BIG BOOK OF KAIJU

怪獣の大図鑑

Volume 3.

A Sourcebook for MECHA VS KAIJU

POWERED BY FATE™

By Johnathan Wright

THE BIG BOOK OF KAIJU

怪獣の大図鑑

"Kaiju No Daizukan"

KAIJU OF THE SEA

海の怪獣

"Umi No Kaiju"

"They say the sea is cold, but the sea contains the hottest blood of all."
Wales Weep Not, D.H.Lawrence

Yet the blood of wales is nothing compared to the diabolical kaiju. When the monster-makers of North Korea had secured their land border they created creatures to defend their shoreline. But their creations are not the only monsters of the sea – it teems with alchemical beasts, watched over by the ancient prophet of the waves, the great sea-turtle Kameyuu!

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Mecha vs Kaiju:Kaiju of the Sea
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Artwork by Butch Mapa
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 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.

The oceans of the MvK world are a dangerous place. Ever since the 1970s the oceans have been filled with uncontrolled aquatic kaiju. They strike without warning, and their favorite meal is shipping. In this world there are no oceanliners – nobody sails the sea for pleasure. Personal boats never go beyond the shoreline, and yachts are almost unheard of. Shipping of merchandise and raw materials is still necessary, so ships travel in huge convoys protected by naval vessels. The principal job of the U.S. Navy in the MvK world is to defend shipping from kaiju attacks in the Pacific and Indian oceans, as well as the Sea of Japan. This is an especially difficult job, since North Korea is within its defense sphere, and has the right to use kaiju within its territorial waters. The Atlantic, as has always been the case, is primarily the province of the Royal Navy of Great Britain.

All kaiju in this book are Aquatic, and are assumed to have all the benefits of this mutation: +2 to Create advantage or Overcome actions with Athletics used to move in the water; they are able to breath, move, and see normally underwater.

EBITENSHU

Sometimes called the "Lobstrosity," Ebitenshu is a huge mutated crustacean that patrols the territorial waters around North Korea. First identified in 1969, some believe this kaiju was created as an answer to the threat of spy vessels like the American Navy's U.S.S. Pueblo, captured in the early 60s. Ebitenshu has proven to be a clever combatant, able to move well on ground and water, and even capable of manipulating objects, though it only has two huge pincers for arms.

This kaiju has never attacked Japan, but there have been reported ocean sightings in Pacific waters. Shipping in this area suffers an unusual level of loss, and some suspect that Ebitenshu may be responsible. Because these losses are always targeted on commercial vessels rather than military, some suspect that Ebitenshu's attacks may be directed, which would make it one of the most controllable kaiju in the North Korean arsenal.

<<<Capt. Spawding>>>North Korea is bordered on two sides by water, and was attacked from the sea during its war with America. It stands to reason that they would guard those shores with kaiju, just like they do the DMZ. But don't let their public line fool you, these beasts are more often seen outside North Korea's territorial waters threatening shipping then they are patrolling the shoreline.

<<<Pateren>>>Ebitenshu is yet another example of how degenerate kaiju creation has become. Rather than maintaining the purity of the original kaiju stock, the North Koreans have continually sought to taint the kaiju kingdom with crass mutations.

<<<Shimon>>>"Kingdom of Kaiju" WTF?!?!

<<<Rinen>>>I think by "kingdom" Pateren is referring to biological nomenclature – kingdom, phylum, class, order, family, genus, species.

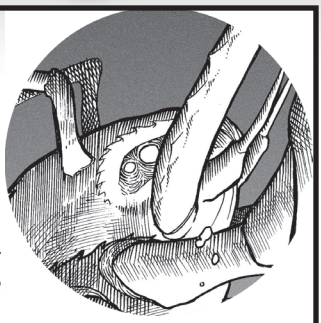
<<<Odokemono>>>Look at the big brain on Rinen!

<<<Rinen>>> Don't get me wrong, I'm no scientist - it's just that list is the only thing I remember from my biology class in high school.

Motivation: As Loyal as They Come

Common Instincts: Attack on Command; Close to Home; Protect the Homeland

Aspect only



Skills: +6 Athletics; +5 Fight, Notice; +4 Physique, Provoke, Will
Stress: 4 MP: 4
Consequences: Medium, Moderate, Severe
Lobstrocity: Shell – Armor Value +1
Colossal Claws: Weapon Value +1
• Blood in the Water: When Ebitenshu hurts something it doesn't stop. When invoking a consequence it caused, increase the kaiju's damage by +2WV.

