

怪獣の大団圓

BIG BOOK OF  
**KAIJU**

Volume  
2

POWERED BY  
**FATE**

A Sourcebook for

**MECHA  
VS KAIJU**

By Johnathan Wright

# THE BIG BOOK OF KAIJU

## 怪獣の大図鑑

“Kaiju No Daizukan”

### INSECT KAIJU

## 怪獣昆虫

“Kaiju Konchū”

They are everywhere you look. On land or in the air, six-legged insects and eight-legged arachnids are ubiquitous. This made insects natural test subjects for the Monster Maker of North Korea. And as kaiju appear in the wild many of them are insects. Even the colossus of America has been crippled by an explosion of mutigiant bugs. This sourcebook details the history and abilities of these resilient creatures, and provides detailed statblocks at multiple power levels, each one ready to run right off the page.

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Artwork by Butch Mapa, Doantrang, Garayann, and John Nixon  
Cover Design by Mike Todd



## Kaiju Design

These kaiju are all inspired by giant movie monsters, and their descriptions and actions are based on the same. Kaiju Motivation is the driving force for the beast, and will rarely change. Motivation inspires the kaiju to respond by Instinct whenever a new situation arises. Instinct changes based on the circumstances, but some common instinctive actions are provided as suggestions for their behavior. This is an important distinction: Motivation describes mind-set, Instinct describes action in a given scene.

When building a new kaiju, their power is based on the player group. Kaiju have twice the Mutation Points (MP) as the average player's Construction Points for building a mecha, plus one for each player. Their skill cap is also 2 points higher than that of the players. These kaiju designs assume each kaiju appearing alone. If there are more than one reduce the skill cap of the group by 1. These builds assume a 4 player group that have reached varying Milestones (Fate Core Rulebook Pg. 256). They do not use optional rules, such as Kaiju Fortitude (MvK Pg. 105).

The kaiju in this book are designed for three different power levels. The first is "Aspects Only", a game where players build their mecha without Construction Points; the second is an Experienced team that has put some missions under their belts and achieved some Significant Milestones, therefore increasing their base Construction Points; the third is the Endgame version of the kaiju, as it would appear in the final battle, facing a group that has achieved two Major Milestones and increased their skill cap. Kaiju stat blocks are written with all powers summarized for ease of use during a game session.

For those new to Mecha vs Kaiju Welcome! If this is your first introduction to MvK, just remember that this is a world where every giant monster movie you ever saw as a kid really happened, from gargantuan kaiju in Japan to giant insects in America. The MvK Sourcebook offers a complete world filled with mystery and adventure. And ninjas...lots and lots of ninjas.

But if you are just looking for a one-shot encounter to spice up your Fate game then these monster stat blocks are written with everything you need. The power's name is treated as an Aspect, which can be invoked or compelled as usual. Each power has a series of "Mutation Stunts" underneath it. These stunts are clearly explained, exactly as they appear in the MvK Sourcebook. Some are a similar power level to those used by characters, while others are more powerful, especially those with prerequisites. If you wish to modify a power while maintaining the kaiju's difficulty level just swap one Mutation Stunt for another. Don't see a power you want? Just build them like you would any other Fate stunt. Or you can get the Mecha vs Kaiju Sourcebook and take your pick!

The "Big Book of Kaiju" is organized as the online message board for the Kaiju Hanta (怪獣ハンター, using a gairaigo, or loan word, for "hunter"). To learn more about this group and the contributors who will be commenting on the kaiju entries you should download the "Big Book of Kaiju Introduction", a free appendix to this supplement available at [RPGnow.com](http://RPGnow.com).



## KAGEROU

As fears of Y2K proved groundless, people of Japan breathed a sigh of relief. Few noticed the arrival of a strange new breed of dragonfly. They swarmed around electric lines and power transformers, and soon brownouts were plaguing whole regions. The dragonflies began to grow in size and converge in huge colonies. Power losses were traced to the areas where these colonies lived, and when workers tried to cut power to these areas the insects merged together into a massive flying kaiju, Kagerou.

The creature flew over power plants and absorbed their energy. This caused the plants to overload and shut down, enraging the kaiju and leading to massive destruction of the power grid as it searched for new food sources. As its energy reserves became depleted it split into multiple smaller versions of the creature. Without energy to feed on the Kagerou spawn eventually died off.

<<<Rouzeki>>>Geeze, the guy that wrote this completely ignores how that bastard crippled the entire Chiyoda ward. I'm all for objective reporting, but how about some "data" on how this monster nearly destroyed the industrial infrastructure of the nation.

<<<Shimon>>>Details about kaiju destroying cities? Watch the damn news if you want sensation. This is a place of research.

<<<Kagakusha>>>This form of colony lifeform is unprecedented. It can merge together and form several larger creatures or a single massive kaiju. This state seems to be based on the amount of energy the creature absorbs.

<<<Gunsou>>>Makes gazer weapons worse than useless – they actually feed the damn monster.

<<<Shimon>>>Wasn't there something about those little critters that fly around it that gave away it's secret? Something about the direction they fly that was important?

<<<Kagakusha>>>Yes, the "Electron Swarm" of smaller creatures flies counter-clockwise around Kagerou, unless it is feeding. At this point the Swarm reverses its direction due to a reversal in the polarity of the neutron flow. This was used as a weapon against it when the polarity of the energy it was consuming was inverted.

