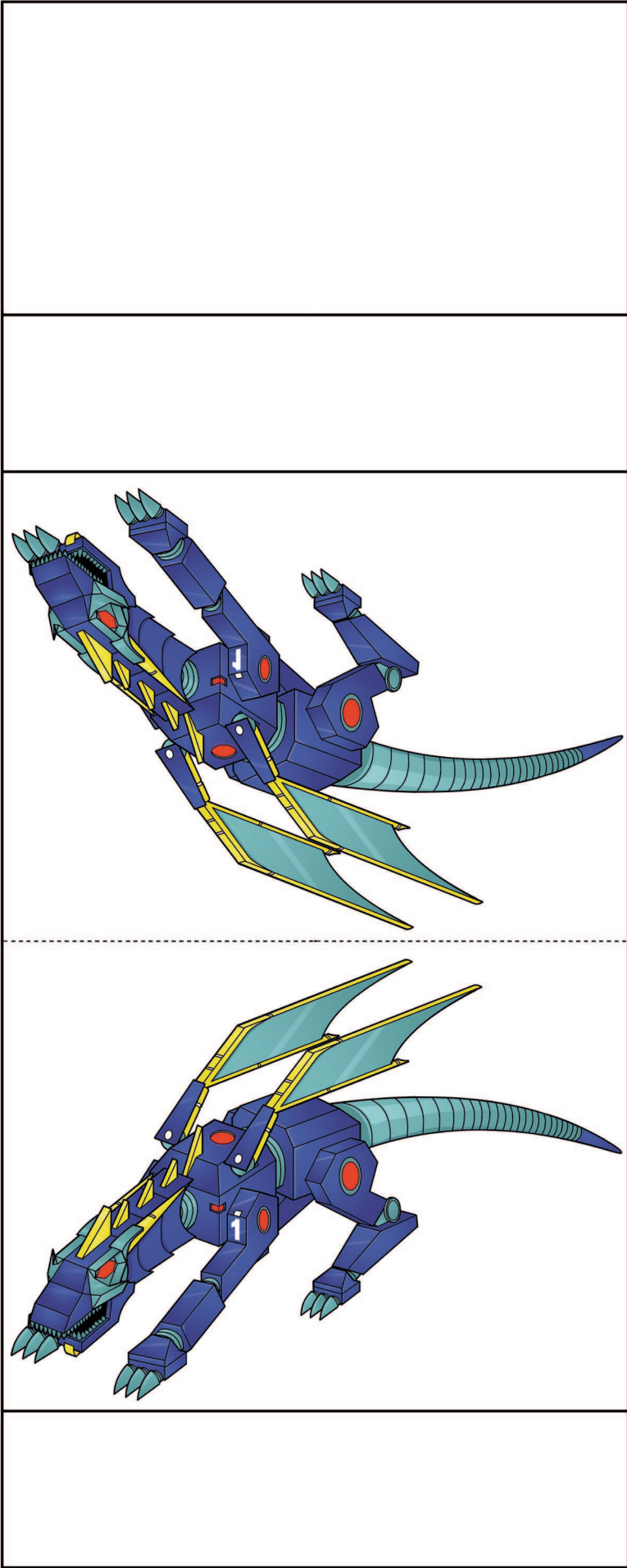
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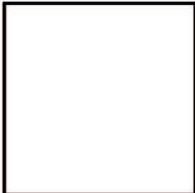
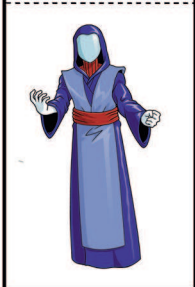
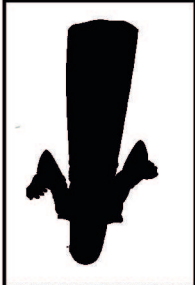