Experienced

Skills: +6 Athletics; +5 Fight, Notice; +4 Physique, Provoke, Will
Stress: 4 Consequences: Minor, Moderate, Severe MP: 9
Lobstrocity
• Durable. It gains 1 additional stress box.
• Shell: Armor Value +2
Colossal Claws
• Weapon Value: +1WV
• Blood in the Water: When Ebitenshu hurts something it doesn't stop. When invoking a consequence it caused, increase the kaiju's damage by +2WV.
• Damaging Aspect: When this attack hits, instead of doing damage, Ebitenshu may place the "Horrible Gash" 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 1 point of physical stress rather than gaining a Boost. This aspect may be removed with a Lore check, if the target is biological, or a Craft check if the target is artificial.
• 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. If that Consequence is full the attacker cannot use this ability.
• Reactive Defense: It can automatically create an advantage on anyone closing to attack before they can reach it. Before the attacker rolls dice it can make a Fight check opposed by the attacker's Fight. If it succeeds Ebitenshu creates the "Horrible Gash" aspect on the attacker.

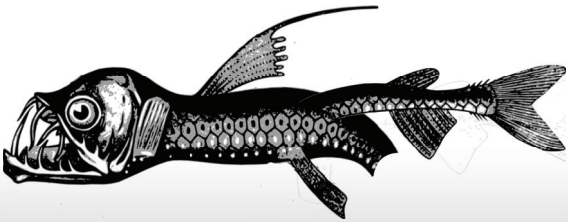
Endgame

Skills: +7 Athletics; +6 Fight, Notice; +5 Physique, Provoke, Will
Stress: 4 Consequences: Minor, Moderate, Severe MP: 18
Lobstrocity
• Deflection: It's shell deflects ranged attacks away. Increase Armor Value by +2 against such attacks.
• Keen Sense: It has a particularly acute sense of hearing. It gains +2 to defend or overcome with Notice when that sense is the primary one being used.

• Extraordinary Sense: It possesses Sonar, allowing it to see and hear things not normally detectable by common senses. This sense is an aspect which can be invoked to detect the kaiju's environment when it would normally be impossible to do so.
• Gallup: It 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.
• Replacement Sense: It is able to target opponents with Sonar, rather than sight. It uses Physique to detect targets while in the water.
• Shell: Armor Value +2

Colossal Claws

• Weapon Value: +3
• Blood in the Water: When Ebitenshu hurts something it doesn't stop. When invoking a consequence it caused, increase the kaiju's damage by +2WV.
• Crippling: Once per scene, when it creates an aspect on its target, that aspect cannot be removed through normal means. Against biological targets, this aspect must be healed like a Mild Consequence. If the target is artificial the aspect must be repaired.
• Damaging Aspect: When this attack hits, instead of doing damage, it may place the "Horrible Gash" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If Ebitenshu ties with this attack it causes 1 point of physical stress rather than gaining a Boost. This aspect may be removed with a Lore check, if the target is biological, or a Craft check if the target is artificial.
• Hurl: This kaiju can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Athletics for ranged attacks.
• Multi-Attack: This kaiju 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. If that Consequence is full the attacker cannot use this ability.
• Reactive Defense: It can automatically create an advantage on anyone closing to attack before they can reach it. Before the attacker rolls dice it can make a Fight check opposed by the attacker's Fight. If it succeeds Ebitenshu creates the "Horrible Gash" aspect on the attacker.
• Rending Strike: Once per scene, when it causes its target to take a consequence, it can force the target to use the next higher consequence. For example, if the kaiju's target is taking a Moderate Consequence, it can Rend the target for a Severe Consequence instead.



OKKANAISAURUS

<<<Kagakusha>>> Okkanaisaurus was the last kaiju to be positively identified as originating from the Undersea Shogunate of Mu. After a year of battle with the surface world, the Muans had won many skirmishes, but had always been repulsed due to their inherent biological limitations. But the Typhundis Protocol made it possible for them to walk the earth, and for their sea craft to fly through the air with great agility, while grounding our own aircraft.

While the Self-Defense Force countered their seamaruai army, the Anti-Kaiju Force dealt with their crab tanks and shark fighters. Even the arrival of the kaiju Meguro was countered by the mighty mecha Kagutsuchi. But Okkanaisaurus had never been seen before, and the gargantuan beast tipped the balance in the Muan's favor for a time.

It was only the heroism of the Mecha Assault Force in ending the permanent typhoon that had engulfed the islands that allowed victory against this terrifying beast.