<<<Rinen>>>No creature like this has ever existed on earth. Ignoring the Y2K synchronicity, it simply appeared one day and started absorbing energy, dying after it ran out of sources. It's no great stretch to guess where this came from. I'm suggesting Kagerou be officially recognized as an Iseijin-class kaiju. This thing is not of our world.

<<<Fushigi>>>"Dying" Rinen? Your optimism is on overdrive. When defeated Kagerou broke down into individual component creatures. The Anti-Kaiju Force thought it had collected all the bodies, but if even one survived then I'm sure we haven't seen the last of the creature.

**Motivation:** feed...Feed...FEED!!!

**Common Instincts:** Attack the greatest power source; Rage, rage against the dying of the light; Strength in Numbers

## Aspect Only

Fantastic +6: Physique

Superb +5: Athletics, Fight

Great +4: Notice

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

**Aggressive Absorption:** Kagerou has the power to absorb electricity. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the “Drained” aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied.

### Chisana Kagerou

- **Brood:** Kagerou is not alone. It has a host of smaller (chisana) Kagerou at its command that act as another singular kaiju. This gathering of smaller Kagerou is called its “Electron Swarm” and fly within the kaiju’s electromagnetic field, circling it. It has the aspect “Negatively Charged”. This aspect can be invoked by the kaiju like any other. The brood acts at the same point in the initiative order as the kaiju. It has a Fight score of 3. PCs can Create an Advantage to shut down the brood’s aspect, which prevents Kagerou’s access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.

- **Colony:** The Kagerou kaiju is a colony of much smaller creatures. These creatures act independently, and can spread out over an area of many miles. When threatened, or when Instinct tells them to, these creatures can merge into the full-size kaiju. Members of the colony share the same Motivation as the kaiju, but the colony’s Instinct may differ when it is in individual form. The Kagerou colony is made up of 31 smaller insect creatures with the following attributes:

Chisana Kagerou: Aspect “Hungry for Power”; Fight +2, Athletics +1;

Mutations: Flight, WV 1; Stress: 1

Every member of the colony lost is a point of stress taken by the kaiju. This stress is applied as a single unit and may be applied to physical or mental stress boxes. The kaiju may use multiple stress boxes to take this stress. Physical or mental Armor Value is doubled for the purposes of taking this stress.

**Flight:** Kagerou flies through the use of wings. It moves as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. It’s speed is not affected.



## Using Kagerou

This shape-changing colony life form often first appears as a series of smaller monsters, the “Chisana Kagerou”. When they absorb the energy of an area they unite to form the Kagerou kaiju. When threatened they instinctively merge to defend themselves. However many of the Chisana remain unabsorbed, flying around the kaiju as its Brood. They are able to act independently, supporting the kaiju by attacking or creating advantages.

## Experienced

Fantastic +6: Physique

Superb +5: Athletics, Fight

Great +4: Notice, Shoot

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 9

## Electric Hunger

- **Absorption:** Kagerou gains power by absorbing electricity. When it is struck by an attack using this element it gains the “Energized” Boost. Once per scene it may invoke a scene aspect related to its absorption power for free.

- **Aggressive Absorption:** It has the power to absorb electricity. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the “Drained” aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied. It also gains the “Energized” boost.

- **Lightning Blast:** It has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.

## Chisana Kagerou

- **Brood:** Kagerou is not alone. It has a host of smaller creatures at its command that act as another singular kaiju. This gathering of smaller Kagerou is called its “Electron Swarm” and fly within the kaiju’s electromagnetic field, circling it. It has the aspect “Negatively Charged”. This aspect can be invoked by the kaiju like any other. The brood acts at the same point in the initiative order as the kaiju. It has a Fight score of 3. PCs can Create an Advantage to shut down the brood’s aspect, which prevents Kagerou’s access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.

- **Colony:** The Kagerou kaiju is a colony of much smaller creatures. These creatures act independently, and can spread out over an area of many miles. When threatened, or when Instinct tells them to, these creatures can merge into the full-size kaiju. Members of the colony share the same Motivation as the kaiju, but the colony’s Instinct may differ when it is in individual form. The Kagerou colony is made up of 31 smaller insect creatures with the following attributes:

Chisana Kagerou: Aspect “Hungry for Power”; Fight +2, Athletics +1;

Mutations: Flight, WV 1; Stress: 1

Every member of the colony lost is a point of stress taken by the kaiju. This stress is applied as a single unit and may be applied to physical or mental stress boxes. The kaiju may use multiple stress boxes to take this stress. Physical or mental Armor Value is doubled for the purposes of taking this stress.

- **Split:** It can separate itself into two identical monsters. Each of the new kaiju’s skills are reduced by 1. Any Stress or Consequences are divided between the two new monsters however you wish. Splitting takes the kaiju’s action in that exchange. It may still take a movement. The monsters can rejoin without using an action. The single kaiju receives the Stress and Consequences of the most heavily damaged pair.

### **Insect Biology**

- **Flight:** Kagerou flies through the use of wings. It moves as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. It's speed is not affected.
- **Danger Sense:** It gains a +2 to detect an ambush. No scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.
- **Keen Sense:** It has acute vision, and gains +2 to defend or overcome with Notice when that sense is the primary one being used.