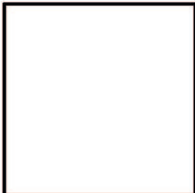
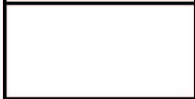
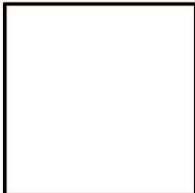
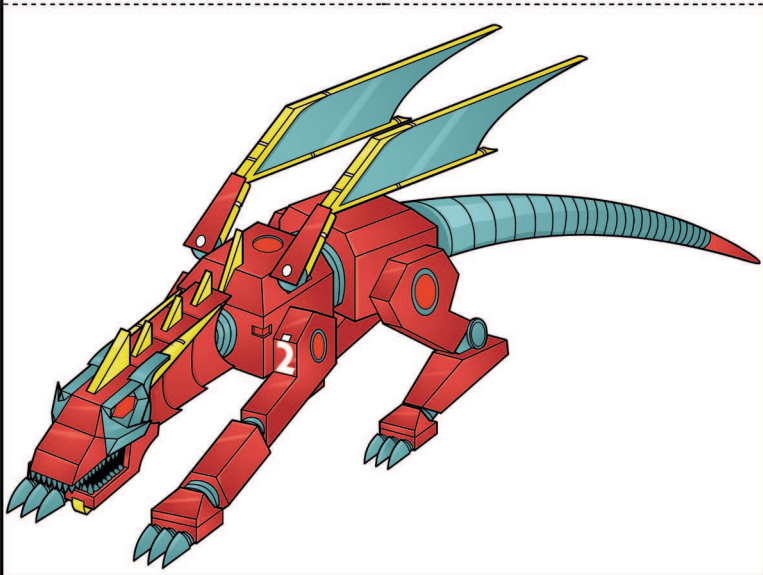
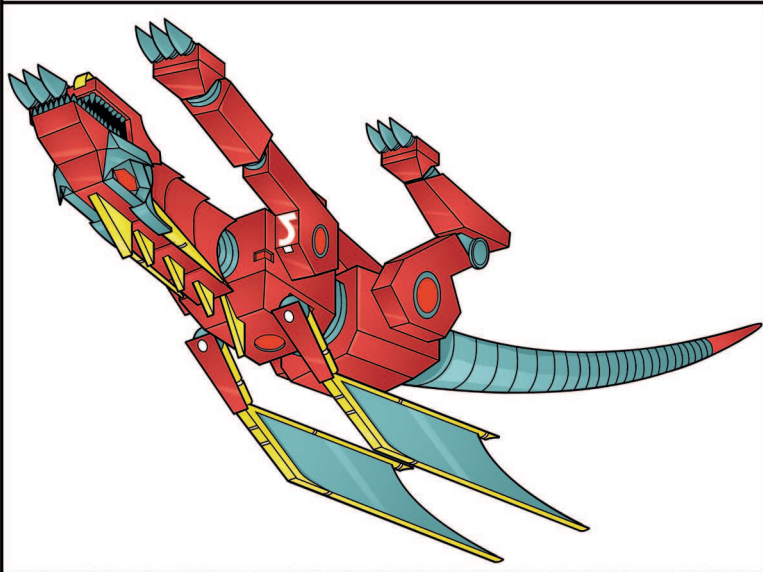
