

怪獣の大図鑑

BIG BOOK OF
KAIJU

Volume 1.

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”

KAIJU OF THE LAND

土地の怪獣

“Tochi No Kaiju”

The ground shakes under their clawed feet. They are the Tochi no Kaiju, the Kaiju of the Land. Whether on the surface or underground these creatures are unmatched in power and savagery. But even among these titans there is one who stands above – a King of the Monsters. This sourcebook details the history and abilities of these legendary monsters, 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
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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 for 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.

IJIMEKKO

Essentially a walking muscle, Ijimekko is one of the easily-grown “disposable” kaiju developed by the North Koreans in the mid 1970s. There is nothing at all fancy about this monster, built from a powerful yet uncomplicated strain of Kaibutsu DNA, but it does the job of savaging its enemy admirably. Ijimekko is seen mostly on the North Korean DMZ, although frequent reports surface of the creature appearing on south sea islands.

<<<Capt. Spawding>>>Ijimekko was one of North Korea’s first “success stories” in exporting its kaiju technology. Wondering what caused the landslides in Peru in 1970? The destruction of Spitak and Leninakan in Armenia in 1988? Or the 26,000 Iranians killed in an “earthquake” 2003? Ijimekko, or at least one of his cousins. The kaiju are sent in infant form, with sufficient nutrient to grow them to their adult size. After that the creature’s life span and development are up to the “caretaker,” though none have lived longer than a year due either to damage incurred during combat or starvation.

<<<Rouzeki>>>So how can they get away with this? Kaiju are only allowed as defensive weapons!

<<<Iseika>>>I could point fingers at an international community that has allowed Japan to bear the brunt of kaiju attacks for decades, but in order to keep this on topic it comes down to proof. Because other organizations have developed biological weapons of this nature, North Korea can always point to them as a likely source. The fact that NK sold those other groups the kaiju technology in the first place is beyond the point.

<<<Fushigi>>>A recent development from Africa: a shipment of arms captured from a warlord was labeled “RLD4 Feed”. The letters and numbers are known to represent an official designation for Ijimekko. The chemical compound was found to be a highly concentrated protein-infused grain. Is it possible that this kaiju has some kind of special food? That could explain why their mortality rate is so high: if you can’t afford to feed it correctly it dies.

Motivation: Go until you drop

Common Instincts: Eat Everything, Follow the Food, Hunting Prey

Aspect Only

Fantastic +6: Fighting

Superb +5: Physique

Great +4: Athletics, Notice

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

Beastly

• **Batter Down:** Ijimekko gains +2 to Athletics and Physique for overcoming obstacles; if it succeeds with style the obstacle is removed from scene.

• **Charger:** successfully attacking after taking move action towards target increases WV +2

Killer Claws: Weapon Value 1

Iron Body: Armor Value 1

Experienced

Fantastic +6: Fighting

Superb +5: Physique

Great +4: Athletics, Notice

Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe

MP: 12

Beastly

- **Batter Down:** Ijimekko gains +2 to Athletics and Physique for overcoming obstacles; if it succeeds with style the obstacle is removed from scene.

- **Charger:** successfully attack after taking move action towards target increases WV +2

- **Enraged:** When it takes a Consequence it also gains the aspect "Enraged" with a free invoke.

- **Gallup:** It moves two sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement.

Deadly Claws

- WV 2

- **Bug Stomp:** Ijimekko deals one additional stress against human-sized targets or vehicles.

- **Piercing Strike:** Once per scene it can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full it cannot use this ability.

Fast Metabolism: Regeneration – Once per scene the kaiju may reduce the level of a Moderate or Severe Consequence, or eliminate a Mild Consequence.

Thicker Hide

- AV 2

- **Durable** (Ijimekko gains 1 additional stress boxes)



Endgame

Note: It is highly unlikely that an Ijimekko will live long enough to gain this level of power.

Superb +7: Fighting

Fantastic +6: Physique

Superb +5: Athletics, Notice

Stress Boxes: 6

Consequences: 2 Minor, Moderate, Severe

MP: 20

Killer Claws

- WV3

- **Bug Stomp:** Deal one additional stress against human-sized targets or vehicles

- **Piercing Strike:** Once per scene Ijimekko can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full it cannot use this ability

- **Rending Strike** (Once per scene, when the kaiju causes its target to take a consequence, it can force the target to use the next higher consequence instead);

- **Two Handed** (Ijimekko may make an overwhelming attack with both claws. Increase WV by +2. Reduce attack roll by -1 shift. If this attack Ties it is instead treated as a miss).

Beastly

- **Batter Down**(+2 to Athletics and Physique for overcoming obstacles; succeeds with style the obstacle is removed from scene);
- **Berserker Rage** (When the kaiju suffers a physical Consequence, it can invoke that consequence for free on its next attack. If it suffers multiple physical Consequences in a single exchange, it gets a free invocation for each);
- **Charger** (successfully attack after taking move action towards target increases WV +2.);
- **Enraged** (When Ijimekko takes a Consequence it also gains the aspect “Enraged” with a free invoke); **Gallup**(move two sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement).

