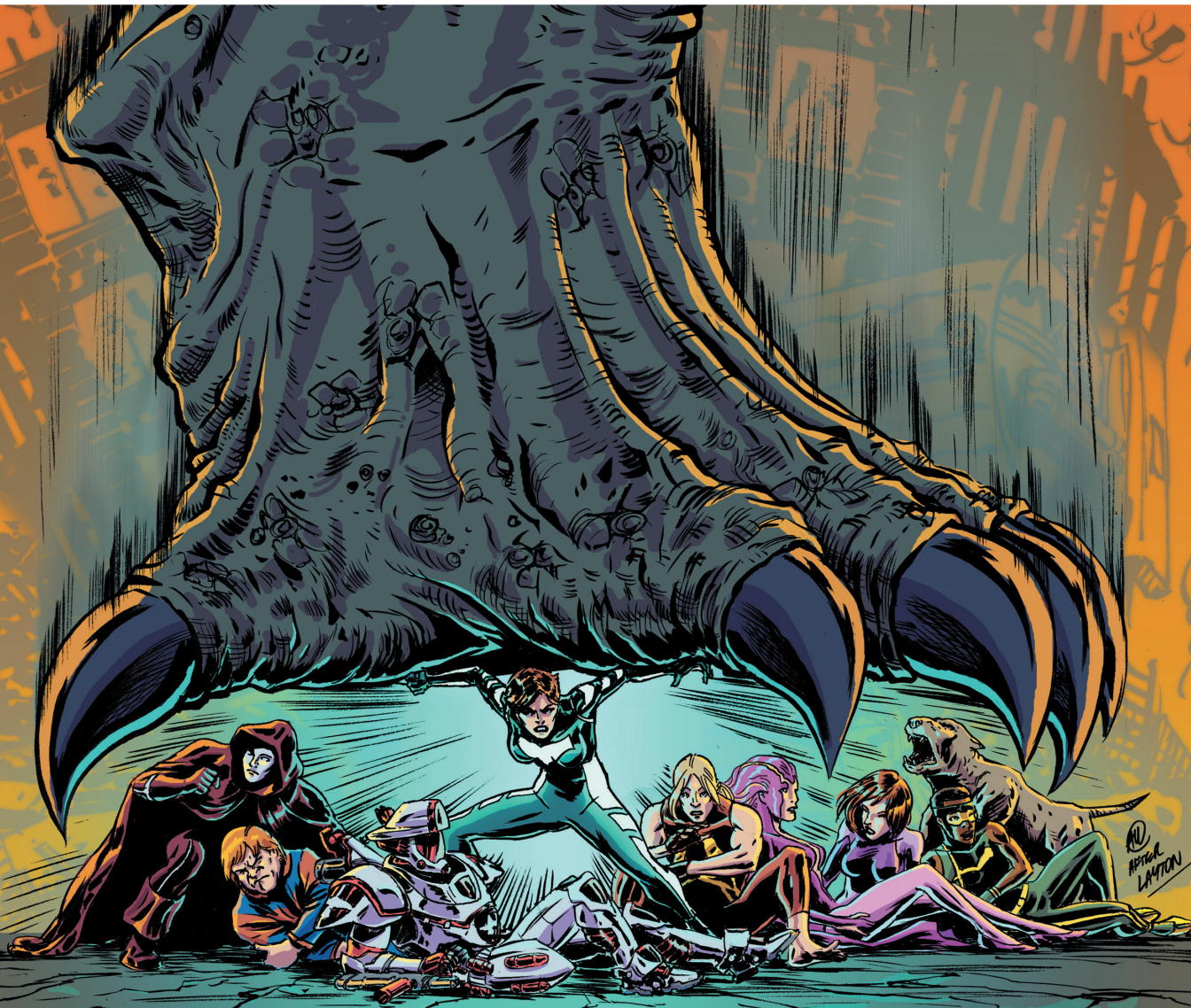


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Issue

DUE VIGILANCE



KAIJU KULTISTS



VIGILANCE PRESS

JACK NORRIS

ALEX WILLIAMSON

DENIS LOUBET





DUE VIGILANCE

KAIJŪ KULTISTS

WRITER: JACK NORRIS

LAYOUT AND EDITING: NATHAN KAHLER

ART: ALEX WILLIAMSON AND DENIS LOUBET WITH
DENISE JONES

ORIGINAL SERIES GRAPHIC DESIGN: RUBEN BYRD

PUBLISHER: JAMES DAWSEY

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GO BIG OR GO HOME!

The following book comes in two parts. The first is a discussion of giant monsters, their history in media, how to design and include such characters in a supers game, and optional rules particularly appropriate to giant mutated animals and alien monsters running around trashing cities.

The second part of the book introduces Vigilance Press's own band of big, scary monster villains, the Kaijū Kultists. Half crazy religious sect and half demonic giant *kaijū*, the Kaijū Kultists are part of Vigilance Press's BEACON CITY setting, but designed for use in any campaign that loves big monsters, evil cultists, and heroes who fight both to save the world from destruction.

So strap on your giant anti-monster suit and prepare your speech about the harsh lessons a colossal squid squashing Schenectady, New York, tells us about ourselves as a culture.

IT'S TIME FOR BIG MONSTER ACTION!