### **Endgame**

Epic +7: Physique

Fantastic +6: Athletics, Fight

Superb +5: Notice, Shoot

Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe; Calamity: -8 Collateral Consequence

Mutation Points: 14

### **Electric Hunger**

- **Weapon Value 2**
- **Absorption:** Kagerou gains power by absorbing electricity. When it is struck by an attack using this element it gains the "Energized" Boost. Once per scene it may invoke a scene aspect related to its absorption power for free.
- **Aggressive Absorption:** It has the power to absorb electricity. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the "Drained" aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied. It also gains the "Energized" boost.
- **Electric Blast:** It has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
- **Damaging Aspect:** When this attack hits, instead of doing damage, the kaiju may place the "Drained" aspect on the target, such as. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.

### **Chisana Kagerou**

- **Brood:** Kagerou is not alone. It has a host of smaller creatures at its command that act as another singular kaiju. This gathering of smaller Kagerou is called its "Electron Swarm" and fly within the kaiju's electromagnetic field, circling it. It has the aspect "Negatively Charged". This aspect can be invoked by the kaiju like any other. The brood acts at the same point in the initiative order as the kaiju. It has a Fight score of 3. PCs can Create an Advantage to shut down the brood's aspect, which prevents Kagerou's access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.

• **Colony:** The Kagerou kaiju is a colony of much smaller creatures. These creatures act independently, and can spread out over an area of many miles. When threatened, or when Instinct tells them to, these creatures can merge into the full-size kaiju. Members of the colony share the same Motivation as the kaiju, but the colony's Instinct may differ when it is in individual form. The Kagerou colony is made up of 31 smaller insect creatures with the following attributes:

Chisana Kagerou: Aspect "Hungry for Power"; Fight +3, Athletics +2, Physique +1; Mutations: Aggressive Absorption, Flight, WV 1; Stress: 2

• Every member of the colony lost is a point of stress taken by the kaiju. This stress is applied as a single unit and may be applied to physical or mental stress boxes. The kaiju may use multiple stress boxes to take this stress. Physical or mental Armor Value is doubled for the purposes of taking this stress. Split: It can separate itself into two identical monsters. Each of the new kaiju's skills are reduced by 1. Any Stress or Consequences are divided between the two new monsters however you wish. Splitting takes the kaiju's action in that exchange. It may still take a movement. The monsters can rejoin without using an action. The single kaiju receives the Stress and Consequences of the most heavily damaged pair.

#### **Insect Biology**

- **Armor Value 1**
- **Durable:** Kagerou gains an additional stress box.
- **Flight:** Kagerou flies through the use of wings. It moves as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. It's speed is not affected.
- **Danger Sense:** It gains a +2 to detect an ambush. No scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.
- **Keen Sense:** It has acute vision, and gains +2 to defend or overcome with Notice when that sense is the primary one being used.





## KAMAKIRA

In the 1950s the American Southwest was devastated by atomically mutated insects -- mutigiants. What nature began through random mutation, the monster makers of North Korea perfected. She short lifecycle of insect allowed scientists to quickly mutate whole families of creatures to find the perfect specimens. As a result many kaiju insects appeared after the mid-sixties, during a period of rapid kaiju expansion.

The mantis Kamakira was a later creation and was often found outside North Korea in the early seventies.

<<<**Capt. Spawding**>>>Kaiju advancement outstripped North Korea's capacity to maintain their stocks, which led to some nasty battles within the nation's borders between hungry monsters. For this reason the insect kaiju are some of the most frequently exported breeds. Their short lifespan makes them ideal as tactical units in brief battlefield campaigns. Kamakira is more often than not found outside North Korean control due to its long range flight capability. Little bastard.

<<<**Gunsou**>>>Kaiju insects like Kamakira were the first ones spotted outside of Asia, especially the ones with a wide range of movement. One company of American Marines that fought at Chosin against Kaibutsu was stationed in San Diego, where they were dispatched to fight giant ants in Los Angeles. One vet from that company later joined the Continental Rangers and fought a Kamakira when one made landfall in Denver! No place is safe folks.

<<<**Shigakka**>>>Data smuggled out of NK indicates that Kamakira was designed specifically to operate in the United States. They sought to create a kaiju insect that would fit in with the hordes of mutigiants that roam the American southwest.

<<<**Capt. Spawding**>>>Ironically, Kamakira is such an apex predator that more than once it has arrived in the United States, consumed entire mutigiants hives, and then moved on, essentially aiding the cause of the Colonial Rangers.

<<<**Kagakusha**>>>Another reason that Kamakira may be seen more often than other kaiju is that some species of mantis can reproduce parthenogenetically: they do not require a male to reproduce.

<<<**Odokemono**>>>Well, at least we don't have to see it get eaten while it's doing its husbandly duty.

**Motivation:** Hunting is Life

**Common Instincts:** Go where the game is; Strike First, Strike Best; The Quick Kill is Best

### Aspect Only

Fantastic +6: Athletics

Superb +5: Physique, Notice

Great +4: Fight

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

**Flight:** Kamakira uses wings to fly and can move as easily in air as it can on ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. Its combat speed is not affected. Outside of combat the kaiju can fly at "Jet" speed.

### Raptorial Strike

- **Alternate Attack:** Kamakira's claw attacks are incredibly fast, using Athletics instead of Fight.
- **Knockback:** Anytime it succeeds with style in a Fight check it may move its target back up to 2 sectors.
- **Piercing Strike:** It can unerringly strike a vital point on its enemy. Once per scene the kaiju can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.

