

Instructions

Create your kaiju's aspects (pg.90).

Create your kaiju's Attack Form (pg.92).

Create your kaiju's DefenseForm (pg.99).

Create your kaiju's other Mutations (pg.102).

Choose Skills (pg.91). Write the skill rating in the small box. Remember that the kaiju's Skill Cap is +2 higher than the player's. If the kaiju are in a group then each kaiju's Skill Cap is +1 higher.

If you are using the Size option (pg.70) purchase your kaiju's size and note the modifiers in the appropriate box.

If mecha are using the Superstructure option then the kaiju must use the Fortitude option (pg.105). Note Fortitude modifiers in the appropriate box.

Note the total amount of Mutation Points at the bottom, then fill in your Kaiju's total Physique score and bonus, total Stress Boxes, and total Consequences.

ID

Name
Description

ASPECTS

Motivation
Instinct
Mutations
Attack Forms
Defense Forms
Other Mutations

PHYSICAL STRESS

1	2	3	4	5
6	7	8	9	10

Physique Score + Strength Bonus

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SKILLS

Superb (+7)					
Great (+6)					
Good (+5)					
Fair (+4)					
Average (+3)					

CONSEQUENCES

2 Mild	2 Mild
4 Moderate	
6 Severe	

OTHER

Options					
Size	Height	Physique Roll +	Stress Boxes	WJAV Bonus	
	Fortitude	Physique	Stress Boxes		

TOTAL MP COST

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