Self-Destruct: Doomsday(when Ijimekko is Taken Out it detonates, attacking every target in its sector and all adjacent sectors with an attack rating of 7).

Fast Metabolism:

- **Heightened Reaction** (Ijimekko’s Notice is treated as if it is +2 for purposes of determining who goes first in an Exchange);
- **Regeneration** (Once per scene the kaiju may reduce the level of a Moderate or Severe Consequence, or eliminate a Mild Consequence).

Stony Hide

- **AV 3**
- **Durable** (Ijimekko gains 2 additional stress boxes)


OUMANOU

Very little is known of this creature, and its genetic origins are a mystery. It appears to be some kind of cross between a bipedal lion and a dog, with great speed and maneuverability. But it has only appeared once and left behind little evidence. Its offensive ability is mainly physical, with vicious claws and a rapid combat style. Defensively it’s able to absorb vast amounts of energy, which it demonstrated in its only recorded battle, against the one and only Kaibutsu.

The original kaiju had just made landfall on southern Okinawa when an earthquake struck. Shortly afterwards, Oumanou appeared on the outskirts of Azama fishing village. This new kaiju seemed to identify the area as its home turf and struggled to drive off the monster.

Oumanou seemed to take strength from Kaibutsu’s energy blasts, and this enabled it to frustrate the more powerful creature, causing it to finally leave. Then this strange kaiju disappeared as quickly as it appeared.

<<<**Saishi**>>>This report presents the simple facts of the appearance of Oumanou, but cannot tell you of the truth behind them. For centuries uncounted the Ryukyu island chain, of which Okinawa is a principal part, stood politically apart from her northern cousins, its own separate kingdom. The Sho Dynasty unified the Ryukyu islands – nearly 150 in all – through a pact made with the Buddhist bodhisattvas. The Sho royal family pledged to serve the Buddha, and in return the heavenly forces sent a guardian to protect and serve the court. This creature was Oumanou, one of the Buddha’s own komainu fu-dog guardians.



For centuries the royal family venerated the Buddha, and during that time Oumanou protected the royal family faithfully, granting the Sho the power to bring the island chain together. But the Sho grew decadent and perverse, losing the mandate of heaven to rule. In their folly they declared war upon the Tokogawa shogunate of Japan. Their armies sailed up the Ryukyu islands with the Sho perched upon Oumanou's back. As they set foot on the southernmost island of Kyushu the guardian creature set the royal family down and walked back into the sea, ignoring the king's commands to return and do battle with the shogun's army. The Sho were defeated and the Ryukyu islands came under the control of the Tokogawa.

Oumanou disappeared into the mountains along Okinawa's sea shore and slumbered there for many long years. The descendants of the Sho built a shrine to the guardian on Mabuni Hill, next to the quiet cliffs overlooking the Pacific Ocean. It was here that the Imperial Army defenders fled in the final days of WWII. They came to beg the guardian beast to rise up and destroy the American invaders. Here the commanding general of the Okinawa army committed seppuku and many soldiers leapt off 500-foot cliffs in hopes of rousing the creature. How little they had learned in the centuries of Oumanou's slumber.

It was only the corrupt, unnatural will of Kaibutsu stepping foot on the island that roused the guardian's ire. At the behest of the last daughter of the Sho, Oumanou broke free of its mountain resting place and did battle with the kaiju. It kept Kaibutsu away from every village by, as noted, frustrating the monsters desire for destruction. In the end the kaiju left to find easier game, thus proving that faith and will can win out over the kaiju when brute force fails.

<<<Rouzeki>>>Wait a minute. I have nothing but the deepest respect for you Saishi, but are you seriously suggesting that a kaiju would deliberately help small fishing villages? That's crazy!

<<<Shigakka>>>On the contrary, I thought it was a beautiful fairy tale. Thanks for the input, Saishi.

<<<Pateren>>>You two show an utter lack of understanding of the nature of the entities you profess to study; typical of those who deny the divine power that walks the very Earth. Oumanou is a prime example of the manifest intelligence lying within the soul of every kaiju – though its source is not located in quite the region Saishi believes.

<<<Saishi>>>I will NOT allow you to compare this servant of the Buddha to the beasts you claim as your gods. This guardian is a noble creature, unlike the scientifically bred monsters you venerate. The distinguished heavenly Kami and the bodhisattvas of the divine Buddha have long shared the burden of defending the spiritual welfare of these islands. We will not let your kind drag these people into the filth as you have done before.

<<<Pateren>>>As you say Saishi, the people have seen the wisdom of our teachings before. They will see it again.

<<<Odokemono>>>Um, anybody else feel like they stepped into a movie that was halfway through?

<<<Capt. Spawding>>>Don't worry, Odo – this movies a lot farther than half-way through. And when Pateren figures that out, it's gonna be a bad day for him.