### Experienced

Fantastic +6: Athletics

Superb +5: Physique, Notice

Great +4

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 9

**Flight:** Kamakira uses wings to fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. Its speed is not affected.



### Raptorial Strike

- **Alternate Attack:** Kamakira's claw attacks are incredibly fast, using Athletics instead of Fight.
- **Close:** When it forces its target to move back it can close in on it, moving one sector as long as there are no aspects impeding its movement.
- **Knockback:** Anytime it succeeds with style in a Fight check it may move its target back up to 2 sectors.
- **Piercing Strike:** It can unerringly strike a vital point on its enemy. Once per scene the kaiju can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.
- **Reach:** It can attack targets one sector away.

### Predator's Grace

- **Leaping:** Kamakira can travel great distances without touching the ground. In place of its movement and dice action, the kaiju can move 6 sectors, so long as it has no aspects on it hindering its movement. The kaiju must end its turn on a solid surface.
- **Specialized Defense:** Kamakira is fast enough to dodge away from most melee attacks, rather than meeting strength with strength. It defends against Fight attacks with Athletics.
- **Stand Fast:** When threatened Kamakira puts on a deimatic display, raising its arms and flaring out its wings, making it appear twice its size. This display gives it the strength to ignore the effects of one consequence. The wound cannot be invoked by the kaiju or compelled by enemies.

## Endgame

Epic +7: Athletics

Fantastic +6: Physique, Notice

Superb +5:

Great +4:

Stress Boxes:

Consequences: Minor, Moderate, Severe

Mutation Points: 15

Flight: Kamakira uses wings to fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. Its speed is not affected.

## Raptorial Strike

- Weapon Value 3

- Alternate Attack: Kamakira's claw attacks are incredibly fast, using Athletics instead of Fight.

- Close: When it forces its target to move back it can close in on it, moving one sector as long as there are no aspects impeding its movement.

- Knockback: Anytime it succeeds with style in a Fight check it may move its target back up to 2 sectors.

- Knockdown: The kaiju's target ends its forced movement on the ground. The target gains the Aspect "Knockdown" with a free invoke.

- Piercing Strike: It can unerringly strike a vital point on its enemy. Once per scene the kaiju can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.

- Pounce: When it forces its target to move back it can move two sectors closer. This movement is unaffected by aspects on the scene impeding its movement. Its next attack against that target is made at a +2.

- Stretching: It can attack targets two sectors away.

## Predator's Grace

- Leaping (Improved/Advanced): Kamakira can travel great distances without touching the ground. As its movement, the kaiju can move 6 sectors. It can roll to overcome any aspects hindering its movement before leaping. The kaiju must end its turn on a solid surface.

- Specialized Defense: Kamakira is fast enough to dodge away from most melee attacks, rather than meeting strength with strength. It defends against Fight attacks with Athletics.

- Stand Fast: When threatened Kamakira puts on a deimatic display, raising its arms and flaring out its wings, making it appear twice its size. This display gives it the strength to ignore the effects of one consequence. The wound cannot be invoked by the kaiju or compelled by enemies.

## MEGURO

Meguro is a burrowing insect kaiju that makes its home in old forests where it lives off of decaying plant matter. There is little logic to its movements and it never seeks out conflict. The only reported battles with Meguro occur when it is disturbed. During these encounters it savagely attacks until the interloper withdraws. At this point, for reasons unknown, Meguro leaves the area it was previously defending and finds a new hunting space.

<<<**Rouzeki**>>>There's something inherently disturbing about bugs. They're dirty, nasty, carry diseases...why do the North Koreans insist on using them?!?! Meguro is like some kind of huge beetle. The damn thing has spikes instead of hands and a mean energy blast. There is nothing good about this creature. Nothing.

<<<**Odokemono**>>>Could be worse – it might actually be a roach.

<<<**Rouzeki**>>>I hate you.

<<<**Capt. Spawding**>>>Meguro is a lot more deadly than any of North Korea's other insect kaiju, and a kaiju with multiple forms is incredibly rare. All this makes me think the source is someplace else. It's no coincidence that this kaiju appeared around the same time as the attacks from the Undersea Shogunate of Mu.

<<<**Rinen**>>>You're being unusually cagey, Cap'n. If you know something spill it. C'mon, we're all friends here.

<<<**Capt. Spawding**>>>I only like to "spill" what I know for sure. We could never trace Meguro directly to Mu, but the fact that it appeared just shortly before the Muan's invasion of Okinawa, was inhabiting areas close to their sphere of influence, and hasn't been openly hostile since the Undersea Shogunate's defeat makes it likely.

**Motivation:** I am completely alone...Good.

**Common Instincts:** Avenge the Shogunate; Drive off the interloper; You have not even seen my final form.

### Aspect Only

*Subterranean Form*

Fantastic +6: Stealth

Superb +5: Physique, Shoot

Great +4: Athletics, Fight, Notice

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

**Blast:** Meguro has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.

### Born to Dig

**Blind Sight:** Meguro does not need vision to target and defend itself from its enemies. It suffers no negative affect from being in complete darkness or from similar aspects.

**Burrow:** Meguro can travel just as quickly underground as it can above. It leaves no tunnel behind. Gain a +2 to Stealth while burrowing.





**Transmute:** Meguro can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. It can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.

#### *Surface Form*

Fantastic +6: Fight

Superb +5: Notice, Physique

Great +4: Athletics

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

#### **Surface Rage**

• Claws: WV 1

• Enraged: When Meguro is harmed it only becomes madder. When it takes a Consequence it also gains the aspect “Enraged” with a free invoke.

• Spiked Body: It’s body is covered in spikes, granting a +1 to defend with Fight. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.

**Transmute:** Meguro can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. It can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.