A SMALL HISTORY OF GIANT MONSTERS

Anyone looking to add giant monsters and titanic menaces to their own stories, games, and adventures will find themselves in good company. Ever since humanity started storytelling, they have been spinning tales of giants, huge beasts, and similar beings. From the Greek titans, Cyclops, and various giant monsters to the East Asian ogres and gigantic demons the idea of a menace huge in size and terrible in purpose has inflamed mortal imagination. Norse and Native American cultures in particular were particularly fond of giants, with their heroes and gods often battling huge humanoids who desired conquest, power, or the flesh of man. Even various modern holy texts make room for the giant monster, including them in everything from the Christian, Jewish, and Islamic descriptions of ancient times to apocalyptic prophecies such as the Book of Revelations.

Even during the Renaissance heyday of exploration and experimentation, an interest in giant monsters survived. The desire to explore the natural world led explorers and scholars to seek such creatures in the real world. In some cases they found them, discovering everything from the rhinoceros to dinosaur fossils. Artists, poets, and authors created works centered on monsters from classic myth. Metaphorical monsters also showed up, like the giants of Bunyan's *The Pilgrim's Progress*. In fact, it was this period that cemented the two most common uses of gigantic monsters in fiction: as an allegory for social or political issues, and as a representation of the vast wonders and horrors of the unknown.

During the Industrial Revolution and Victorian age, the interest in giant monsters cooled. The occasional lost world story or sea monster tale aside, the famous monsters of that period became a bit more personal in scope. Vampire aristocrats stalking London or man-made monsters representing the failures of humanity became more common. That is not to say the stories went away—everyone from Herman Melville to Jules Verne told stories with giant monstrous beasts that devoured and threatened modern man. However, by the early 20th Century the giant monster was not as common as it once was. While silent films like *The Lost World* toyed with the concept with some success and pulp authors like H.P. Lovecraft, Edgar Rice Burroughs, and Robert Howard asked readers to imagine massive beasts from lost ages of history and among the stars, most monster tales the day centered personal and usually human-looking threats. Where once the gigantic beast or prehistoric terror was the go-to for large-scale entertainment now the vampires, ghosts, and other human-sized baddies ruled.

All that changed in the mid 20th Century where a new age of visual media gave the idea of something huge, looming, and monstrous a new power over audiences. Sound and better stop motion effects gave rise to *King Kong*, who burst onto the silver screen in 1933. The film was a huge success, spawning a sequel, *Son of Kong*, but more importantly bringing back the giant monster in a big way.

Early superhero comics and cartoons, also desiring impressive visuals, followed suit by creating giant

beasts, monsters, and aliens for their heroes to fight. Superman fought various giant monsters, especially in the Fleischer cartoons of the 1940s, where the Man of Steel battled a Kong-like giant ape, an army of giant robots, and a huge unfrozen dinosaur. Not that Supes was alone—many science fiction, supers, and horror comics featured giant menacing monsters.

The Japanese got into the act in the 1950s with *Godzilla* (*Gojira*) and other *kaijū* (“strange beast”), drawing inspiration from everything from mythology to cultural fears and anxieties about atomic power. The sci-fi of the 1950s was filled with giant radioactive ants, spiders, and even grasshoppers.

By the 1960s, Marvel comics had gotten into giant monsters with the likes of Googam, Fing Fang Foom, and Tim Boo Ba. These beasties disappeared for a time when Marvel created its own superheroes like Spider-Man and the Fantastic Four but it was not long before they were back fighting these new superheroes. In fact, the first issue of the Fantastic Four features the newly minted heroes fighting a giant monstrous minion of the villainous Mole Man. DC comics had their own giant monsters during this period, including the Kong-homage Titano and the Legion of Super-Heroes foe Validus.

By the 1970s, giant monsters were a pop-culture meta-genre of their own. Comics, movies, TV, and fiction had stories of giant monsters and huge dangerous animals. By then, Japan had been cranking out *Godzilla* and other *kaijū* movies for years. *Godzilla* even made it into the Marvel Universe for his own series, fighting Thor and other heroes during his adventures. The X-Men fought a living island in the adventure that gave birth to their most popular incarnation. Spielberg’s *Jaws* might have been a bit more realistic than many other giant monsters tales of the time, but the giant boat-sinking flesh-hungry shark still hit the same fears and thrills. Everywhere you looked, some giant monster was looming in the distance.

The 1980s saw a small dip in most giant monster movies and comics, at least in the West, but it did not last. By the 1990s and through to the 21st century, everything from dinosaurs to massive sea creatures have returned. Acclaimed filmmaker Peter Jackson resurrected King Kong, and was joined by the found-footage monster from J.J. Abrams *Cloverfield*, Korean

filmmaker Bong-Joo Ho’s *The Host*, the Chitauri juggernauts of Marvel’s *The Avengers*, and the Kaiju of Guillermo Del Toro’s *Pacific Rim*. Comics featured everything from gigantic alien war machines to the classic King of the Monsters, *Godzilla*, himself. Dan Brereton’s *Giantkiller* and Rick Remender’s *Gigantic* even featured *kaijū*-inspired heroes and villains in the same book, with their monstrous heroes fighting an array of giant monster baddies.

So those looking for inspiration for their own creations have a staggering amount of inspiration to draw from. The works mentioned in this article are decent places to start, but there is a huge amount of other sources to enjoy and explore.

A QUICK NOTE ON NAMES

As one might expect from a book called *Kaijū Kultists*, there is a fair amount of Japanese terms and names in here. Whenever possible, character names follow the Japanese tradition of family name first and given name last—Shiro of the Takeda family would be Takeda Shiro, not Shiro Takeda.

Many of the monsters, and some of the characters, also have either Japanese names or names inspired by Japanese folklore, monsters, or concepts; these are less traditional and precise. Some names are purposefully altered, Romanized, or otherwise changed for aesthetic reasons.