Motivation: This Is My Land

Common Instincts: Destroy the Invader; Purify the Island; Take Every Hit

Aspect Only

Fantastic +6: Athletics Superb +5: Fight, Notice Great +4: Physique, Provoke, Will
Stress Boxes: 4 Physical, 4 Mental

Consequences: Minor, Moderate, Severe Mutation Points: 4

Apparition: Teleportation – Oumanou can travel great distances without touching the ground. In place of its movement and dice action, it can move 4 sectors so long as it has no aspects on it hindering its movement. It must end its turn on a solid surface.

Fiery Halo

- Absorption: When Oumanou is struck with a fire attack it gains this boost. Once per scene it may invoke a fire-related scene aspect for free.

- Deflection: Oumanou can deflect ranged attacks away from itself, granting +2 Armor Value against such attacks.

Stone Skin: Shield – Oumanou has stone-like build ups on its chest and arms that grant +1 Armor Value. It can invoke Stone Skin to absorb a single Mild consequence. Doing so disrupts this skin, and it must be restored between scenes.

Experienced

Fantastic +6: Athletics Superb +5: Fight, Notice Great +4: Physique, Provoke, Will
Stress: 4 Physical, 4 Mental Consequences: 2 Minor, Moderate, Severe MP: 12

Apparition

- Teleportation: Oumanou can travel great distances without touching the ground. In place of its movement and dice action, it can move 4 sectors so long as it has no aspects on it hindering its movement. It must end its turn on a solid surface.

- Improved Teleportation: It can roll to overcome an aspect hindering its movement before teleporting.

Blazing Will: Psychic Attack – Oumanou makes a ranged attack using Will. The attack is defended with Will. It has a range of 2 sectors.

Burning Claws: Weapon Value 2

Fiery Halo

- Absorption: When Oumanou is struck with a fire attack it gains this boost. Once per scene it may invoke a fire-related scene aspect for free.

- Deflection: +2 Armor Value against ranged attacks.

- Redirection: expend Fiery Halo boost to make a Fight attack at a range of 2 sectors

- Reflection: It can reflect damage back at an attacker. If it succeeds with style when defending against ranged attacks the attacker takes 2 shifts of damage instead of the kaiju gaining a boost.

Stone Skin

- Extra Consequence (Mild)

- Shield: Oumanou has stone-like build ups on its chest and arms that grant +1 Armor Value. It can invoke Stone Skin to absorb a single Mild consequence. Doing so disrupts this skin, and it must be restored between scenes.

- Shield Wall: Stony growths can erupt into massive plates, large enough to cover both Oumanou and another target. Once per scene either it or another character in the same sector may invoke Shield Wall for free.

Endgame

Epic +7: Athletics Fantastic +6: Fight, Notice

Superb +5: Physique, Provoke, Will

Stress Boxes: 4 Physical, 4 Mental

Consequences: 2 Minor, 2 Moderate, Severe MP: 20

Apparition

- Teleportation: In place of its movement and dice action, Oumanou can move 5 sectors so long as it has no aspects hindering its movement. Must end its turn on solid surface.
- Improved Teleport: It can roll to overcome an aspect hindering its movement before teleporting.
- Advanced Teleporting: It may teleport as a movement action.

Blazing Will

- Area: Oumanou strikes all targets in a sector. Make one attack roll applied to each target, which defends against this attack as if it were the sole target. Reduce damage -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- Cone: This attack affects 2 additional sectors, which must be either in a straight line or adjacent to Oumanou's sector. This does not increase the range of the attack.
- Psychic Blast: It makes a ranged attack using Will. The attack is defended with Will. It has a range of 2 sectors.

Burning Claws

- Weapon Value 2
- Multi-Attack: attack a target with both Blazing Will and Claws in the same exchange.

Fiery Halo

- Absorption: When Oumanou is struck with a fire attack it gains the "Fiery Halo" boost. Once per scene it may invoke a fire-related scene aspect for free.
- Deflection: It can deflect ranged attacks away from itself, granting +2 Armor Value against such attacks.
- Redirection: It may use Fiery Halo boost to make a Fight attack at a range of 2 sectors.
- Redistribution: It may continue to use the boost it gained from Absorption to make a Fight attack at a range of 2 sectors as long as it is exposed to same source of energy, either through attacks, a scene aspect, or some other means.
- Reflection: It can reflect damage back at an attacker. If it succeeds with style when defending against ranged attacks the attacker takes 2 shifts of damage instead of the kaiju gaining a boost.
- Refraction: Once per scene, when it takes a Consequence, it may place the "Scorched" aspect on its attacker. This aspect receives free invokes based on the consequence taken: 1 for a Mild; 2 for a Moderate; 3 for a Severe.

Stone Skin

- Extra Consequence (Mild, Moderate)
- Shield: +1 Armor Value. It can invoke Shield to absorb a single Mild consequence. Doing so disrpts this skin, and it must be restored between scenes.
- Shield Wall: Stony growths can erupt into massive plates, large enough to cover both Oumanou and another target. Once per scene either it or another character in the same sector may invoke Shield Wall for free.



RAPPAGON

<<<Ekisaito>>>For all our interest in space, there are still vast areas of the world we have yet to explore. Many have made great strides in exploring the sea, but an even more mysterious land lies under our feet: the world under ground. In this land Rappagon reigns supreme.