### **Experienced**

#### *Subterranean Form*

Fantastic +6: Stealth

Superb +5: Physique, Shoot

Great +4: Athletics, Fight, Notice

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe Mutation Points: 8

#### **Born to Dig**

• Blind Sight: Meguro does not need vision to target and defend itself from its enemies. It suffers no negative affect from being in complete darkness or from similar aspects.

• Burrow: Meguro can travel just as quickly underground as it can above. It leaves no tunnel behind. Gain a +2 to Stealth while burrowing.

• Danger Sense: This kaiju gains a +2 to detect an ambush. No scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.

• Ground Pounder: When it strikes the ground the affects are felt everywhere. The kaiju makes a Physique check against all targets in a sector opposed by their targets’ Athletics. If it succeeds it creates the advantage “Staggered” on them. If it succeeds with style against any targets it gets a free invoke on them.

• Keen Sense: It gains +2 to defend or overcome with Notice when Blind Sight is the primary one being used.

### Stone Melter

- Weapon Value +1

- **Blast:** Meguro has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.

**Transmute:** Meguro can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. It can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.

#### Surface Form

Fantastic +6: Fight

Superb +5: Notice, Physique

Great +4: Athletics

Stress Boxes: 8

Consequences: 2 Minor, Moderate, Severe

#### Surface Rage

- Claws: WV 1

- **Ceaseless Attack:** When this kaiju succeeds with style, it may reduce the result by one and make another attack against the same target. It may do this up to three times.

- **Enraged:** When Meguro is harmed it only becomes madder. When it takes a Consequence it also gains the aspect “Enraged” with a free invoke.

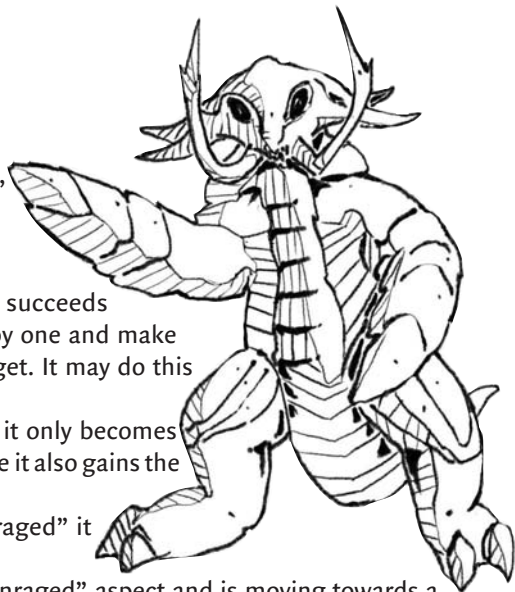
- **Empowering Rage:** While it is “Enraged” it gains +2WV to melee attacks.

- **Raging Charge:** When it has the “Enraged” aspect and is moving towards a target it can move much farther than it normally could while still attacking. The kaiju makes an Athletics check against a passive opposition based on the number of sectors the kaiju moves plus 1 for each aspect on the scene and on the kaiju itself that might hinder movement. If the kaiju succeeds it takes the move and may then attack. If it succeeds with style it gains a boost on the attack. If it fails the roll the kaiju still moves but cannot attack.

- **Spiked Body:** Meguro’s body is covered in spikes, granting a +1 to defend with Fight. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.

- **Strike Back:** When the kaiju succeeds with style on defense against a melee attack, the opponent takes a 2-shift hit instead of the kaiju taking a boost.

**Transmute:** Meguro can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. It can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.



## Endgame

Subterranean Form

Epic +7: Stealth

Superb +5: Athletics, Fight, Notice

Consequences: 2 Minor, Moderate, Severe

Fantastic +6: Physique, Shoot

Stress Boxes: 4

Mutation Points: 11

### Born to Dig

- **Blind Sight:** Meguro does not need vision to target and defend itself from its enemies. It suffers no negative affect from being in complete darkness or from similar aspects.
- **Burrow:** Meguro can travel just as quickly underground as it can above. It leaves no tunnel behind. Gain a +2 to Stealth while burrowing.
- **Danger Sense:** This kaiju gains a +2 to detect an ambush. No scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.
- **Durable:** The kaiju gains an additional stress box.
- **Ground Pounder:** When it strikes the ground the affects are felt everywhere. The kaiju makes a Physique check against all targets in a sector opposed by their targets' Athletics. If it succeeds it creates the advantage "Staggered" on them. If it succeeds with style against any targets it gets a free invoke on them.
- **Ground Devastation:** The kaiju can do damage with their Ground Pounder attack. Once per scene when they hit with a Ground Pounder attack, one of the kaiju's targets takes shifts of damage instead of receiving an aspect.
- **Keen Sense:** It gains +2 to defend or overcome with Notice when Blind Sight is the primary one being used.
- **Slither:** This kaiju always finds a way through. Scene aspects that affect moving from one sector to another have no affect on this kaiju.

### Stone Melter

- **Weapon Value:** 1
- **Blast:** Meguro has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.

**Transmute:** Meguro can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. It can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.