Finally, while the Japanese pronunciation of his name is called out (*Gojira*), we usually go with the Western name of *Godzilla*. *Gojira* is a combination of the Japanese words *gorilla* (*gorira*) and *whale* (*kujira*). The author is not sure about “*Godzilla*”, but he suspects it is a mixture of “*God*, aren’t giant monsters cool!?” and “*Zilla*”, whatever that means.

MAKING MONSTERS

The following section contains advice for GMs looking to make their own giant monsters, *kaijū*, and similar threats. In addition to discussing appropriate Advantages and Powers for such characters, monstrous archetypes and themes are also covered. Finally there is some optional rules for large-scale characters GMs can use to help evoke the feel of giant monster comics and movies.

Designing your own giant monster is not that different from making other characters: determine the role the character fills, refine the concept, and mold the mechanics to match these needs. The difference comes in what types of roles and concepts are used and how they give a character that “giant rampaging bad guy” feel.

THINK BIG

There are thousands of giants, titans, and monsters in fiction; even limiting oneself to giant monsters or monstrous titans, cataloging most of them would be a book by itself. However, these characters tend to conform to particular archetypes and themes, which can really help GMs seeking to include cool giant monsters in their games. This section will hit some of the more common types.

ZOOLOGICAL TERROR

The natural world is pretty cool. New species are being discovered daily and the fossil record gives us only a partial glimpse at the amazing flora and fauna that dwelled on the Earth long before humans. Of course it is not all red pandas and sugar gliders. Nature is also terrifying. There are things that will poison you, trample you, or rend you limb from limb. Then something will likely eat you. It is rarely personal; it is just nature doing what nature does.

The Zoological Terror hits on the scary parts of nature, makes them even bigger and more horrifying, and unleashes them. These monsters do not usually have crazy powers or much of a plan beyond “kill, eat, and make baby monsters”, but that is plenty frightening by itself. They represent the power of the natural world that humanity ignores or disrespects at their peril. Usually cold-blooded super-predators such as giant sharks or crocodiles, more sympathetic Zoological Terrors tend to be apes or other mammals. Dinosaurs are also popular, since they combine the hungry ferocity of natural predators with the mystery of prehistory. These monsters are among the few of their giant brethren who employ stealth, and stories or plots featuring them tend to focus around cat and mouse encounters and survival.

At least one hero or supporting character in Zoological Terror stories wants to capture the

creature and study it. His motivations might be scientific discovery, financial gain, or even villainous superscience, but he will aid heroes who want to defeat and capture the beast and oppose those who simply want to kill it, mount it on a huge plaque in their trophy room, and call it a day. This assumes he is not eaten by the Zoological Terror, which happens with alarming frequency.

Examples: Kong (*King Kong*, film), Jaws (*Jaws*, film and novel), Gustav (*Primeval*, film), Meg (*Meg*, novel), T-Rex (*Jurassic Park*, film and novel), Fenrir (Norse myth), various giant squids, sharks, and other animals from film, TV, and comics.

BIG BUG

Arguably a subset of the Zoological Terror, the Big Bug gets its own archetype due to how common and distinctive it is. During the atomic horror craze of the 1950s, just about every insect that was even a bit creepy or dangerous was exposed to radiation, alien science, or something similar and grew to huge sizes. Alternatively, many giant alien monsters basically just look and act like big insects or arachnids. Sometimes the Big Bug is a solo threat, but colonies of giant insects could endanger the whole planet if not stopped.

Big Bugs are usually especially mindless and can rarely be captured or contained. Alternatively, these monsters might have a terrifying alien hive-mind too strange to be comprehended by the human mind.

In any event, Big Bugs usually need to be squashed. Fortunately, the often disturbing and almost alien appearance of the Big Bug makes this an easier idea to get behind. While most heroes might try and find a nice island for a 60-foot mutated ground sloth, they will gleefully smash, burn, and otherwise eliminate a Big Bug. Which is fine, that is what it is there for.

Well, that, and to represent the dangers of whatever took a small little insect and turned it into the world threatening menace. Unless they are actually bug-like aliens, Big Bugs origins usually involve radiation, genetics, magic or something else that can be very useful but also potentially very dangerous. This is not accidental; heroes fighting the Big Bug are literally fighting the by-product of such things gone horribly wrong.

Examples: Giant Ants (*Them!*, film), Giant Spider (*Earth v. the Spider*, film), Giant Bees (*Mysterious Island*, film and novel), various giant insects and insect-like *kaijū*.

DAIKAIJŪ

Also known as *kaijū*, *Daikaijū* is the Japanese term meaning “giant strange beast” used to describe various giant monsters found in Japanese films, manga, and TV. The most famous *Daikaijū* is without a doubt Godzilla or *Gojira*, but the King of Monsters is one of dozens of *Daikaijū*, including Rodan, Mothra, Ghidrah, and Gamera. *Daikaijū* are not all Japanese in origin, the same style and themes can be found in films, comics, and TV from other countries too.

Daikaijū are often cautionary tales in the shape of big angry monsters. From the dangers of atomic testing to environmental pollution, many *Daikaijū* origins are tied to human failings or misuse of science. Aliens and other origins also pop up for *Daikaijū*, but even these often come with some commentary on humanity's lack of preparedness to deal with the great mysteries of the cosmos. The exact nature of these monsters, their abilities, and appearance varies widely. Big mutated creatures resembling dinosaurs or sea life are common, but a *Daikaijū* can look like anything from a big lizard to a giant plant.