None can say how long the subterranean kaiju Rappagon has dwelt under the earth, moving through rock and earth as easily as a fish through water. He strikes from hiding, exposing his armored head only long enough to launch a devastating incendiary gout from his flame horn, then submerges beneath the surface of the earth, leaving no trace to mark his passage except terror and devastation.

Rappagon has come against over a dozen kaiju in his illustrious career. Kaibutsu, Sanshuseki, Meguro – this guy has fought them all, and lived to tell the tale. Why once Kaibutsu and Sanshuseki were really going at it when all of a sudden Rappagon busts out of the ground, slams into both of them, knocks them to the ground, and is back underground and on his way before they even know what hit them. DAMN that's cool!

<<<Odokemono>>>Wow, this entry is like kaiju porn. If this guy loves this monster so much he oughta shack up underground with him.

<<<Rouzeki>>>Man, Odo, this guy's got YOU calling Rappagon "him" now. It's like a thought virus.

<<<Pateren>>>I invite this author to make contact with any of the Shishigami no Karuto chapter houses. We should talk.

Motivation: King Under the Earth

Common Instincts: Chip On Its Shoulder; It is WAY too loud up there!; Keep the Humans on the Surface

Aspect Only

Fantastic +6: Stealth

Superb +5: Athletics, Shoot

Great +4: Fight, Notice, Physique

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 4

Earth Born

• **Burrowing:** Rappagon can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.

• **Silent Burrow:** While underground it can make a Stealth check before determining turn order. It receives +2 to this roll. Enemies attempting to detect it must attempt to Overcome this result with their Notice. If they fail they are unaware of it's location.

Fire Horn: Blast – Rappagon may attack targets up to 2 sectors away using Shoot.

Unbreakable: Flawless Defense(Spend a Fate point when Rappagon arrives on the scene. It will be immune to either physical damage for the duration of the scene. Weakness: Soft Underbelly. Make a Notice check to overcome Rappagon's Physique. If successful attack Rappagon normally).

Experienced

Fantastic +6: Stealth

Superb +5: Athletics, Shoot

Great +4: Fight, Notice, Physique

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 12

Earth Born

- **Assassin's Wind:** If a target is unaware of Rappagon's presence it can take a portion of its movement, make a Fight attack, and return to its hiding location provided it has sufficient movement to do so.
- **Burrowing:** Rappagon can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- **Hidden Strike:** If a target is unaware of the kaiju's location it can use Stealth instead of Fight to make physical attacks.
- **Silent Burrow:** While underground it can make a Stealth check before determining turn order. It receives +2 to this roll. Enemies attempting to detect it must attempt to Overcome this result with their Notice. If they fail they are unaware of its location.
- **Speed Boost:** Move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement; increase overland speed one step (see "Speed" MvK Pg.47).

Fire Horn

- **WV 2;**
- **Blast:** Rappagon may attack targets up to 2 sectors away using the Shoot skill.

Subterranean Sight

- **Keen Sense:** Rappagon has highly specialized hearing, and gains a gains +2 to defend or overcome with Notice when hearing is its primary sense, such as when it is underground.
- **Vibration Detection:** It can hear things not normally detectable by common hearing. This aspect can be invoked for Rappagon to detect enemies while underground.

Unbreakable

- **Flawless Defense:** Spend a Fate point when Rappagon arrives on the scene. It will be immune to physical damage for the duration of the scene. Weakness: Soft Underbelly. Make a Notice check to overcome Rappagon's Physique.
- **Spiked Body:** Rappagon is covered in spikes, granting a +1 to defend with Fight. If it succeeds with style defending itself it inflicts 1 point of stress on its attacker.



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Endgame

Epic +7: Stealth Fantastic +6: Athletics, Shoot Superb +5: Fight, Notice, Physique
Stress Boxes: 4 Consequences: Minor, Moderate, Severe MP:20

Earth Born

- **Assassin's Wind:** If a target is unaware of Rappagon's presence it can take a portion of its movement, make a Fight attack, and return to its hiding location provided it has sufficient movement to do so.
- **Burrowing:** Rappagon can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- **Death from Below:** Once per scene invoke "Death from Below" for free when making an attack that originates from underground.
- **Gallup:** This kaiju is capable of great speed. It moves two sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement.
- **Hidden Strike:** If a target is unaware of the kaiju's location it can use Stealth instead of Fight to make physical attacks.
- **Silent Burrow:** While underground it can make a Stealth check before determining turn order. It receives +2 to this roll. Enemies attempting to detect it must attempt to Overcome this result with their Notice. If they fail they are unaware of its location.
- **Slither:** It always finds a way through. Scene aspects that affect moving from one sector to another have no affect on this kaiju.
- **Speed Boost:** It can move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement; increase overland speed one step (see "Speed" MvK Pg.47);
- **Total Surprise:** When Rappagon takes an Attack action against a target(s) that is unaware of its location that target makes a Notice check opposed by the kaiju's Stealth. If the target fails this check the kaiju gains the boost "Surprise Attack" against them).
- **Turbo Boost:** Rappagon is incredibly fast. +2 to create advantage or overcome actions related to movement.
- **Turbo Strike:** You know how to use your speed to best advantage in combat. Gain a +2 to melee attack whenever you move at least two sectors unopposed.