Surface Form

Epic +7: Fight

Superb +5: Athletics, Shoot

Consequences: 2 Minor, Moderate, Severe

Fantastic +6: Notice, Physique

Stress Boxes: 4

Mutation Points: 11

### Surface Rage

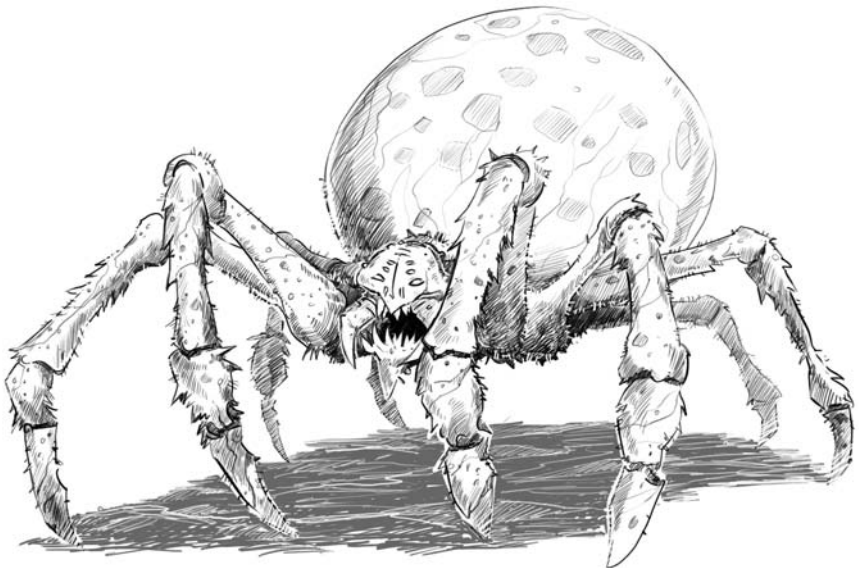
- **Claws:** WV 1
- **Ceaseless Attack:** When this kaiju succeeds with style, it may reduce the result by one and make another attack against the same target. It may do this up to three times.

- **Enraged:** When Meguro is harmed it only becomes madder. When it takes a Consequence it also gains the aspect “Enraged” with a free invoke.
- **Empowering Rage:** While it is “Enraged” it gains +2WV to melee attacks.
- **Raging Charge:** When it has the “Enraged” aspect and is moving towards a target it can move much farther than it normally could while still attacking. The kaiju makes an Athletics check against a passive opposition based on the number of sectors the kaiju moves plus 1 for each aspect on the scene and on the kaiju itself that might hinder movement. If the kaiju succeeds it takes the move and may then attack. If it succeeds with style it gains a boost on the attack. If it fails the roll the kaiju still moves but cannot attack.
- **Raging Trample:** It is capable of tearing through anything in its path during its rage-filled charge. When it successfully attacks a target after a Raging Charge it may make an opposed Physique check. If this is successful the kaiju may Charge a new target. The passive opposition for this new Athletics check is 2 plus distance plus hindering aspects.
- **Spiked Body:** Meguro’s body is covered in spikes, granting a +1 to defend with Fight. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.
- **Strike Back:** When the kaiju succeeds with style on defense against a melee attack, the opponent takes a 2-shift hit instead of the kaiju taking a boost.

**Chitinous Body**

- **Armor Value:** 1
- **Slither:** This kaiju always finds a way through. Scene aspects that affect moving from one sector to another have no affect on this kaiju.

**Transmute:** Meguro can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. It can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.





## SPIGA

Like Ijimekko, this spider species was a one of the “mass produced” kaiju developed as rapid-deployment weapons designed to slow down the advance of enemy armies. Spigas can move rapidly across the battlefield, coating vast areas with webs and immobilizing whole regiments. They have been known to dig camouflaged underground pockets to attack from surprise. Depending on the breed of spider used some Spigas can even spit webbing capable of crashing aircraft.

<<<**Shigakka**>>>The varieties of insect kaiju that appeared in the seventies is remarkable. This era saw a glut of monstrous bugs that cropped up all over the world. This was in part due to the resurgence of American mutagiant insects, which have been classified as a different breed than the kaiju. Yet many blamed the upsurge of giant insects on a North Korean famine that allegedly forced the government to allow their weaker kaiju to fend for themselves. Others believe the giant bugs to be a natural mutation caused by the spread of kaiju DNA due to numerous monster battles across the world.

<<<**Capt. Spawding**>>>This, of course, plays into North Korea’s claims that any kaiju acting outside their borders is not their responsibility.

<<<**Ekisaito**>>>The 70’s was a HUGE time for insect kaiju! Seems when I was growing up I was always hearing about some giant bug attack around the world.

<<<**Odokemono**>>>So which was worse: giant bugs or disco?

**Motivation:** This is my hunting ground

**Common Instincts:** Come into my parlor; Control the Territory; Surprise!

### Aspect Only

Fantastic +6: Athletics

Superb +5: Fight, Notice

Great +4: Physique

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 4



### Arachnid Horror

- Climbing: Spiga can climb as easily as anyone else walks. The kaiju’s movement is not hindered by vertical surfaces.

- Multi-Legged: Spiga gains +2 to Overcome checks related to movement and remaining upright.

### Web Attack

- Damaging Aspect: When this attack hits, instead of doing damage, Spiga may place the “Webbed” aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.

- Immobilize: It is capable of rendering a target unable to move. When it places the aspect “Webbed” on a target that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check.

## Experienced

Fantastic +6: Athletics

Superb +5: Fight, Notice

Great +4: Shoot, Physique

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 9

### Arachnid Horror

- **Bug Stomp:** This kaiju's attacks against human targets are devastating. It may always attack human-size targets or vehicles, and always deals one additional stress on a successful physical hit.
- **Climbing:** Spiga can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.
- **Multi-Legged:** Spiga gains +2 to Overcome checks related to movement and remaining upright.
- **Speed Boost:** You move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. The mecha's over-land speed increases one step (see "Speed" MvK Pg.47).