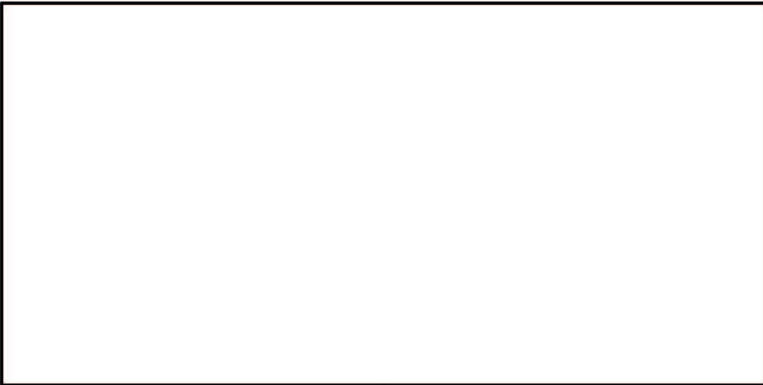
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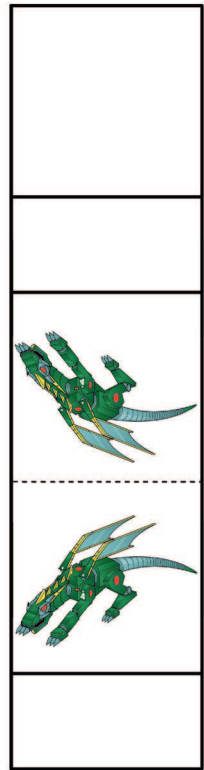
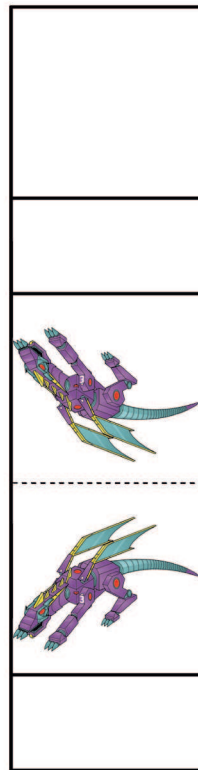
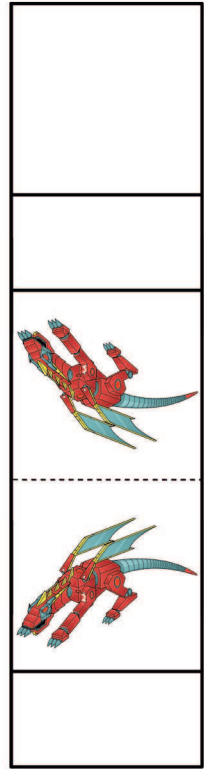