Fire Horn

- **WV 2;**
- **Blast:** Rappagon may attack targets up to 2 sectors away using the Shoot skill.
- **Hidden Shot:** If a target is unaware of the kaiju's location it can make a Shoot attack without revealing its location.

Subterranean Sight

- **Keen Sense** (Rappagon has highly specialized hearing, and gains a gains +2 to defend or overcome with Notice when hearing is its primary sense, such as when it is underground);
- **Vibration Detection:** can hear things not normally detectable by common hearing. This aspect can be invoked for Rappagon to detect enemies while underground.
- **Targeting Sense:** Rappagon is able to use Vibration Detection to "see" targets normally, as if it were using its eyes, as long as they are touching the ground.

Unbreakable

- **Flawless Defense:** Spend a Fate point when Rappagon arrives on the scene. It will be immune to physical damage for the duration of the scene. **Weakness:** Soft Underbelly. Make a Notice check to overcome Rappagon's Physique).
- **Spiked Body:** Rappagon is covered in spikes, granting a +1 to defend with Fight. If it succeeds with style defending itself it inflicts 1 point of stress on its attacker.

YAMAZARU

One of the great type of kaiju once called "gargantua", Yamazaru was clearly mutated from primate DNA. Gargantua-type kaiju are rare, and all have common characteristics. In addition to their primate origins they all possess a remarkable healing factor, making them very long lived. They are also fast, immensely strong (even for kaiju) and are remarkably nimble for their size, with great climbing ability.

<<<Ekisaito>>>Ok, hand to God, I once saw Yamazaru charge down a steel canyon street in Yokohama, jump up 5 stories, climb a glass wall, pull a parkour jump from building to building THREE TIMES, then go all death-from-above on a mecha – WHAM! laid the machine out in one shot. This thing is scary.

<<<Kirai>>>Gee damn boy, you are WAY too wound up about this brute. You like that godless little monkey so much, why don't you run off to Korea with it!

<<<Odokemono>>>Everything's better with monkeys!

Motivation: Just leave me alone!

Common Instincts: Run for the Hills, Destroy the Interlopers, This is MY turf

Aspect Only

Fantastic +6: Physique

Superb +5: Athletics, Provoke

Great +4: Fight, Notice

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

Bounding

• **Climbing:** Yamazaru can climb as easily as anyone else walks. It's movement is not hindered by vertical surfaces.

• **Unstoppable:** It is nearly impossible to prevent this kaiju from moving. The kaiju may use Physique rather than Athletics to move from one sector to another.

Mighty Grip

• **Alternate Attack:** When Yamazaru attacks it grabs its enemy and pulls chunks of meat from their bones. This attack form uses Physique as its base.

Healing Factor

• **Regeneration:** Once per scene Yamazaru may reduce the level of a Consequence one step.

Experienced

Fantastic +6: Physique Superb +5: Athletics, Provoke
Great +4: Fight, Notice Stress Boxes: 5
Consequences: 2 Minor, Moderate, Severe MP:12

Barbaric Heart

- Hurl: Yamazaru can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Athletics for ranged attacks.
- Roar: It's high-pitched battle cry is utterly unnerving. Once per scene it can make a Provoke attack against all targets within 2 sectors.

Bounding

- Climbing: Yamazaru can climb as easily as anyone else walks. It's movement is not hindered by vertical surfaces.
- Ground Pounder: When it strikes the ground it makes a Physique check against the Athletics of all targets in a sector. 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.
- Leaping: It can travel great distances without touching the ground. In place of its movement and dice action, it can move 5 sectors so long as it has no aspects on it hindering its movement. It must end its turn on a solid surface.
- Improved Leaping: roll to overcome an aspect hindering its movement before leaping.
- Unstoppable: It is nearly impossible to prevent this kaiju from moving. The kaiju may use Physique rather than Athletics to move from one sector to another.

Shocking Grip

- Alternate Attack: When Yamazaru attacks it grabs its enemy and pulls chunks of meat from their bones. This attack form uses Physique as its base.
- Critical Strike: If it succeeds with style it creates the "Shocked" advantage on its target.
- Knockback: Anytime it succeeds with style in a Fight check it may move its target back up to 2 sectors.

Healing Factor

- Durable: It gains one additional stress box.
- Regeneration: Once per scene Yamazaru may reduce the level of a Consequence one step.



Endgame

Epic +7: Physique Fantastic +6: Athletics, Provoke Superb +5: Fight, Notice
Stress Boxes: 5 Consequences: 2 Minor, Moderate, Severe MP:20

Barbaric Heart

- Body Over Mind: Yamazaru's physiology allows it to control its emotions through physical discipline. It may use Physique instead of Will when defending against mental attacks
- Hurl: It can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Athletics for ranged attacks.