<<<Odokemono>>>Man, can you be any more dramatic? It's kinda ironic for a scientist to rock the purple prose like this. Okkanaisaurus was a chump. I mean, c'mon..."Huge Frightening Lizard"? What the hell is that for a kaiju name. Loser from day one.

<<<Capt. Spawding>>>I don't know about popularity contests, but I was a raw AKF recruit in '76, and I saw what Okkanaisaurus could do. The thing hits like a typhoon: hard and fast, and blows itself out just as fast. First he overturned two cruisers and crippled a destroyer. Then he started on our gazer companies, and I saw a tank fly like a football when he kicked it. Most of you have no living memory of this creature, because we fought it and we stopped it in the islands. But make no mistake – we did not kill it, and I live in dread of the day it returns.

Motivation: Defender of Mu

Common Instincts: Death to Surface Dwellers; Destroy All Enemies; I hear and Obey

Aspect Only

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

Alchemical Leviathan

Mind over Body: The kaiju's spirit augments its physiology. It may use Will instead of Fight when defending against Fight attacks.

Mystic Blast

• Blast: Okkanaisaurus has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away with this attack.
• Psychic Attack: The kaiju can launch ranged attacks with Will instead of Shoot.

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

Alchemical Leviathan
• Armor Value 1
• Mind over Body: Okkanaisaurus's spirit augments its physiology. It may use Will instead of Fight when defending against Fight attacks.
• Sacrificial Spirit: Even a kaiju understands that sometimes sacrifice is necessary for success. The kaiju fills a mental stress box and gains a bonus to its next die roll equal to the level of the stress box.
• Spiritual Armor: It is capable of absorbing damage through sheer force of will. When taking Physical Stress it may apply this to either its Physical or Mental Stress track.
• Multi-Limbed: Tail – It may make a resisted Physique check to knock down an opponent.

Eye of Dagon
• Danger Sense: Okkanaisaurus 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.
• Gaze: Just looking at this kaiju causes mental pain. The first time an attacker targets the kaiju, they must Defend against a Will attack from the monster with their own Will. If they fail they take Mental Stress.
• Terrifying: This kaiju instills terror in those around it. +2 to create advantages that frighten others using Provoke.

Overawe
• Blast: Okkanaisaurus has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away with this attack.
• Damaging Aspect: When this attack hits, instead of doing damage, the kaiju may place the aspect "Overawed" 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.
• Psychic Attack: The kaiju can launch ranged attacks with Will instead of Shoot.

Endgame
Superb +7: Will Fantastic +6: Athletics, Notice
Superb +5: Fight, Physique, Provoke
Physical Stress: 4 Mental Stress: 4
Consequences: 3 Minor, Moderate, Severe MP: 17
Alchemical Leviathan
• Armor Value: 1
• Claws: Weapon Value

• Mind over Body: Its spirit augments its physiology. It may use Will instead of Fight when defending against Fight attacks.
• Sacrificial Spirit: Even a kaiju understands that sometimes sacrifice is necessary for success. The kaiju fills a mental stress box and gains a bonus to its next die roll equal to the level of the stress box.
• Spiritual Armor: It is capable of absorbing damage through sheer force of will. When taking Physical Stress it may apply this to either its Physical or Mental Stress track.
• Multi-Limbed: Tail – It may make a resisted Physique check to knock down an opponent.

Eye of Dagon
• Danger Sense: This kaiju gains a +2 to detect an ambush. Nov scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.
• Gaze: Just looking at this kaiju causes mental pain. The first time an attacker targets the kaiju, they must Defend against a Will attack from the monster with their own Will. If they fail they take Mental Stress.
• Abyssal Gaze: The pain of looking at this kaiju continues indefinitely. An attacker who has suffered Mental Stress from a kaiju's Gaze attack must attempt a Will overcome to attack that kaiju, with a target equal to the kaiju's Will skill. If the attacker fails it takes one point of Mental Stress.
• Terrifying: This kaiju instills terror in those around it. +2 to create advantages that frighten others using Provoke.

Overawe
• Alternate Defense: This attack form is defended with Will instead of Fight or Athletics. However the target must first have the "Overawed" aspect placed on it.
• Blast: Okkanaisaurus has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away with this attack.
• Critical Strike: When a Mystic Blast succeeds with style it creates the advantage "Overawed" on its target.
• Damaging Aspect: When this attack hits, instead of doing damage, the kaiju may place the aspect "Overawed" 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.
• Doomsday: This kaiju saves its most terrifying attack for its final act. When the kaiju is taken out it detonates, affecting every target in its sector and all adjacent sectors with an Overawe attack.
• Dual Strike: This kaiju receives a decisive advantage from having multiple attack forms. When using Overawe on an adjacent target it may strike with its claws as well, increasing the the stress inflicted by an attack by two.
Psychic Attack: The kaiju can launch ranged attacks with Will instead of Shoot.