### Web Shot

- **Area:** This attack strikes all targets in a sector. 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
- **Blast:** This kaiju has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
- **Cone:** This attack may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector. This does not increase the range of the weapon.
- **Damaging Aspect:** When this attack hits, instead of doing damage, Spiga may place the "Webbed" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- **Immobilize:** It is capable of rendering a target unable to move. When it places the aspect "Webbed" on a target that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check.
- **Climbing:** Spiga can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.

## Endgame

Epic +7: Athletics

Fantastic +6: Fight, Notice

Superb +5: Physique, Shoot

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 15

### Arachnid Horror

- **Bug Stomp:** This kaiju's attacks against human targets are devastating. It may always attack human-size targets or vehicles, and always deals one additional stress on a successful physical hit.

- Climbing: Spiga can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.
- Multi-Legged: Spiga gains +2 to Overcome checks related to movement and remaining upright.
- Speed Boost: You move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. The mecha's overland speed increases one step (see "Speed" MvK Pg.47).

### **Poisoned Pincers**

- Pincers: Weapon Value 1
- Poison: When this attack succeeds with style the kaiju creates the Aspect "Poisoned" on the target with a free invoke instead of a boost. A mecha pilot can be Poisoned through contamination of their life-support system.
- Ongoing Poison: Anyone with the "Poisoned" aspect will continue to be attacked until it is overcome by a Physique check. The attack skill is based on the kaiju's Physique, as is the difficulty to overcome the aspect. If the victim is still in combat with the kaiju when they make their Physique check then the roll is opposed.

### **Web Shot**

- Area: This attack strikes all targets in a sector. 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
- Blast: This kaiju has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
- Cone: This attack may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector. This does not increase the range of the weapon.
- Damaging Aspect: When this attack hits, instead of doing damage, Spiga may place the "Webbed" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- Explosive Area: This attack affects the target sector and all 8 adjacent sectors. This does not increase the range of the weapon, but it may be used in conjunction with other stunts that do increase range.
- Immobilize: It is capable of rendering a target unable to move. When it places the aspect "Webbed" on a target that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check. Signature Maneuver: This kaiju has perfected a particular combat move. When the kaiju creates "Webbed" aspect on a target, it gains one free invoke of the aspect.
- Signature Attack: When the kaiju succeeds with style on an attack, either ranged or melee, it can tag the target with the "Webbed" aspect with a free invoke instead of receiving a boost.
- Trap: Spiga lays a trap for its enemies, even if it is not in the scene. Spend a fate point. This triggers a "Web Bomb" that attacks a target(s) as if it were a "Web Shot".

## “FATE OF AMERICA” SOURCEBOOK SNEAK PEEK



### **Mutigiant insects tear the U.S. in half**

In the 1950s the United States conducted unprecedented above-ground nuclear tests in their Southwestern deserts. Rumors persisted throughout the decade of creatures destroying isolated cabins or individual vehicles, and of other desert dwellers or travelers disappearing. But as 1959 dawned the American heartland exploded. Colonies of giant ants, huge carnivorous spiders, millipedes the length of freight trains, and swarms of immense locusts all descended on Nevada, Utah, Arizona, New Mexico, Wyoming, and southern Idaho. At first only active during the daylight hours, as the weather warmed they became more and more energetic and dangerous. The military mobilized, but they were hard pressed to stop the thousands of creatures that were devouring everything in their path.

These mutigiants would eventually drive out the citizens of the American Southwest, leaving only the Mormons of the natural-fortress of Salt Lake City and the Native American tribes who moved in to reclaim the land. Today this region has been renamed the “Central Control Region”, with borders patrolled by the Colonial Rangers, a nationalized version of the famous Texas Rangers.

### **Mutigiant Stats**

Planning a session against American mutigiants is not significantly different from any other session. You may use Nameless NPCs for smaller mutigiants (Fate Core pg. 215), such as dog-size fleas or human-size ants. For larger predators you can add Size bonuses to standard NPCs. For boss monsters, such as the queen of a hive, build them like kaiju, with one Mutation Point per player.



## A Question of Size

American giant monster stories have always focused on human soldiers and scientists battling one-on-one against inhuman beasts, armed at most with explosives and flame throwers. America in the early years of their campaign against the mutigiants lacked the technology used by Japan against their kaiju. As their technology improved America's Colonial Rangers focused on power armor for individual soldiers.

Those wishing to run American campaigns should use the optional Size rules found on page 72 of the MvK sourcebook. These rules grant static bonuses to creatures larger than Human size. Mutigiants that are Monstrous size (8-19') add +1 to their Physique rolls, +1 Stress box, and +1 shift to their Weapon and Armor Value. Those Towering few larger than 20' add +2 Physique, +1 Stress box, and a +2 shift to WV and AV.

### Drones

Aspect "We Hear and Obey"

Size: Human;

Physique +2, Notice +1; Stress: No stress boxes—a one shift hit is enough to take them out

### Soldiers

Aspect "I Will Die for Her"

Size: Monstrous;

Fight +3, Notice +2, Athletics & Physique +1; WV +1, AV +1, Stress: Three stress boxes—a four shift hit is enough to take them out

### The Queen

Fantastic +6: Provoke

Superb +5: Notice, Physique

Great +4: Fight, Shoot, Athletics

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Size: Towering

Mutation Points: 4

**Motivation:** The Hive is all

**Blast:** The Queen has a ranged attack it can unleash on a target. It may attack targets up to 2 zones away using the Shoot skill.