Daikaijū stories have more face and heel turns than pro wrestling. The rampaging beast of one story might be the sole hope for humanity against an even greater threat next time. The authorities rarely trust any *Daikaijū* unless they have it under their direct control, but they will not look a gift *Gojira* in the mouth when an alien armada or giant mutated rose bush attacks. In most cases the monsters themselves would be happy living in their hidden cavern, lost island, or planetary monster preserve, but something always ends up happening to pull them back into the action.

Note that despite their name, the Kaijū Kult featured later in the book are not purely *Daikaijū* but a mix of various archetypes including Giants and Otherworld Menaces.

Examples: Godzilla (*Godzilla*, film), Gamera (*Gamera*, film), Rodan (*Rodan*, film), Clover (*Cloverfield*, film), various other films, comics, and cartoons in Japan and abroad.

GIANTS

Giants are among the oldest and most prolific big monster. Central to various creation myths, legends, and folktales, these creatures come in various types: frost giants, fire giants, Cyclopes, ogres, titans, and many more. Often portrayed as man-eating humanoids whose origins are rooted in ancient times, these beings ranged from big brutes to devilishly clever sorcerers and demigods. In Norse myth, the giants would destroy the gods, while the Greek titans ruled before Zeus and his fellow gods cast them down.

Though longstanding and ever-present, the giant is more of a mythological threat; this means using Giants evokes myth and legend, which can be used to give a story or game a particular flavor you do not get with giant alien bug monsters. Also, an army of Giants represents an actual apocalypse in various myths, which is a formidable but suitable threat for modern superheroes to face.

Examples: Utgard-Loki and the Jotun (Norse myth), Laufey and the Frost Giants (*Thor*, film), Daityas (Hindu myth), the Colossal Titan and Armored Titan (*Attack on Titan [Shingeki no Kyojin]*, manga/anime), and numerous myths and legends

OTHERWORLD MENACE

The Otherworld Menace is a gigantic malevolent force from the stars, another dimension, or perhaps Hell itself. Wherever this villain hails from, he is among the most evil, alien, and twisted of all giant monsters. Otherworld Menaces are usually intelligent, though the occasional mindless alien brute also shows up in media.

An Otherworld Menace might be unique or it may be part of a race of aliens, demons, or extradimensional invaders. In many cases the monster is the strongest and most dangerous of his kind and defeating him will give others pause. In addition to the might and

durability that comes with being a giant engine of destruction, the Otherworld Menace usually has bizarre powers relating to its origins. An alien eldritch terror might cause fear or madness, while the denizen of a hell dimension might possess various demonic abilities. Some Otherworld Menaces resemble mythological creatures such as dragons or giants and have similar powers. Regardless of their exact nature, Otherworld Menaces represent the fear of the unknown, the dangers of an uncaring or malevolent universe, and the idea that humanity is ultimately insignificant. Thus, when heroes fight these threats? Those are the ideas they are battling.

Otherworld Menaces usually come to Earth to conquer, cause havoc, or be worshiped as living gods. They often want to remake our world in their image. These monsters are often immortal and very powerful and defeating them involves imprisoning them in some other realm or sending them back where they came from.

Two variants of the Otherworld Menace worth mentioning are the Underworld and Underwater Menaces. These monsters come from strange realms far beneath the Earth's surface or deep within our oceans. Often they were part of some ancient race that once ruled the planet and were driven off, defeated, or destined to rise, destroying the world. Sometimes they are the living weapons of such races. These monsters might also be demons or

aliens, but their terrestrial origins make them seem a bit more immediate of a threat since they have no home which to banish them.

Examples: The Old Ones (Cthulhu Mythos, short stories), The Inhumanoids (*Inhumanoids*, cartoon), Fing Fang Foom (Marvel Comics), Morwen (*Outlander*, film)

CHIMERA

Much like its mythical namesake, the Chimera is an amalgam of various things. These might be different animals, plants, or objects. It might even be a mix of various giant monster archetypes. For example, a mythical ogre (Giant) might have the head of a shark and squid tentacles (Zoological Terror) but possessing mind-bending powers stemming from a demonic parentage (Otherworld Menace).

Chimeras tend to be chaotic in action as well as form. In many ways, they are the quintessential rampaging monster, committing acts of destruction for its own sake. These monsters are unpredictable and hardy, and represent the challenge of dealing with an array of problems at once. Chimeras have powers and abilities drawn from their component parts, though sometimes a new ability will surface to throw opponents off. Maybe that extra goat head can breath fire or those Venus flytrap arms can emit clouds of poisonous gas. Such surprises make Chimera very dangerous, but also a lot of fun to use in stories and games.

As many Chimera come from fiction and myth these monsters often have an allegorical context similar to *Daikaijū*, but more focused on historical and religious themes than modern politics and culture. Chimera feature into many apocalyptic myths as well, making them great choices end of the world scenarios.

Examples: Chimera (Greek myth), Ammit (Egyptian myth), Behemoth and Leviathan (The *Book of Revelations*, Christian Bible)

ROBOTIC TITAN

Some monsters are not birthed, mutated, or grown in an evil scientist's lab; they are literally made. Robotic Titans are towering constructs programmed for some terrible purpose. This purpose usually results in the monster attacking populated areas and fighting whatever heroes are powerful and brave enough to stand against them. Some Robotic

MIX AND MATCH

The monster archetypes presented here are not carved in stone. Sometimes, a character breaks the mold in interesting ways and combines multiple archetypes. For example, popular Japanese monster *Mothra* is a Big Bug, but he is also a *Daikaijū*. Because of these influences, he is more sympathetic than just about every other Big Bug out there, even considered a good guy at times, but he still has an insectoid mix of the alien and the natural.