- **Hurl Enemy:** If it has placed a “Grappled” or similar aspect on an enemy it may invoke it to throw that enemy up to two sectors. Make a Physique check opposed by the target’s Athletics. If it succeeds the enemy crashes prone to the ground, taking the difference in rolls as shifts of damage. If the enemy succeeds it lands in the sector on its feet, taking no damage.
- **Roar:** It’s high-pitched battle cry is quite unnerving. Once per scene it can make a Provoke attack against all targets within 2 sectors.

Bounding

- **Climbing:** Yamazaru can climb as easily as anyone else walks. It’s movement is not hindered by vertical surfaces.
- **Leaping:** It can travel great distances without touching the ground. In place of its movement and dice action, it can move 5 sectors so long as it has no aspects on it hindering its movement. It must end its turn on a solid surface.
- **Improved Leaping:** It can roll to overcome an aspect hindering its movement before leaping.
- **Ground Pounder:** When it strikes the ground it makes a Physique check against all targets in a sector opposed by their 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:** Once per scene when it hits with a Ground Pounder attack, one of its targets takes shifts of damage instead of receiving an aspect.
- **Unstoppable:** It is nearly impossible to prevent this kaiju from moving. The kaiju may use Physique rather than Athletics to move from one sector to another.

Shocking Grip

- **Alternate Attack:** When Yamazaru attacks it grabs its enemy and pulls chunks of meat from their bones. This attack form uses Physique as its base.
- **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.
- **Critical Strike:** When it succeeds with style it creates the “Shocked” advantage on its target.
- **Damaging Aspect:** When this attack hits, instead of doing damage, it may place the “Shocked” aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If it ties with this attack it causes a point of stress rather than gaining a Boost.
- **Knockback:** Anytime it succeeds with style in a Fight check it may move its target back up to 2 sectors.

Healing Factor

- **Absorption:** Yamazaru gains power by absorbing electricity. When it is struck by an attack using this element it gains the “Fully Charged” Boost. Once per scene it may invoke a scene aspect related to electricity for free.
- **Durable:** It gains one additional stress box.
- **Empowered Absorption:** When it absorbs its specific energy source it regains the use of one of its “once per scene” powers.
- **Regeneration:** Once per scene it may reduce the level of a Consequence one step.
- **Sturdy:** When taking damage it may fill in two Stress boxes at the same time.

KAIBUTSU

The original kaiju was born mighty and has only grown stronger over the decades. Some say each iteration is a new creature, as the monster makers of North Korea perfect their craft. Others believe that this is the self-same creature, driven off – even killed – time and time again, and always coming back stronger than before. Whatever the truth, the fact remains that in a world of monsters, there is only one king.

Motivation: King of the Monsters

Common Instincts: Destruction is its own reward, Fight the Strongest, The Hunt is On

Hiroshima/Chosin Reservoir

Kaibutsu was born when an enormous demonic Oni was bathed in the radiation of the Hiroshima atomic bomb. For this reason those privy to the secret of their birth believe that all kaiju are inherently evil, and seek only destruction. This is surely true of Kaibutsu. It took North Korean scientists only 5 years to regenerate the first kaiju from a few stolen cells back to its original form – just in time to unleash upon a battalion of American Marines fleeing Mao's Million Mutant Militia during the deadly winter of 1950.

Fantastic +6: Fight Superb +5: Physique, Provoke Great +4: Athletics, Notice, Will
Stress Boxes: 4 Consequences: 2 Minor, Moderate, Severe Mutation Points: 6

Atomic Breath

- Alternate Attack: Kaibutsu gathers raw radioactive energy from its body and channels it through its destructive breath. This attack form uses Physique as its base instead of Shoot.
- Blast: It has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away.

Cry of the King:

Roar: Kaibutsu's roar is utterly terrifying. Once per scene it can make a Provoke attack against all targets within 2 sectors.

Indestructible

- Strength at the Base: When Kaibutsu takes stress and that box is already checked, it may check off the next lowest box instead of the next highest.
- Unbreakable Hide: Armor Value 2

Showa-Era

Although Kaibutsu still appeared in North Korea throughout the 50s and 60s, it spent more and more time away from Asia, appearing in the South Pacific and even being reported within sight of the Americas.

Epic +7: Fight Fantastic +6: Physique, Provoke Superb +5 Athletics, Notice, Will
Stress Boxes: 4 (2,3,3,4) Consequences: 2 Minor, Moderate, Severe MP: 17

Cry of the King

- Roar: Kaibutsu's roar is utterly terrifying. Once per scene it can make a Provoke attack against all targets within 2 sectors.
- Mighty Roar: It's roar affects everyone, no matter how far away. Once per scene it can make Provoke attacks against all targets that can hear it. This takes the place of the "Roar" attack.

Atomic Breath

- Weapon Value 2
- Alternate Attack: Kaibutsu gathers raw radioactive energy from its body and channels it through its destructive breath. This attack form uses Physique as its base instead of Shoot.
- Blast: It has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away.
- Blow Through: Its attacks are strong enough to strike many targets at a time. Once per conflict, when it inflicts a physical consequence on an opponent it may also inflict a 2-point physical hit on another opponent in the same sector.