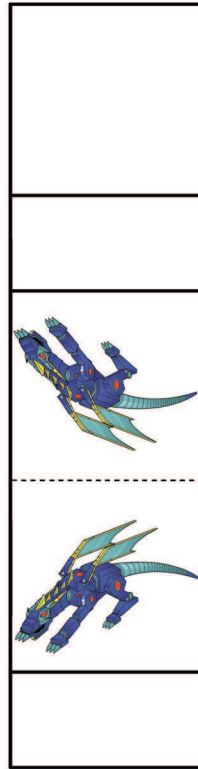
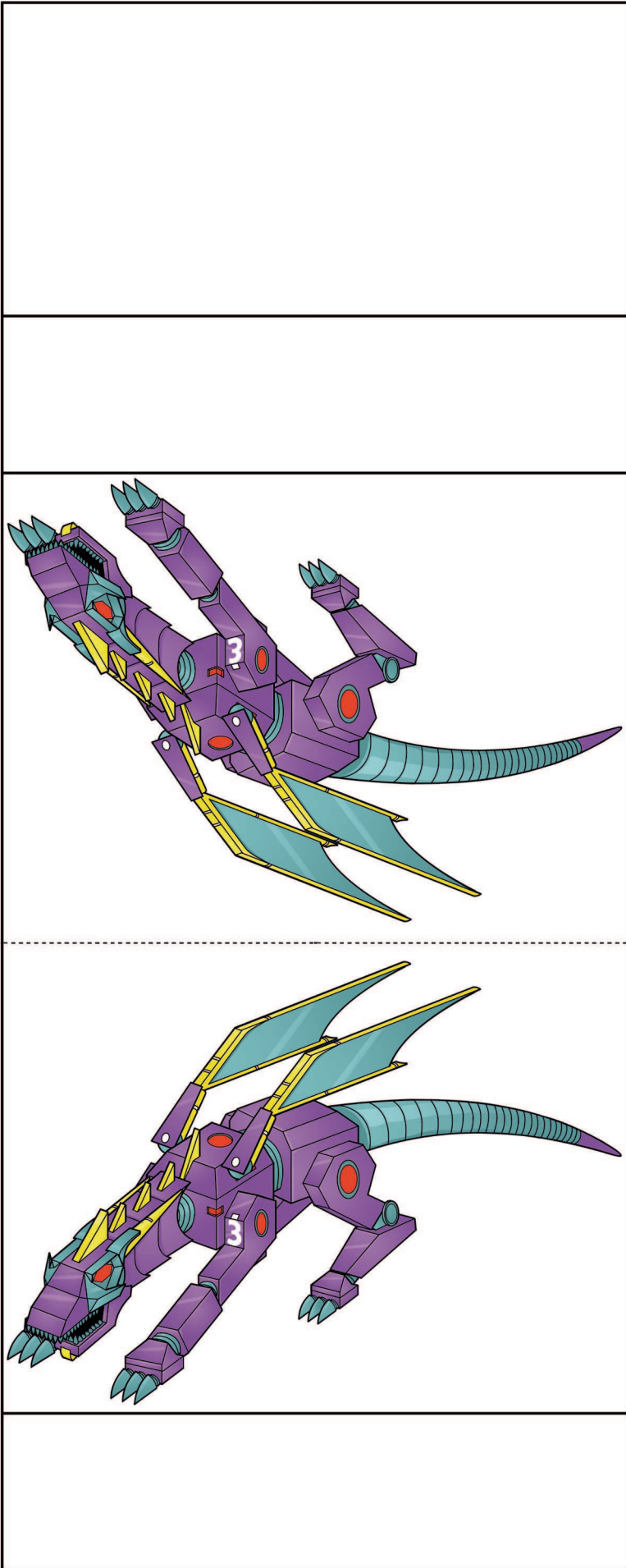
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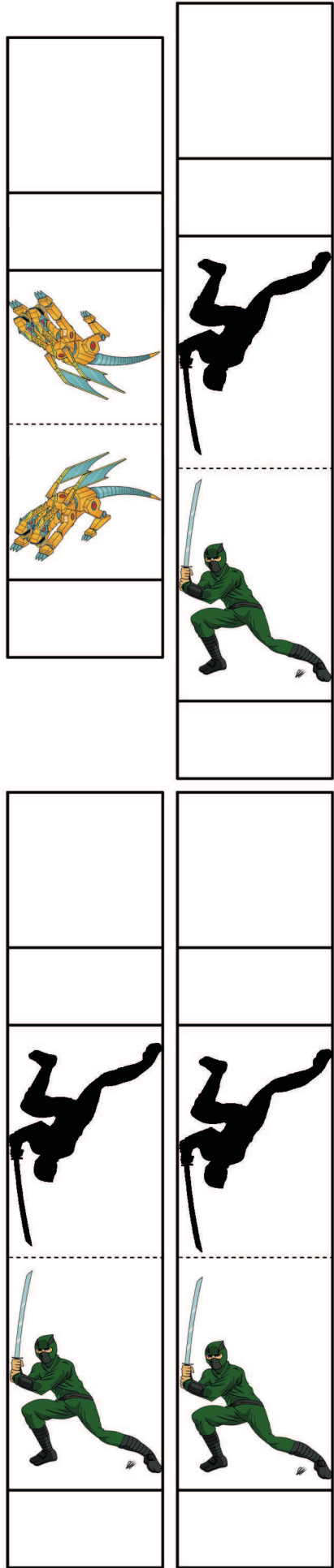
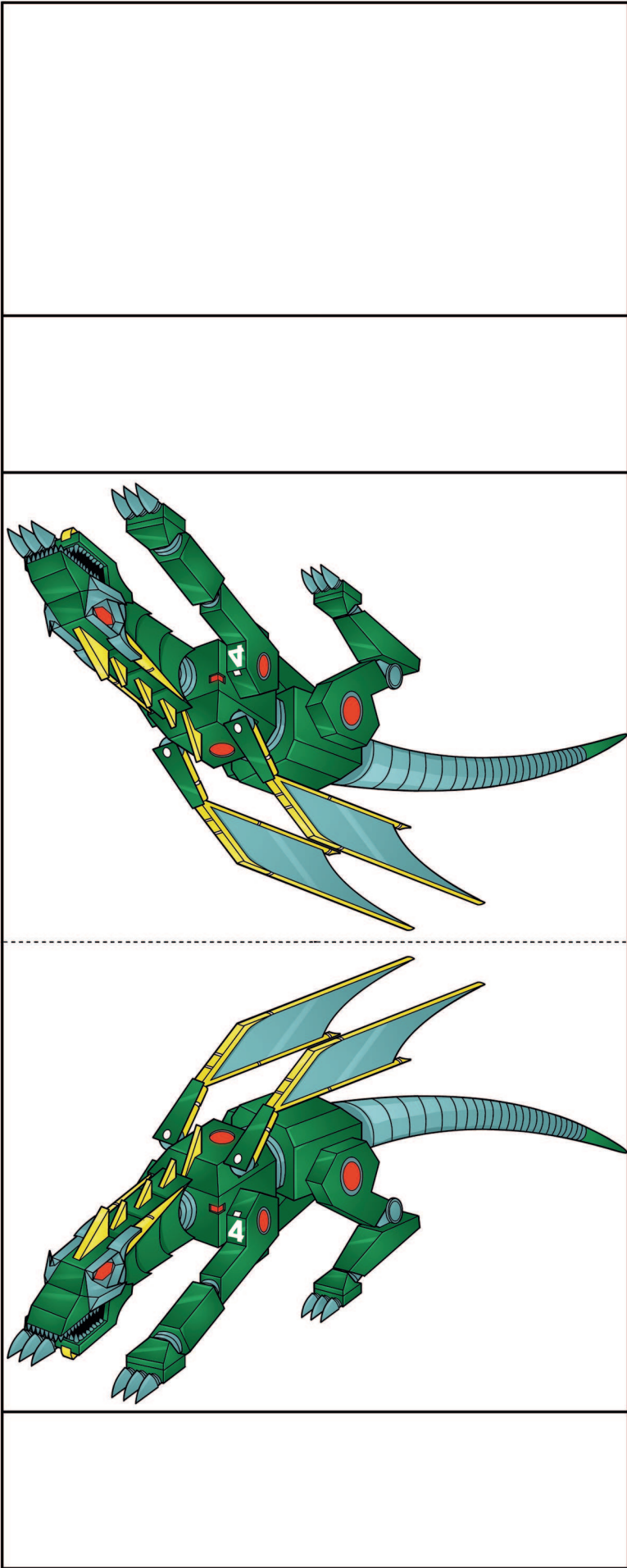