GMs are encouraged to combine, mix, and alter archetypes as needed. They provide some creative direction, thematic structure and valuable context, but they should not feel like constraints or limits.

Titans are not built with science; stories are filled with animated statues and golems powered by dark magics. Giant cyborgs are also possible, with organic parts taken from a giant monster to build a new one or even simply a twisted human brain controlling a giant robot chassis.

Robotic Titans are all about the dangers of rampant technology. Unless they are mystical in origin, in which case they are all about the dangers of messing with magical forces beyond mortal ken. Their powers and abilities can be anything their creators built into them but are usually not that different from most killer robots from films and comics apart from size and scope. These monsters are usually very tough but are not built to last; once damaged or destroyed, they tend to stay that way unless some genius decides to fix them.

A fun variant of the Robotic Titan is the Mecha-Monster. The Mecha-Monster is made in the image of another giant monster, either to battle or replace them. These constructs are often seen as a great scientific achievement and tool for humanity against other giant monsters, until something goes wrong and they become a menace of their own.

Examples: Mecha-Godzilla (*Godzilla v. Mechagodzilla*, film), Ultimo (Marvel Comics), Ultra Mega Hero Gigantic (*Gigantic*, Dark Horse Comics)

ADVANTAGES

Some advantages are particularly appropriate for giant monster menaces. Others can come in very useful when fighting such threats. The following section talks a bit about these Advantages as well as adding a few new ones GMs might consider adding to games focused on giant-sized creatures and large-scale devastation.

EXISTING ADVANTAGES

All-Out Attack

Giant monsters often have trouble hitting smaller more agile opponents. Taking All-Out Attack increases their chances of getting hit more often. As most monsters chief protection from damage is a very high Toughness or various defensive powers, and they tend to get hit anyway due to their large size, this is a pretty effective trade-off that can represent the single-minded rampaging or overwhelming aggressive urges of a giant threat.

Daze (Intimidation)

Most giant monsters are huge and terrifying. Some are so intimidating they can even shock people into silence and inaction simply by showing up. This Advantage is good for that, though extremely frightening monsters might have an Affliction instead of, or in addition to, this Advantage.

Diehard

Even for the superhero genre, giant monsters are often notoriously hard to kill. Some might even have Regeneration or Immortality, though many could simply have this Advantage. Note that giving a monster Diehard also raises an interesting moral question for the heroes. Since the beast is unlikely to die in battle or from direct attacks, if the beast must be put down it will likely have to be done while it is already badly injured and probably helpless. Can the heroes balance destroying a helpless foe with the threat of allowing such a massive menace to exist?

Evasion

As many giant monsters possess various Area effects, Evasion becomes a very valuable Advantage. Monsters rarely have Evasion themselves, but most veteran monster fighters will.

Fast Grab

While not appropriate to all types of giant monster, many giant-sized threats can benefit from snatching up smaller foes or grappling enemies their size. Fast Grab is especially appropriate for monsters with Extra Limbs. This Advantage also lets a large enough attacker do things like swatting at attacking planes or tanks and then grabbing damaged ones to brandish triumphantly.

Favored Environment

Many giant monsters have a Favored Environment, with Aquatic or Subterranean being the most common. Basically, if the monster is based on, mutated from, or otherwise connected to an animal, plant, or element commonly found in a particular environment, there is a good chance they will be more effective there. Also, some radiation- or magic-spawned monsters actually get more dangerous in areas with high concentrations of the appropriate energies. In these cases, Favored Environment is a good fit.

Favored Foe

This is the go-to Advantage for valiant monster fighters, giant killers, and military anti-*kaijū* commandos everywhere. Favored Foe defined as giants, *kaijū*, or simply giant-sized opponents is useful to represent the training, experience, and drive of characters devoted to fighting giant-sized menaces. It is also appropriate for a “King of the Monsters” type, representing the edge that lets him tower over his fellow giants.

Fearless

Though some giant monsters are surprisingly childlike or sensitive and can be frightened or driven off, some alien otherworldly menaces, giant robots, and ancient demonic giants literally do not understand the concept of being afraid. For such massive nasties, Fearless is appropriate, though some might even have Immunity 5 (Emotional States). Characters who fight a lot of giant scary monsters might have this Advantage as well, as they have seen the biggest and scariest out there time and again and just are not moved by it anymore.

Great Endurance

Many giant monsters are virtually tireless in their pursuit of carnage. Though this is often represented as having a high Stamina, Great Endurance can be used for monsters whose perseverance and energy is impressive even among their peers. This Advantage is also good to help represent monsters who are not aquatic by nature but can hold their breath for long periods of time, allowing them to more easily cross large bodies of water undetected and pop up suddenly ready to attack coastal towns and cities.

Improved Initiative

This might seem like an odd Advantage for large, lumbering monsters. However, after you consider how often some variation of “how can something that big move that fast?” is uttered by a stunned comics character facing a giant monster it starts to make more sense. Giant monsters rarely have many ranks of Improved Initiative and many do not have it at all, but the occasional surprisingly swift ones will possess a rank or two.

Improvised Weapon

Giant monsters are often swinging telephone poles, parts of buildings, or a loaded passenger train at their opponents. Usually this is more for color than to get a major mechanical advantage, but a giant caveman or other tool-using monster might possess ranks in this Advantage.