**Brood:** The Queen is never alone. She has a host of smaller "Children" at her command that act as another singular kaiju. The Children have the aspect "Born to Serve", which the Queen can invoke like any other. The brood has a +4 Fight and acts at the same point in the initiative order as the Queen. PCs can Create an Advantage to shut down the brood's aspect. If all the brood's aspects are shut down the kaiju loses access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.

**Poison:** When this attack succeeds with style the Queen creates the Aspect "Poisoned" on the target with a free invoke instead of a boost.

**Roar:** This Queen's screech is utterly terrifying. Once per scene she can make a Provoke attack against all targets within 2 zones.

## NEW MUTATIONS

**Aggressive Absorption:** This kaiju has the power to absorb a specific element, such as Fire or Radiation, chosen when the power is gained. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the “Drained” aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied. If the kaiju also possesses the “Absorption” mutation it gains the boost from this mutation.

**Colony:** This kaiju exists as a colony of much smaller creatures. These creatures act independently, and can spread out over an area of many miles. When threatened, or when Instinct tells them to, these creatures can merge into the full-size kaiju. Members of the colony share the same Motivation as the kaiju, but the colony’s Instinct may differ when it is in individual form. The number of colony members is determined by the strength of the kaiju (as determined by its skill cap) and by the strength of the individual colony members (chosen at the point of creation).

	Skill Cap 6/7	Skill	Mutation	Stress
Average	63/125	Two +1	One	
Fair	31/63	One +2, one +1	Two	One
Good	15/31	One +3, one +2, one +1	Three	Two

For example, a kaiju with a skill cap of 6 could have 63 Average-powered colony members, 31 Fair-powered members, or 15 Good-powered members.

Every member of the colony lost is a point of stress taken by the kaiju. This stress is applied as a single unit and may be applied to physical or mental stress boxes. The kaiju may use multiple stress boxes to take this stress. Physical or mental Armor Value is doubled for the purposes of taking this stress.

**Flight (Update):** Through wings or some other process this kaiju can fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. The kaiju’s combat speed is not affected. Outside of combat the kaiju can fly at “Jet” speed.

**Immobilize:** This kaiju is capable of rendering a target unable to move. When it places an appropriate aspect on its target, such as “Webbed” or “Grappled”, that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check.

**Speed Boost (Update):** This kaiju is capable of great speed. It moves two sectors in an exchange without rolling, instead of one, as long as there are no aspects impeding its movement. The mecha’s overland speed increases one step (see “Speed” Pg.47). *Note: These rules supersede the kaiju mutation “Gallup”.*

**Multi-Legged:** The kaiju gains +2 to Overcome checks related to movement and remaining upright.

**Raging Charge (Update):** (requires “Enraged”) When a kaiju has the “Enraged” aspect and it is moving towards a target it can move much farther than it normally could while still attacking. The kaiju makes an Athletics check against a passive opposition based on the number of sectors the kaiju moves plus 1 for each aspect on the scene and on the kaiju itself that might hinder movement. If the kaiju succeeds it takes the move and may then attack. If it succeeds with style it gains a boost on the attack. If it fails the roll the kaiju still moves but cannot attack. For example a kaiju charges an enemy that is 3 sectors away with a Scene Aspect of “difficult terrain”. The passive opposition for the Athletics check is 4 (3+1).

**Raging Trample (Update):** (requires “Raging Charge”) This kaiju is capable of tearing through anything in its path during its rage-filled charge. When it successfully attacks a target after a Raging Charge it may make an opposed Physique check. If this is successful the kaiju may Charge a new target. The passive opposition for this new Athletics check is 2 plus distance plus hindering aspects. For example a kaiju successfully charges and attacks. It succeeds at a resisted Physique check. It then charges another target 2 sector away with a Scene Aspect of “difficult terrain”. The passive opposition for the Athletics check is 5 (2+2+1).

**Reactive Split** (requires “Split): This kaiju may split as a reaction to being hit in combat. When intentionally splitting it may do so without using its action. Finally the kaiju may split as many times as it wishes. Each time the new kaiju’s skills are reduced by a further -1. It may rejoin into as many kaiju as it wishes, with the same damage rules applying.

**Split:** This kaiju can separate itself into two identical monsters. Each of the new kaiju’s skills are reduced by 1. Any Stress or Consequences are divided between the two new monsters however you wish. Splitting takes the kaiju’s action in that exchange. It may still take a movement. The monsters can rejoin without using an action. The single kaiju receives the Stress and Consequences of the most heavily damaged pair.

**Transmute (Update):** This kaiju can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP. The kaiju can freely transmute from one form to another on its turn. It keeps all stress taken when switching between forms.

**Trap:** This kaiju can lay a trap for its enemies, even when it is not in the scene. Spend a fate point. You may attack a target with one of the kaiju’s attack forms. This attack uses the kaiju’s attributes. Any other mutations that usually accompany that attack trigger when the trap is sprung. For example, a creature has a Shoot of 4 and the attack form “Atomic Breath”, with a Weapon Value of 2 and the mutations Blast and Alternate Defense (Physique). The kaiju’s trap power “Atomic Bomb” functions exactly like a kaiju attack: it has a range of 2 sectors from its point of origin, attacks the target with a +4, adds 2 shifts to the damage, and requires the target defend with their Physique.