TI-LUNG

In the mid 1960's North Korea redoubled their efforts to strengthen diplomatic ties with China. In celebration of the 10th anniversary of his "victory", Kim Il Sung planned a great celebration to honor both themselves and the country that made victory possible: China. To that end the scientists at the Chosin facility created a kaiju inspired by the Chinese dragons of legend. Ti Lung was to be the symbol of Sino-Korean fellowship.

Due to its importance as a symbol, great care was taken in ensuring that the government had absolute control over Ti Lung. As the appointed day neared the creature quietly traveled down the rivers on its journey to Inchon, as docile as a puppy. On the day of celebration the great beast appeared at the mouth of the river, made a ceremonial bow to the reviewing stand, and charged out into the ocean waters...and out of Korean control forever.

There are many theories to explain this event: a chemical reaction with the salt water of the ocean, unexpected limitations with kaiju control, even the influence of the Undersea Shogunate of Mu. All anyone knows for sure is that Kim Il Sung was personally humiliated before the Chinese delegation, and the scientists at the Chosin facility paid the ultimate price.

<<<Shigakka>>>This was a watershed moment in kaiju development. An entire generation of the monsters, ready to lead the North Korean military into the 1970s, withered on the vine as facilities were shut down and equipment moved to a closer venue, where the "Great Leader" could keep a closer watch. Scientists were purged, and hundreds of people died or were imprisoned in the scandal. Many point to this as the main reason kaiju attacks slowed in the 1970s (the war with the Undersea Shogunate notwithstanding) and eventually stopped in 1976. It would take North Korea 20 years to recover and launch a new offensive in the 1980s.

<<<Ekisaito>>>And it was the Monster Maker that made that possible! The guy works like magic, blending DNA like an orchestra composer, creating some of the WILDEST beasties ever seen on Earth!

<<<Iseika>>>I would like to reiterate that the so-called "Monster Maker" is a myth. The strange kaiju mutations seen since the advent of the Heisei period are just that: mutations influenced by the preponderance of kaiju DNA that has entered the biosphere. I'm sure our scientific fellows will agree.

<<<Kagakusha>>>POST REMOVED BY AUTHOR

<<<Kagakusha>>>No. There. Is. No. Evidence. That. The. Monster. Maker. Exists. Yes. It. Is. All. Mutations.

<<<Ekisaito>>>WTF?!?!

<<<Rouzeki>>>Somebody got to him. So much for post anonymity. Time to update your VPN settings folks!

Motivation: Freedom of the Sea

Common Instincts: Blitz Attack; Death to the Opposition ; Independant Will

Aspect Only

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

Master of the Sea

• Camouflage: Ti-Lung can change its color, density, even the thermo-electric signature of its skin to blend in with its surroundings and avoid detection. It uses its Stealth skill as normal against those trying to locate it.
• Gallup: It 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.
• Signature Maneuver: It has perfected the "Grapple" combat move. When it succeeds at a resisted Physique check it creates the "Grappled" aspect on the target with 2 free invokes.

Experienced

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

Master of the Depths

• Camouflage: Ti-Lung can change its color, density, even the thermo-electric signature of its skin to blend in with its surroundings and avoid detection. It uses its Stealth skill as normal against those trying to locate it.
• Gallup: It is capable of great speed. It moves three sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement.
• Slither: It always finds a way through. Scene aspects that affect moving from one sector to another have no affect on this kaiju.
• Supersonic: This kaiju can move at "Rocket" speed, breaking the sound barrier. By triggering a burst of speed it can Attack with its Athletics skill, targeting everyone in the sector.

Sea Serpent

• Blood in the Water: When Ti-Lung hurts something it doesn't stop. When invoking a consequence it caused, increase the kaiju's damage by +2WV.
• Piercing Strike: This kaiju 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.
• Signature Maneuver: It has perfected the "Grapple" combat move. When it succeeds at a resisted Physique check it creates the "Grappled" aspect on the target with 2 free invokes.
• Signature Attack: When the kaiju succeeds with style on an attack it can tag the "Grappled" aspect with a free invoke instead of receiving a boost.