Devastating Rage

- Bug Stomp: Kaibutsu'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.
- Enraged: When it is harmed it only becomes madder. When it takes a Consequence it also gains the aspect "Enraged" with a free invoke.

Indestructible

- Beneath Notice: Kaibutsu cannot take physical stress from human-size enemies.
- Bug Proof: No matter how many humans fight, it shakes off their attacks. Whenever it is attacked by a mob, opponents do not get a teamwork bonus when attacking.
- Hardened: Its stress boxes can take more damage than normal. The first 2 stress boxes absorb 2 and 3 points of stress respectively.
- Regeneration: Once per scene it may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.
- Renewal: Once per session it may clear all damage from its Stress Boxes.
- Strength at the Base: When it takes stress and that box is already checked, it may check off the next lowest box instead of the next highest.
- Unbreakable Hide: Armor Value 2

Heisei-Era

When Kaibutsu returned in the 1980s it was more powerful, more vicious, and completely out of control. It roamed everywhere in the Western Hemisphere; the Pacific Ocean was its hunting ground, and nothing could stand up to its wrath.

Fantastic +7: Fight Superb +6: Physique, Provoke Great +5: Athletics, Notice, Will
Stress Boxes: 4 (2,3,4,4) Consequences: 2 Minor, Moderate, Severe MP:25

Atomic Breath

- Weapon Value 3
- Alternate Attack: Kaibutsu gathers raw radioactive energy from its body and channels it through its destructive breath. This attack form uses Physique instead of Shoot.
- Blast: It has a ranged attack that can strike targets up to 2 sectors away.
- Blow Through: This kaiju's attacks are strong enough to strike many targets at a time. Once per conflict, when the kaiju inflicts a physical consequence on an opponent it may also inflict a 2-point physical hit on another opponent in the same sector.
- Piercing Strike: It can unerringly strike a vital point on its enemy. Once per scene it can force a target to use a Consequence of equal value instead of a Stress box.

Cry of the King

- **Roar:** Kaibutsu's roar is utterly terrifying. Once per scene it can make a Provoke attack against all targets within 2 sectors.
- **Mighty Roar:** Once per scene it can make Provoke attacks against all targets that can hear it. This takes the place of the "Roar" attack.
- **Nightmare Roar:** It's roar is not easily forgotten, and haunts the dreams of its victims. The kaiju's Roar attack fills the target's Severe Mental Consequence with the aspect "Nightmare Fuel", regardless of how much or how little mental damage the target has taken. If the target already has its Severe Mental Consequence full it gains a 2nd Severe Consequence and is taken out. This second consequence can only be healed after the first. The difficulty to recover from this damage is increased by +2.



Devastating Rage

- **Blood in the Water:** When Kaibutsu hurts something it doesn't stop. When invoking a consequence it caused, increase its damage by +2WV.
- **Enraged:** When it is harmed it only makes it 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 either its melee attacks.

Indestructible

- **Absorption:** Kaibutsu gains power by absorbing radiation. When it is struck by an attack using radiation it gains the "Radioactivated" Boost. Once per scene the kaiju may invoke a scene aspect related to radiation for free.
- **Beneath Notice:** Kaibutsu cannot take physical stress from human-size enemies.
- **Deathless:** The kaiju's regeneration does not stop after it is taken out. Once per session the GM may spend a Fate point. The kaiju removes its Severe Consequence and rejoins the battle.
- **Hardened:** Kaibutsu's stress boxes can take more damage than normal. The first 3 stress boxes absorb 2, 3, and 4 points of stress respectively.
- **Regeneration:** Once per scene Kaibutsu may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.
- **Renewal:** Once per session it may clear all damage from its Stress Boxes.
- **Shield of Fear:** Anyone attempting mental contact or mentally attacking it will afterwards suffer a Mental attack from the kaiju's Provoke skill.
- **Strength at the Base:** When Kaibutsu takes stress and that box is already checked, it may check off the next lowest box instead of the next highest.
- **Unbreakable Hide:** Armor Value 2

Millenium Era

In the modern age Kaibutsu has become a force of nature. Wherever it makes landfall calamity ensues, although damage to people and property is mostly only a byproduct. Human beings seem to be beneath its notice. Today Kaibutsu's prey is other kaiju. Ironically it is the prevalence of these giant monsters in the world that actually keep major population areas safe from the king of monsters.

Legendary +8: Fight Epic +7: Physique, Provoke Fantastic +6: Athletics, Notice, Will
Stress Boxes: 4 Consequences: Minor, Moderate, Severe, Unbroken (-8) MP:31

Cry of the King

- **Roar:** Kaibutsu's roar is utterly terrifying. Once per scene it can make a Provoke attack against all targets within 2 sectors.
- **Mighty Roar:** Once per scene it can make Provoke attacks against all targets that can hear it. This takes the place of the "Roar" attack.
- **Nightmare Roar:** It's roar is not easily forgotten, and haunts the dreams of its victims. The kaiju's Roar attack fills the target's Severe Mental Consequence with the aspect "Nightmare Fuel", regardless of how much or how little mental damage the target has taken. If the target already has its Severe Mental Consequence full it gains a 2nd Severe Consequence and is taken out. This second consequence can only be healed after the first. The difficulty to recover from this damage is increased by +2.