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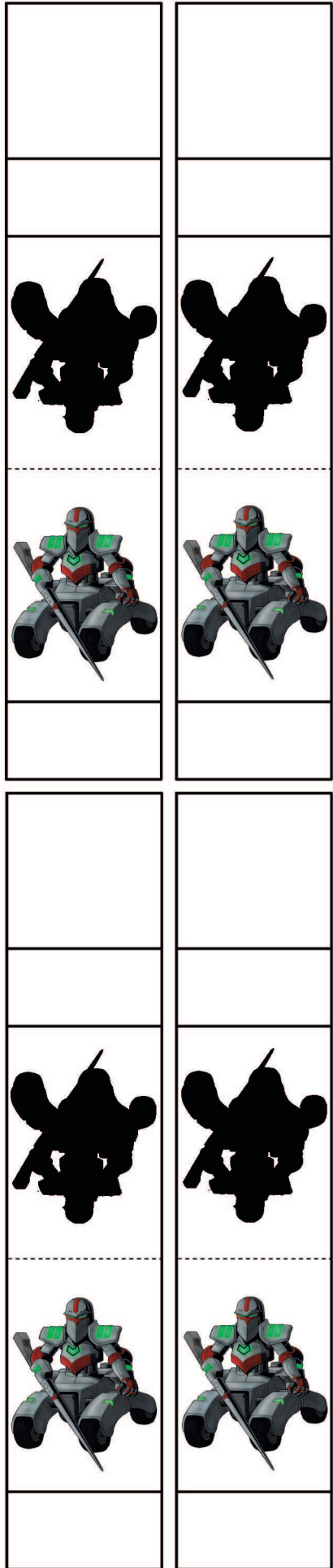
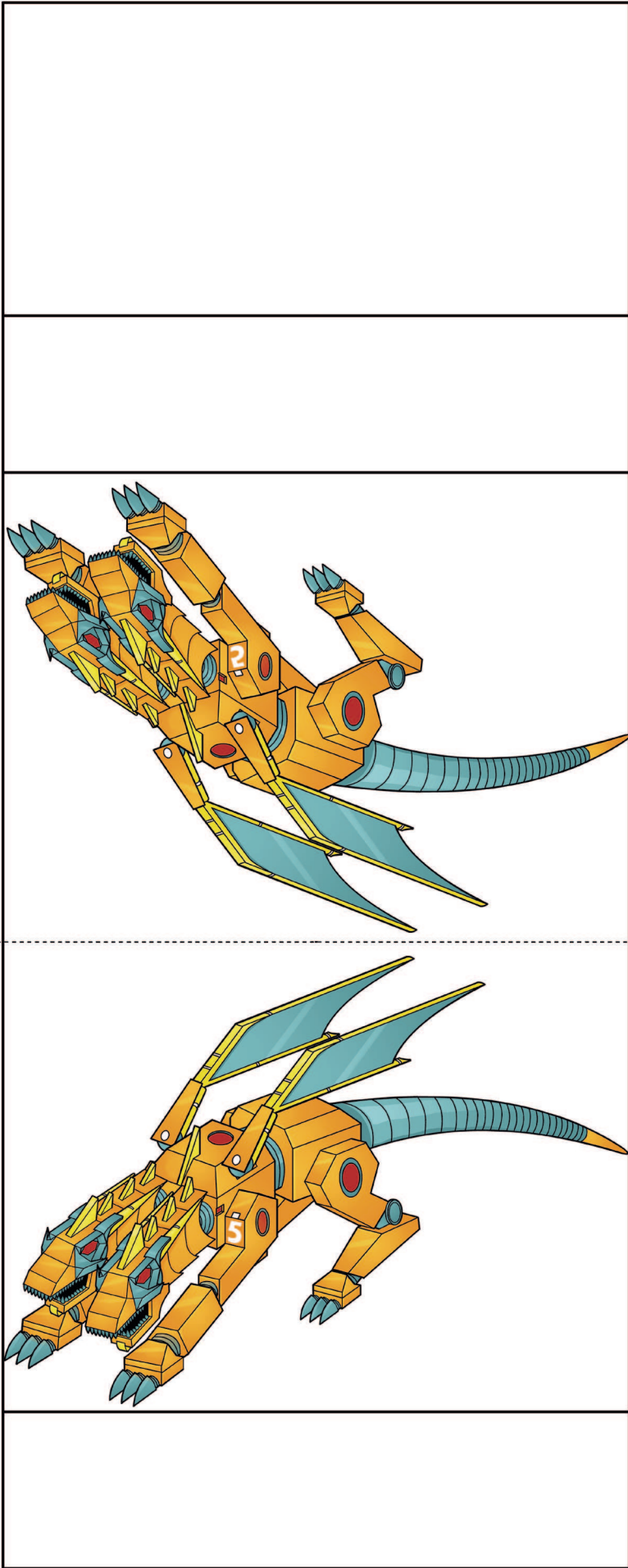


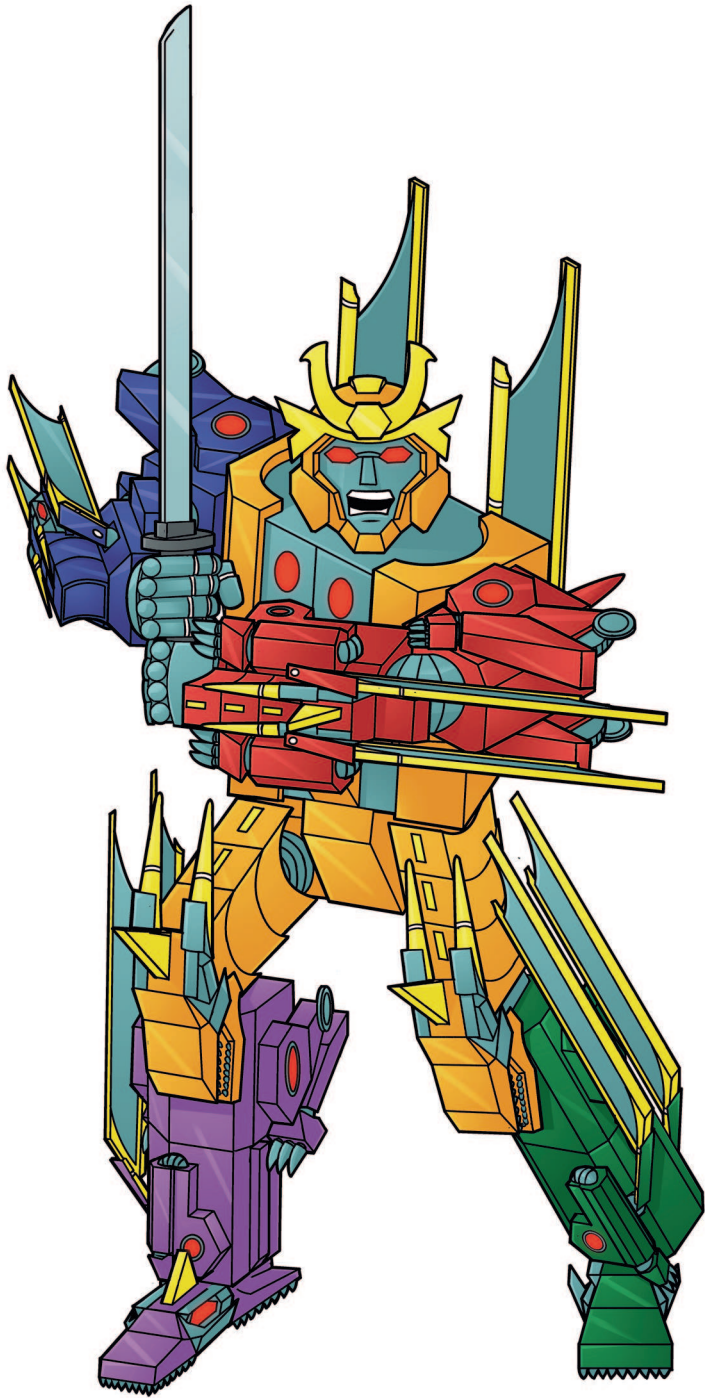




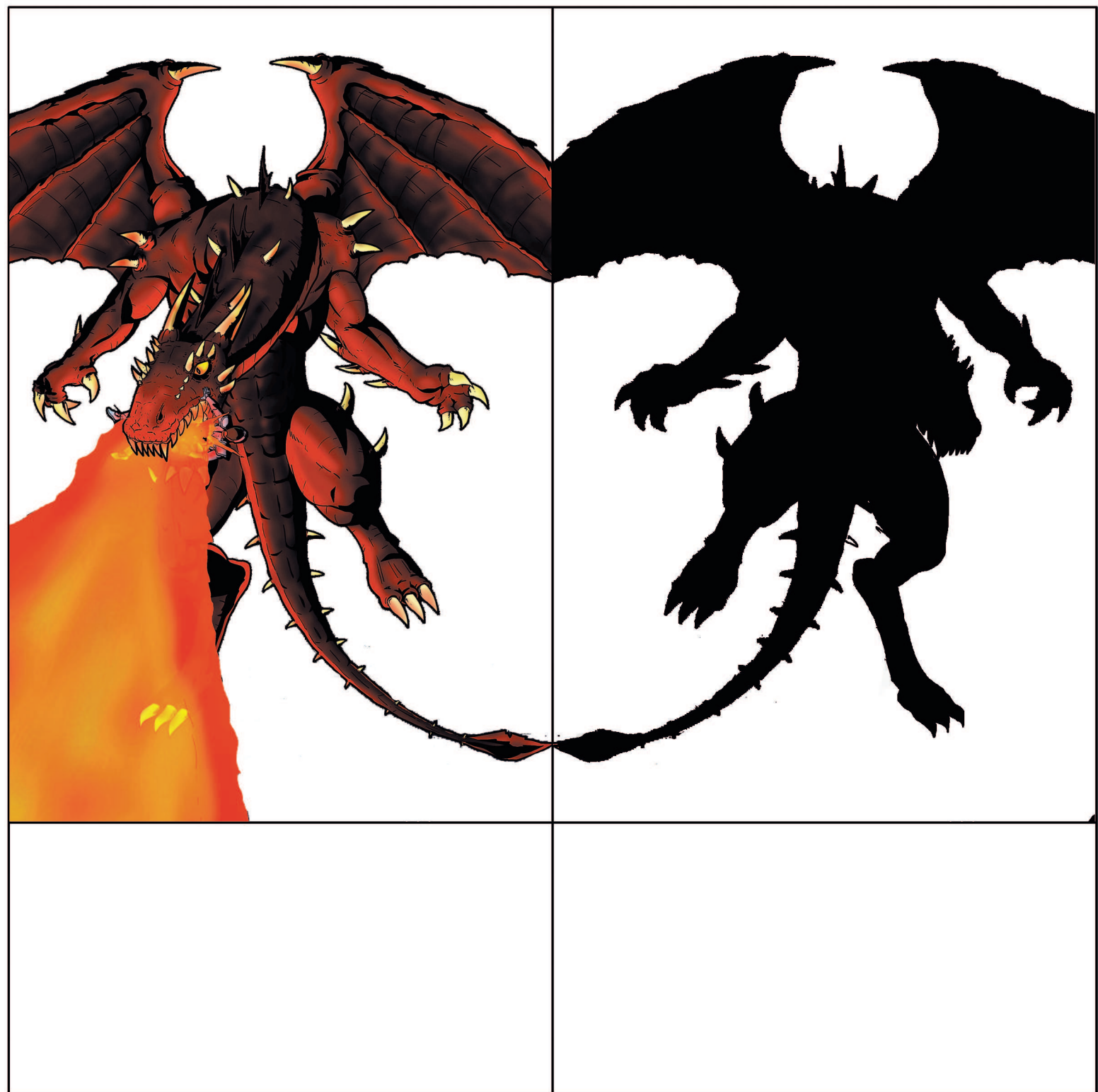