• Surprise Attack: When the kaiju attacks, its target rolls against the kaiju's Stealth check. If it fails the kaiju gains a "Surprise Attack" boost on it, which it may immediately invoke.
• Vicious Comeback: This kaiju can respond to avoiding an attack with a savage repost. When it succeeds in a defensive Fight roll, the kaiju gains +1 on its next attack against the opponent who tried to hit it. If it succeeds with style on its defense roll, gain +2.

Endgame

Superb +7: Fight Fantastic +6: Athletics, Physique
Superb +5: Notice, Provoke, Stealth
Stress: Consequences: 2 Minor, Moderate, Severe MP: 17

Master of the Depths

• Camouflage: Ti-Lung can change its color, density, even the thermo-electric signature of its skin to blend in with its surroundings and avoid detection. It uses its Stealth skill as normal against those trying to locate it.
• Gallup: It is capable of great speed. It moves four sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement.
• Slither: It always finds a way through. Scene aspects that affect moving from one sector to another have no affect on this kaiju.
• Supersonic: This kaiju can move at "Rocket" speed in the water, breaking the sound barrier. By triggering a burst of speed it can Attack with its Athletics skill, targeting everyone in the sector.

Sea Serpent

• Blood in the Water: When Ti-Lung hurts something it doesn't stop. When invoking a consequence it caused, increase the kaiju's damage by +2WV.
• Charger: This attack is best used after closing in with a target. If it successfully attacks a target after taking a move action towards them increase the Weapon Value by +2.
• Counter Attack: Anyone in melee combat who inflicts a consequence on this kaiju will suffer an immediate melee attack in return. This attack does not count as the kaiju's action.
• Piercing Strike: This kaiju 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.
• Signature Maneuver: It has perfected the "Grapple" combat move. When it succeeds at a resisted Physique check it creates the "Grappled" aspect on the target with 2 free invokes.
• Signature Attack: When the kaiju succeeds with style on an attack it can tag the "Grappled" aspect with a free invoke instead of receiving a boost.
• Surprise Attack: When the kaiju attacks, its target rolls against the kaiju's Stealth check. If it fails the kaiju gains a "Surprise Attack" boost on it, which it may immediately invoke.

• Vicious Comeback: This kaiju can respond to avoiding an attack with a savage repost. When it succeeds in a defensive Fight roll, the kaiju gains +1 on its next attack against the opponent who tried to hit it. If it succeeds with style on its defense roll, gain +2.
• Vicious Surprise: The speed of the kaiju's defense leaves its opponent off balance. When it succeeds in a defensive Fight roll, the kaiju places a boost on its opponent, such as Overextended or Off-Balance. If it succeeds with style on its defense roll, the kaiju receives a two invokes on the boost.
• Vicious Speed: The kaiju is so fast its enemy consistently misses it and strikes the area around it. When the kaiju dodges a blow with Fighting its opponent instead attacks the map, causing collateral damage. The kaiju gains one free invoke of any Scene Aspect, or two free invokes if it succeed with style.

KAMEYUU

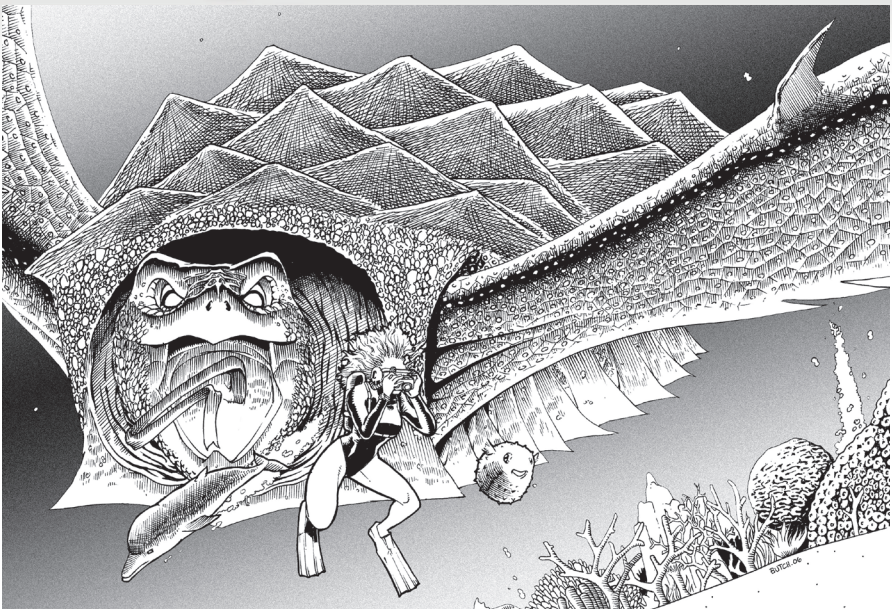
Kameyuu is one of the most ambiguous creatures in the MvK world. Since its first recorded appearance in 1959 it has been a destroyer, protector, avenger. This is due to the machinations of the Undersea Shogunate of Mu and their dark sea god, Dagon.