Interpose

Interpose is useful for both self-sacrificing giant monsters and monster-fighters alike. A monster might throw themselves between an attack and their young. Characters fighting giant-sized threats can use Interpose to not only protect other people, but property as well (see **Optional Rule: Taking a Hit for the Louvre**, page 16). Of course, a lot of monsters’ attacks are consider area effect and Interpose will not help with those, but it still can be a real boon when that giant radioactive armadillo is about to eat the heroes’ secretary.

Power Attack

Power attack is the bread and butter of the giant monster focused on large-scale devastation. As a rule, buildings and national landmarks rarely dodge, making Power Attacks to destroy them very effective. Power Attack is less useful against normal sized opponents, as monsters often have enough trouble hitting them already. However, should a 50 foot tall creature successful connect with such an attack the effects are usually impressive.

Seize Initiative

For GMs who want give their massive menaces the occasional burst of surprising speed but do not want the reliable swiftness of Improved Initiative, this Advantage is a good alternative. It lets the monster display an alarming surge of speed that catches their opponents by surprise, but lets heroes fighting monsters usually go first.

Takedown

Giant monsters without a lot of area effect attacks could benefit from Takedown to represent how easily they can crush whole crowds of smaller, weaker foes. It could also be used to allow a monster to mow through lots of giant anti-*kaijū* robots or hordes of alien parasites, provided these are all minions.

NEW ADVANTAGES

Monster Fighter

This character has made fighting giant monsters the focus of his life. He might oppose other threats as needed, but he really shines when battling something the size of an apartment building. Characters with this advantage can consider themselves to have the Assessment and Well-Informed Advantages, but only when dealing with giant monsters and similar menaces. Many characters with Monster Fighter also have Favored Foe, Fearless, and other Advantages that assist in dealing with such threats. Some giant monsters have this Advantage as well, making them adept at battling their own kind.

Monstrous

The dark mirror of Attractive, the character is exceptionally hideous, terrifying, or disturbing to look at. The character gets a +2 Intimidate circumstantial bonus to checks where his physical appearance would frighten or unsettle others. He also gets a -2 penalty to Persuade and Deception checks where this appearance would be a problem, such as seduction or making a good impression on most people. Taking a second rank of this Advantage increases the modifiers to +5 and -5 respectively.

Exceptionally grotesque characters might have Daze (Intimidate), Startle, and even a Perception Area Affliction as well, to reflect their hideous visage. Not every character is equally swayed by physical appearance, and the bonuses and penalties for Monstrous might not apply even when the character's appearance is known and obvious.

Property Damage

With this advantage, the character can make finishing attacks on Blocks (see page 18) as if they were normal defenseless characters or objects. These attacks take both a standard and move action to perform, but are not limited to close attacks.

POWERS

Certain powers and power effects are incredibly appropriate for giant monsters, *kaijū*, huge robots, and the like. Some are essentially mandatory in some form or another. This section will discuss these powers.

BREATH WEAPONS

Many giant monsters can breathe fire, poison, radiation, acid, or something else equally destructive and nasty. Some of them even combine various substances and energies to expel atomic fire or radioactive acid. This sort of attack is usually Damage with the Burst or Line Area Effect, often with extra ranks to increase the area affected.

Breath Weapon: Area Effect (Cone or Line) Damage • 2 points/rank

For attacks that are a combination of descriptors, add a Feature (counts as Fire & Radiation, Cold & Toxic, etc...). You can also use Affliction or Weaken for poisons, radiation, or acid.

GROWTH

It is really hard to be a giant-sized monster without being, well, giant-sized. Growth, usually with the Permanent and Innate extras, represents the massive size, power, and inherent nature of a giant monster's size.

Giant Monster: Growth, Innate, Permanent • 1 pt + 2 pts/rank

For folks who do not want to use Growth, you can make your own version of it with the *Mutants & Masterminds* rules by combining Features and Quirks with other power effects associated with being big, such as increased size categories or penalties to Dodge and Parry. A version of it might look like this:

Giant Monster: Enhanced Skill (Intimidate), Enhanced Stamina, Enhanced Strength, Quirk (Huge, penalties to Dodge & Parry), Feature (Increased Size Category and Weight) • 4.5 points/rank + Variable based on Quirks and Features.

The advantage of this approach is you can put in exactly what you want when designing a giant monster. The disadvantage is you have to put in exactly what you want when designing a giant monster, so size differences, defense penalties, and skill bonuses and the like are not included.

GIANT MONSTER FORM

Appropriate for monsters that are in fact people who transform into giant *kaijū* or other creatures, this is represented by the Morph power. It is usually linked to an Alternate Form or simply the Giant Monster or Growth power to create someone who transforms into a giant creature.

Giant Monster Form: Morph 1 (single form) • 5 points

For characters whose other powers and abilities change greatly when they transform, consider the Metamorph extra under Morph or the Normal Identity Complication.

RAMPAGING BEAST

Giant monsters love to go on a rampage, and when they do they tend to stay rampage-y until they are destroyed, captured, or driven off. The occasional misunderstood menace aside, they are rarely talked out of destroying a city. Also, mind controlling such a creature is occasionally effective, but it never seems to last. To represent this, giant monsters can have the following power:

Rampaging Beast: Immunity 10 (Interaction Skills, Mind Control), Limited to Half Effect • 5 points

Some monsters might even have Immunity without the Limited. In most cases, it is not that you can never intimidate, charm, or control such threats; it is just hard and the effects usually do not last.

RISE AGAIN!