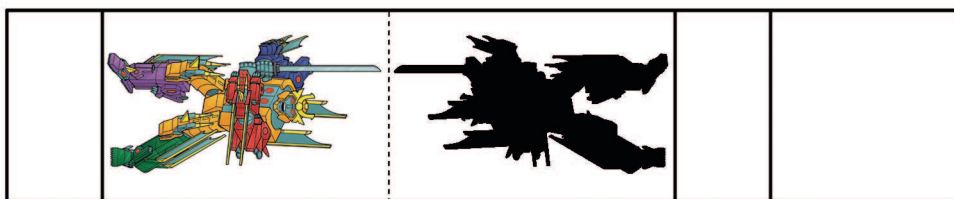


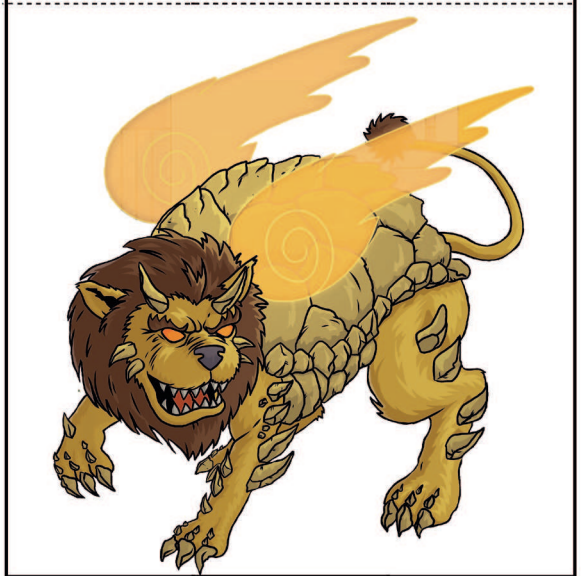
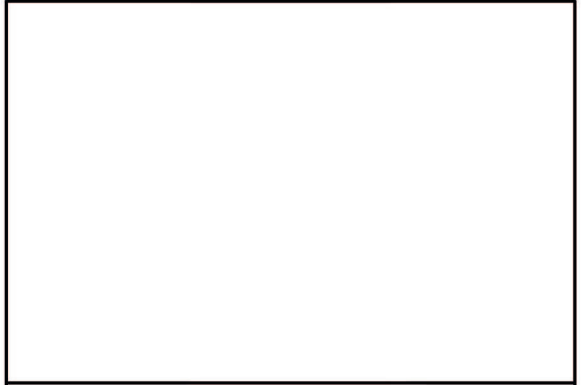
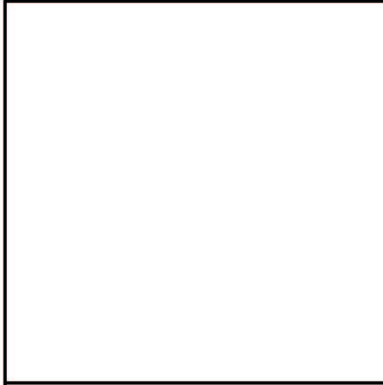
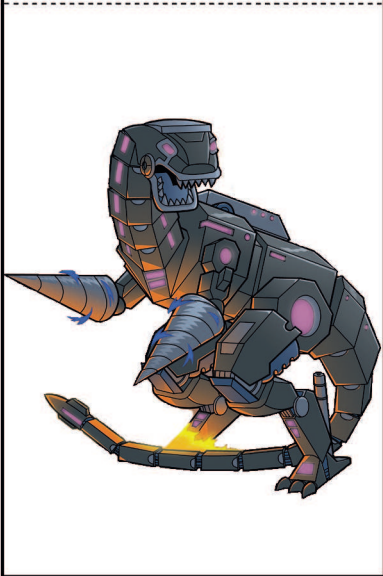