The most important thing to know about Kameyuu is that it is intelligent, holding within itself the wisdom of the sea, collected since the time before time. Which is the next thing to understand about Kameyuu: it is ancient – not a kaiju in the modern sense at all, but rather a being from the time the Kami walked the Earth. Before Izanagi and Izanami dipped their spears into the sea, and the drops which fell became the islands of Japan, Kameyuu dwelt beneath those waves. It fought against the Oni in the great war before time. It defended the sea against the first inhabitants of the continent of Mu, when they gave their souls over to Black Dagon, the Sea King. It counseled the survivors of the Heisei clan when they fled Japan into the sea and rediscovered the sunken continent of Mu. It opposed their war against Japan when those new Muans gave themselves over to Dagon for the promise of death to their enemies. In the war that followed Kameyuu was captured, put into an enchanted sleep, and set adrift upon the sea, becoming the foundation for a hundred legends about floating islands.

When the Muans finally took their war to the surface world they carved runes of control upon Kameyuu's shell and used it as a weapon against the humans. It was only when commanded to destroy the innocent that this control was broken. Since then the great turtle has dwelt beneath the waves, continuing its ongoing battle against Dagon, and defending the free creatures of the sea. As the human's harvest of the sea has become wholesale slaughter, and its aerial pollutants have caused the temperature of the sea to raise, Kameyuu has turned its eye to humanity, and to the great question of whether they can be trusted with stewardship of the world.

Motivation: Prophet of the Waves

Common Instincts: Defend the Children of the Sea; Fight Followers of Dagon; Punish Despoilers



Kameyuu Controlled

When it was first encountered, Kameyuu had slept for centuries. It was torpid and acting under the domination of the Muans. As such it was little more than a destructive puppet and not operating at its full strength.

Fantastic +6: Physique	Superb +5: Athletics, Notice
Great +4: Fight, Shoot, Will	MP Total: 11
Stress: Physical 5; Mental 4	Consequences: 2 Minor, Moderate, Severe

Elemental Sacs

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

• Damage Modulation: It's "elemental sacs" can produce any variety of energy to power its blast attack, allowing it to vary the damage form to take advantage of weaknesses within its enemy. For example, in surface battles it often attacks with fire to set an area ablaze, while under water it will shoot lightning to electrify its prey. Using this stunt does not require an action.

• Scatter: This attack spreads its damage over a wide area, making it easy to hit but doing less damage the farther away the target is. It gains a +2 to hit but reduces damage by -1 shift for each sector the attack enters.

Impenetrable Shell

• Armor Value 1

• Calamity: Kameyuu brings utter devastation to any place it walks. The kaiju gains a -8 collateral consequence.

• Durable: It gains an additional stress box.

• Immunity: It is very difficult to affect this kaiju with a Water Attacks. Attacks of this kind cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. The kaiju may invoke their immunity if attacked by a weapon with an affect they are immune to.
• Specialized Defense: It defends against Fight attacks with Physique.
• Spiked Body: Its body is covered in spikes, granting a +1 to defend against Fight attacks. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.
• Unyielding: Its Will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.

Born of the Sea

• Aquatic: Kameyuu is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.
• Keen Sense: It has particularly acute vision. The kaiju gains +2 to defend or overcome with Notice when that sense is the primary one being used.
• Extraordinary Sense: It possesses Sonar, and can see and hear things not normally detectable by common senses. This sense is an aspect which can be invoked to detect the kaiju's environment when it would normally be impossible to do so.

Kameyuu Awakened

Once freed from Muan control, Kameyuu tried to return to its previous state of traveling the seas and protecting the denizens there. However the encroachment of humanity, its ships and its monsters, made this a difficult prospect. However it was finally healed in body, mind, and spirit, and tried its best to live in peace with the surface.