In movies and comics giant monsters tend to return from their supposed destruction a lot. Well, at least the popular ones do. GMs can simply decide the monster is somehow resurrected later but if you want to mimic this mechanically, give the monster Immortality. Almost universally, this power is linked to some energy or event that must occur to allow the creature to reawaken, such as high levels of radiation or a mystic ritual. Without it, the creature remains “dead” until such time as these conditions are met.

Rise Again!: Immortality, Limited (Source) • 1 point/rank

Monsters rarely have more than a rank or two in this power. They might return, but the heroes who manage to defeat them should get at least a short rest before having to battle them again.

OTHER POWERS FOR GIANT MONSTERS

Giant monsters can have a variety of different powers beyond those detailed here. Usually these are linked closely to their concept and are not much different than those of normal sized characters. A monster followed by fog or storms might have the Environment effect. Claws and fangs can be either Strength-Based Damage or Improved Critical (Unarmed). A giant energy monster could have energy blasts, aura, and other similar abilities.

The only real difference between such power effects with giant monsters and those of other characters is one of scope. A 50-foot tall energy being is more likely to use an Area Effect to reflect the size of even their basic attacks. Likewise, a 100-foot tall sea demon is more likely to summon a fog that extends for miles.

Attacks from such creatures that target individuals also tend to be inaccurate; this is balanced out by their extreme effects. Sure, you might not get hit very often by the PL13 monster's Atomic Laser Eyes that only have a +6 to hit; however, if this attack hits the PL13 power caps, that means it is doing 20 damage! This is very genre appropriate, as it is rarely about trading blows with such creatures; it is about avoiding getting hit, lest you get pasted in one or two hits.

KAIJŪ KULTISTS

NEW FEATURES

These Features are especially appropriate for giant-sized monsters and other similar threats. Unless otherwise noted, these cost 1 power point per rank.

ALTERNATE FOOD SOURCE

Many monsters would eliminate the plant or animal populations of large sections of the planet if they relied on traditional food sources. A character with this Feature can feed off sunlight, radiation, seawater, stone, or some other substance. This might be a huge problem if the beast attacks power plants or national landmarks looking for a snack. In the case of common substances like sunlight or water, trapping the beast and starving him out becomes very difficult.

DESTRUCTIVE

Giant monsters are a danger to property, landmarks, and large populated areas. A character with this feature is even more so. 1 rank in this Feature, grants a +2 circumstance bonus when using the Devastation rules in this book to attack and destroy buildings and landmarks. Two ranks grant a +5 bonus. A character cannot have more than two ranks in Destructive.

MEGA-SIZED (4 POINTS/RANK)

Kaijū and other giant monsters are often so large they dwarf the usual comic book definitions of “giant sized” and the normal progression using the Growth power. However, while these giant monsters are big, scary, and dangerous, they do not tend to all be of the “Strength and Stamina 20+, near-godlike mega-monsters who cannot hit anything smaller than an apartment building or dodge any attack not launched by a half-paralyzed blind man shooting the opposite direction” persuasion. In other words, many really giant monsters (100’ or more) have some ranks of Growth to reflect their general might and penalties they incur when trying to hit or avoid attacks from normal-sized characters, but also have other abilities to reflect their massive size. Chief among them is this feature, Mega-Sized.

For every rank of Mega-Sized, treat the basic size category as one larger than normal. This further doubles their height and increases their mass eightfold, grants them a +4 circumstantial Intimidation bonus, and gives them any other

benefits from being big, such as being able to more easily grab smaller foes. However, the character suffers no Attack or Defense penalties for this increased size; they move with surprising speed and agility. They do not get Speed bonuses or other benefits; they are simply larger, heavier, and scarier than other characters. GMs may require ranks in the Growth effect if a character wishes to select this Feature; a good rule of thumb is to allow no more than 1 rank of Mega-Sized per 4 ranks of Growth.

MOTHER OF MONSTERS

Most giant monsters are unique or part of some ultra-rare species practically never encountered by human society. This means that once driven off or defeated, that tends to be the end of the threat. Monsters with this Feature, or its male counterpart Big Daddy, are fertile creatures capable of breeding with other species of giant monsters, reproducing asexually, or otherwise able to spawn more of its kind. This is a Feature because, while it makes the monsters a bit more of a threat by assuring eventual monstrous offspring, it does not tend to affect most adventures. For hyper-fertile monsters that can spawn young in a short time, consider use of the Summon effect.

WHAT'S IN A NAME?

Quite a bit actually; so you should totally ignore those given here and use your own if desired.

GMs and players using the example powers for their characters should feel completely unrestrained by the names given. Change Rampaging Beast to Angry Monster or Out of Control Robot if you like. In fact, you probably should change Breath Weapon to something more descriptive for the individual character, like Atomic Fire Breath or Toxic Cyclone Breath. Pick names personally appropriate, fun, and evocative of what the power effects essentially do; it will make the characters both more interesting to look at and easier to use.

KAIJŪ COMBAT

THERE'S ALWAYS A BIGGER

FISH...

In normal *Mutants and Masterminds'* combat, normal attack and defense rules work just fine. However, it becomes a bit trickier when giant monsters start trying to slap around normal-sized folks. As first pointed out in *Green Ronin's Power Profile: Size and Mass Powers*, a creature can generate an area effect equal to his Size -3 ranks. Thus, a 50-foot tall monster (Size rank 2) can slam his foot down and affect a Size -1 Area, or about 12 feet. This means a truly gigantic monster—say about 400 feet tall (size rank 4)—could actually hit the 50-foot tall monster with an Area effect.