Atomic Breath

- Weapon Value 3
- Alternate Attack: Kaibutsu gathers raw radioactive energy from its body and channels it through its destructive breath. This attack form uses Physique instead of Shoot.
- Blast: It has a ranged attack it can unleash on a target up to 2 sectors away.
- Blow Through: This kaiju's attacks are strong enough to strike many targets at a time. Once per conflict, when the kaiju inflicts a physical consequence on an opponent it may also inflict a 2-point physical hit on another opponent in the same sector.
- Dual Strike: It receives a decisive advantage from having multiple attack forms. It may increase the stress of one attack by +1, striking with its claws and breath simultaneously.
- Multi-Attack: It can use two of its attack forms in the same exchange, but must do so against different targets.
- Piercing Strike: It can unerringly strike a vital point on its enemy. Once per scene it can force a target to use a Consequence of equal value instead of a Stress box.

Devastating Rage

- Blood in the Water: When Kaibutsu hurts something it doesn't stop. When invoking a consequence it caused, increase its damage by +2WV.
- Enraged: When it is harmed it only makes it 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 either its melee attacks.
- Raging Charge: When it has the "Enraged" aspect it can make a full move, based on Athletics, and attack in the same exchange.

Indestructible

- Absorption: Kaibutsu gains power by absorbing radiation. When it is struck by an attack using radiation it gains the "Radioactivated" Boost. Once per scene the kaiju may invoke a scene aspect related to radiation for free.
- Beneath Notice: Kaibutsu cannot take physical stress from human-size enemies.
- Calamity: It gains a -8 collateral consequence.
- Crown of Menace: Until it makes a physical attack in a scene, characters with a Will lower than Good (+3) simply cannot attack it. Those with sufficient Will to attack still flinch at first, suffering a -2 to the attack.
- Deathless: The kaiju's regeneration does not stop. Once per session the GM may spend a Fate point. The kaiju removes its Severe Consequence and rejoins the battle.
- Hardened: Kaibutsu's stress boxes can take more damage than normal. The first 3 stress boxes absorb 2, 3, and 4 points of stress respectively.
- Never Broken: It gains a -8 physical consequence which recovers in the same way a -2 consequence does.
- Regeneration: Once per scene Kaibutsu may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.
- Renewal: Once per session it may clear all damage from its Stress Boxes.
- Shield of Fear: Anyone attempting mental contact or mentally attacking it will afterwards suffer a Mental attack from the kaiju's Provoke skill.
- Strength at the Base: When Kaibutsu takes stress and that box is already checked, it may check off the next lowest box instead of the next highest.
- Unbreakable Hide: Armor Value 2

NEW KAIJU MUTATIONS

Assassin's Wind (requires two other Stealth-related stunt): If a target is unaware of the kaiju's presence it can take a portion of its movement, make a Fight attack, and return to its hiding location provided it has sufficient movement to do so.

Beneath Notice (requires 3 other defensive mutations): The kaiju cannot take physical stress from human-size enemies. This includes conventional tanks and aircraft. Mecha-class weapons used on vehicles or in installations can still do injury. In settings where it is already impossible to damage kaiju with human weapons then human-size enemies cannot create advantages that will affect the kaiju.

Death from Below (Requires "Burrowing"): The kaiju is an expert at attacking from out of the ground. Once per scene it may invoke "Death from Below" for free when making an attack that originates from underground.

Empowered Absorption (Requires Absorption): When the kaiju absorbs its specific energy source it regains the use of one of its "once per scene" powers.

Flawless Defense: Spend a Fate point when the kaiju arrives on the scene. You must announce you are spending a Fate point to activate a mutation, but you do not have to specify which. The kaiju will be immune to either physical or mental damage for the duration of the scene. This damage type must be chosen when the mutation is chosen. **Weakness:** There must be some means of bypassing the kaiju's flawless defense. A character may attempt to make an appropriate skill check to overcome either the kaiju's Will or Physique, depending on whether the Defense applies to mental or physical damage. If this succeeds the character may communicate this to others on the team. They may then make a similar check at +2. Those who succeed can bypass Flawless Defense.

Heightened Reaction: The kaiju's Notice is treated as +2 for purposes of determining who goes first in an exchange.

Hidden Shot: If a target is unaware of the kaiju's location it can make a Shoot attack without revealing its location.

Hidden Strike: If a target is unaware of the kaiju's location it can use Stealth instead of Fight to make physical attacks.

Hurl (Updated): This kaiju can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Physique for ranged attacks.

Life Sense: It's highly-tuned senses can always find biological organisms. It gains a +2 anytime it is trying to locate a living thing that is hiding. In addition it is always aware of the location of living things not actively trying to hide and can compensate for them in combat. Multiple living opponents never get a teamwork bonus when attacking it.