Fantastic +6: Physique	Superb +5: Athletics, Notice	MP Total: 19
Great +4: Fight, Shoot, Will	Good +3: Contacts, Empathy, Lore, Rapport	
Stress: Physical 5; Mental 4	Consequences: 2 Minor, Moderate, Severe	

Born of the Sea

• Aquatic: Kameyuu is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.
• Keen Sense: It has particularly acute vision. The kaiju gains +2 to defend or overcome with Notice when that sense is the primary one being used.
• Extraordinary Sense: It possesses Sonar, and can see and hear things not normally detectable by common senses. This sense is an aspect which can be invoked to detect the kaiju's environment when it would normally be impossible to do so.
• Speed Boost: While underwater it moves two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. It's underwater speed increases to the equivalent of an automobile on the open road.

• Turbo Boost: It gains +2 to create advantage or overcome actions related to movement.
• 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.

Elemental Sacs

• Blast: Kameyuu has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
• Damage Modulation: It's "elemental sacs" can produce any variety of energy to power its blast attack, allowing it to vary the damage form to take advantage of weaknesses within its enemy. For example, in surface battles it often attacks with fire to set an area ablaze, while under water it will shoot lightning to electrify its prey. Using this stunt does not require an action.
• Scatter: This attack spreads its damage over a wide area, making it easy to hit but doing less damage the farther away the target is. It gains a +2 to hit but reduces damage by -1 shift for each sector the attack enters.

Impenetrable Shell

• Armor Value 2
• Calamity: Kameyuu brings utter devastation to any place it walks. The kaiju gains a -8 collateral consequence.
• Durable: It gains an additional stress box.
• Immunity: It is very difficult to affect this kaiju with a Water Attacks. Attacks of this kind cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. The kaiju may invoke their immunity if attacked by a weapon with an affect they are immune to.
• Specialized Defense: It defends against Fight attacks with Physique.
• Spiked Body: Its body is covered in spikes, granting a +1 to defend against Fight attacks. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.
• Unyielding: Its Will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.

Prophet of the Sea

• Commune: Kameyuu can contact the Kami of the sea in their places of power. When it arrives at such a place it spends a Fate point to establish contact. From there it may speak to the entity as it would any other character, and they will provide whatever help it can convince them to offer. This usually takes the form of a Blessing, a scene Aspect it can invoke to do extraordinary things. Invoking a Blessing can allow it to perform super-human physical or mental feats.
• Soul Sight: It can use the Empathy skill without the need for interpersonal contact. To do this it must be able to see and hear the target, though it need not be physically present. It may also use this power if it is in Telepathic communication with the target.
• Telepathy: You may speak with others by projecting your thoughts, as well as sense the minds of other creatures. By spending a Fate point you may communicate with anyone you have met face-to-face, no matter the distance.

Kameyuu Ascendant

Having spent years dealing with humans, Kameyuu has determined that they are as much a threat to the world as the Muans ever were, perhaps even moreso. The Muans, at least, could trace their corruption to the influence of Dagon. But humans despoil and corrupt the world out of their own selfish desires. Such a sickness cannot be cured – it must be purged.

Epic +7: Physique Fantastic +6: Athletics, Notice MP Total: 26
Superb +5: Fight, Shoot, Will Great +4: Contacts, Empathy, Lore, Rapport
Stress: Physical 6; Mental 4 Consequences: 2 Minor, Moderate, Severe

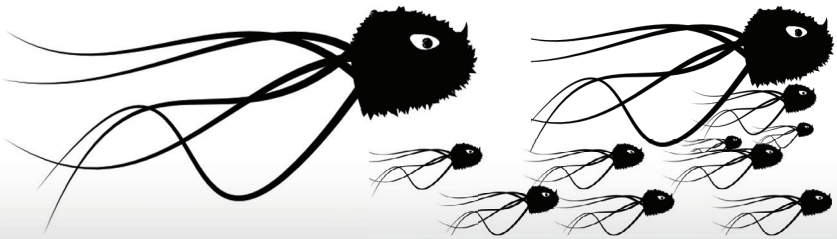
Born of the Earth

• Aquatic: Kameyuu is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.
• Flight: By redirecting the power of its Elemental Sacs, Kameyuu can fly. It 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.
• Keen Sense: It has particularly acute vision. The kaiju gains +2 to defend or overcome with Notice when that sense is the primary one being used.
• Extraordinary Sense: It possesses Sonar, and can see and hear things not normally detectable by common senses. This sense is an aspect which can be invoked to detect the kaiju's environment when it would normally be impossible to do so.
• Speed Boost: While underwater it moves two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. It's underwater speed increases to the equivalent of an automobile on the open road.
• Supersonic: This kaiju can move at "Rocket" speed in the water, breaking the sound barrier. By triggering a burst of speed it can Attack with its Athletics skill, targeting everyone in the sector.
• Turbo Boost: It gains +2 to create advantage or overcome actions related to movement.
• 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.