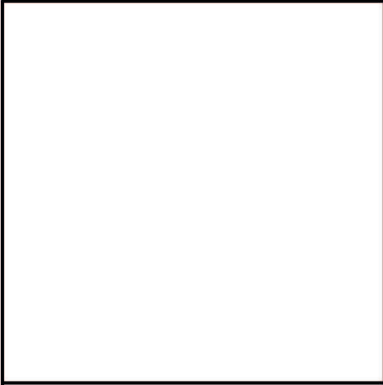
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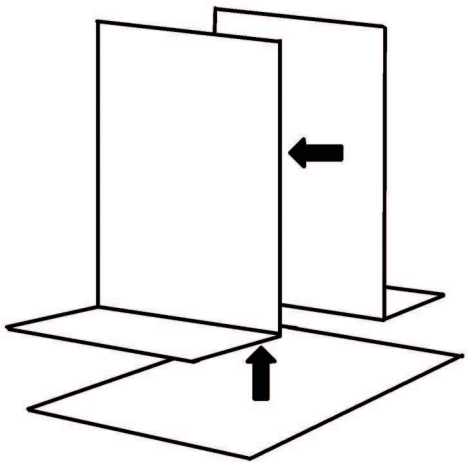
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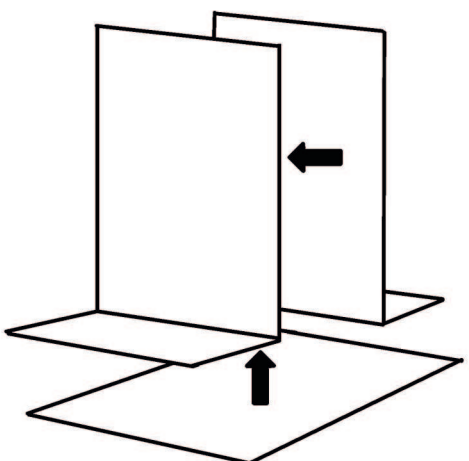


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Dark Young fold up instructions

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Dark Young fold up instructions



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