Elemental Sacs

• Blast: Kameyuu has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
• Damage Modulation: It's "elemental sacs" can produce any variety of energy to power its blast attack, allowing it to vary the damage form to take advantage of weaknesses within its enemy. For example, in surface battles it often attacks with fire to set an area ablaze, while under water it will shoot lightning to electrify its prey. Using this stunt does not require an action.
• Scatter: This attack spreads its damage over a wide area, making it easy to hit but doing less damage the farther away the target is. It gains a +2 to hit but reduces damage by -1 shift for each sector the attack enters.

Impenetrable Shell
• Armor Value 2
• Calamity: Kameyuu brings utter devastation to any place it walks. The kaiju gains a -8 collateral consequence.
• Durable: It gains two additional stress boxes.
• Immunity: It is very difficult to affect this kaiju with a Water Attacks. Attacks of this kind cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. The kaiju may invoke their immunity if attacked by a weapon with an affect they are immune to.
• Specialized Defense: It defends against Fight attacks with Physique.
• Spiked Body: Its body is covered in spikes, granting a +1 to defend against Fight attacks. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.
• Unyielding: Its Will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.
Prophet of the Doom
• Commune: Kameyuu can contact the Kami of the sea in their places of power. When it arrives at such a place it spends a Fate point to establish contact. From there it may speak to the entity as it would any other character, and they will provide whatever help it can convince them to offer. This usually takes the form of a Blessing, a scene Aspect it can invoke to do extraordinary things. Invoking a Blessing can allow it to perform super-human physical or mental feats.
• Enraged: When this kaiju is harmed it only makes it madder. When the kaiju takes a Consequence it also gains the aspect "Enraged" with a free invoke.
• Soul Sight: It can use the Empathy skill without the need for interpersonal contact. To do this it must be able to see and hear the target, though it need not be physically present. It may also use this power if it is in Telepathic communication with the target.
• Telepathy: You may speak with others by projecting your thoughts, as well as sense the minds of other creatures. By spending a Fate point you may communicate with anyone you have met face-to-face, no matter the distance.
• Towering Rage: Blind anger helps this kaiju ignore damage it would normally have to avoid. A kaiju with the "Enraged" aspect may use Physique instead of Athletics to resist ranged attacks.
• Truthsayer: It always know if a target is lying, provided the target's Deceive skill is equal to or lower than its Empathy.



NEW KAIJU MUTATIONS

Aquatic: [Update] This kaiju is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.

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.

Camouflage: This kaiju can change its color, density, even the thermo-electric signature of its skin to blend in with its surroundings and avoid detection. It uses its Stealth skill as normal against those trying to locate it.

Gallup: [Update] 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. This stunt may be taken multiple times, adding one sector each time.

Surprise Attack: (requires "Camouflage") When the kaiju attacks, its target rolls against the kaiju's Stealth check. If it fails the kaiju gains a "Surprise Attack" boost on it, which it may immediately invoke.

Damaging Aspect: [Update] When this attack hits, instead of doing damage, the kaiju may place a specific aspect on the target, such as "Witch Fire" or "Corrosive Acid". 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 1 point of physical stress rather than gaining a Boost. This aspect may be removed with a Lore check, if the target is biological, or a Craft check if the target is artificial.

Dual Strike: [Update] This kaiju receives a decisive advantage from having multiple attack forms. If a kaiju has more than one attack form it may increase the stress inflicted by an attack by two. Example: a kaiju with Evisceration Strike and Burning Gaze would be able to add fire to its strike, doing an additional point of stress.

Mind over Body: The kaiju's spirit augments its physiology. It may use Will instead of Fight when defending against Fight attacks.

Signature Maneuver: [Update] This kaiju has perfected a particular combat move. When the kaiju creates that specific advantage on an opponent, such as "Claw of the Beast" or "Covered in Goo", it gains an additional free invoke of the aspect.

Spiritual Armor (requires "Mind Over Body"): The kaiju is capable of absorbing damage through sheer force of will. When taking Physical Stress it may apply this to either its Physical or Mental Stress track.

Spiritual Body (requires "Spiritual Armor"): The kaiju's body is suffused with mystic energy. It uses Will instead of Physique to determine Physical Stress and Consequences.

Supersonic: (requires a movement mutation) This kaiju can move at "Rocket" speed, breaking the sound barrier. By triggering a burst of speed it can Attack with its Athletics skill, targeting everyone in the sector.