The damage for such attacks is capped at PL, so a STR 20, PL 15 monster will still have to do an individual attack to do more than 15 ranks of Damage. Still, it is a great way for big monsters and other giant characters to flatten a lot of smaller, weaker foes with ease. Also, it is up to the GM how non-physical attacks are affected by this rule, but common sense should prevail. Thus a monster's laser eyes probably cover at least a small area if its eyes are the size of a VW bus, but its mind control powers might still be limited to one other mind without buying an actual Area Effect Extra for the power.

SEND IN THE MARINES

Giant monster attacks often end up involving the military. After all, to stop a big monster you need big weapons, and the military has those in spades.

However, trying to run a combat against dozens—if not hundreds—of troops is impractical, so it is recommended that GMs wanting to play out such fights mechanically use the Mass Combat rules in the *Mutants and Masterminds' Gamemaster's Guide*, pages 194-199. These rules work just fine against giant-sized opponents with one special note: namely, that any character big enough to do an Area-Effect attack due to increased size gets a +2 bonus to damage a force of troops under the Mass Combat rules. The character might not be huge compared to the entire force, but he is way bigger than the individual soldiers and that is good enough for a bonus.

THE BIGGER THEY ARE...THE MORE DANGEROUS THEY ARE

Giant-sized creatures get a few other bonuses when attacking smaller foes. Notably, creatures of larger size ranks are not subject to some of the same limitations as same-sized attackers. The biggest advantage is when it comes to Grabs. A character one size rank larger than a foe can perform Grabs as if they had one of the bonuses of the Improved Grab feat: the ability to perform one handed grabs or not being vulnerable while grabbing. The larger character can pick which bonus he wants when he attempts the grab. Characters get the full benefit of Improved Grab on targets two ranks or smaller,

SIZE RANKS	BENEFITS
LARGER	
1	One-handed grabs, or not Vulnerable while grabbing
2	Both one-handed Grab and not Vulnerable (treat as Improved Grab against smaller foes)
2	(with Improved Grab Advantage) +2 to Grab smaller opponents
3	-5 penalty on escape for smaller opponents (treat as Improved Hold against smaller foes)
3	(with Improved Hold) Spend 1 Hero Point to force smaller opponent to reroll successful escape
5 +	Lose effects of 3 ranks smaller

or receive a +2 circumstantial bonus if they already have Improved Grab. Characters also get Improved Hold effective against targets three sizes or smaller than they are because of the increased leverage they can bring to bear on such a small target. If they have Improved Hold already, they can spend 1 Hero Point to force a smaller foe to reroll a successful escape attempt. This advantage is lost against targets who are five or more ranks smaller, as these characters begin to literally slip through the fingers of their gigantic attackers.

Giant characters big enough to generate area effects with their attacks can attempt grabs against everyone in that area. Each target resists individually and such attacks do not benefit from the advantages of being 3 or more ranks larger, as the size advantage is balanced out by attempting to grab a handful of opponents.

DEVASTATION

Widespread property damage and wholesale chaos are staples of giant monsters stories. *Kaijū*, towering alien menaces, and other threats topple buildings with a sweep of a gigantic limb. Battling giants slam each other into buildings and landmarks, destroying whole city blocks. Even smaller characters can get into the act if they possess high destructive powers.

The following rules exist to give GMs and players a simple way to model city-scale damage and devastation without having to determine the effects of character actions on each wall, support beam, or even building. They also ups the stakes for heroes, who will find themselves standing in the middle of leveled neighborhoods and burning cities unless they can stop monsters and powerful villains from cutting loose on the populace and property around them.

ATTACK THE BLOCK

Buildings and landmarks are really big and rarely move, meaning they have no way to avoid most attacks. They are treated as having Defense 0 and can be hit with routine attack checks if desired. The only effective defense buildings have to attacks from giant monsters, supervillains, or anything

else really comes from its structure, size, how well it was constructed, and the materials used. But of course not every door, wall, or even building in an area is exactly the same and trying to deal with all the variances of construction and materials to determine if an attack can level a building or ravage a city block would be very difficult. Instead, the Devastation rules in this book give buildings, city blocks, and landmarks a Toughness rating based on such factors and treat them as having a Dodge and Parry of 0. Buildings and other geographic features in the immediate area are treated as a single target, called Blocks. Blocks are considered Impervious, meaning they do not need to worry about random gunfire and smaller attacks bringing them down, though stray attacks from powerful characters could damage them.

A Block is about the size of your average block in a large to medium sized city, though large buildings like museums or industrial parks are considered to be a Block by themselves. Truly large structures spread over a large area, like the Smithsonian Institute in Washington, are actually made up of multiple Blocks representing the individual museums or wings. Big super-brawls involving a dozen or so superhumans usually take place over an area between one and four Blocks. Adding giant monsters or large mobs of enemies increases this area, with four to six Blocks being average.

This make Blocks easy to hit but much harder to damage or destroy; thus, attacking sections of real estate with the intent of turning it into rubble works much like any other attack action: the character makes an attack check and, if successful, the target resists. The difference comes in the conditions buildings and landmarks receive compared to other targets, the modifiers this roll gets, and the bonuses some attackers receive in doing damage.

Due to the size of the targets involved, anything big works better. Area attacks and giant-sized attackers have a better chance of damaging or destroying. Human-sized or smaller creatures have a harder time doing substantial damage due to their comparative small size. Also, modifiers like the **Destructive Feature** (see page 11) also modify base damage.

The base Toughness and modifiers to of various types of Blocks in detailed below. Buildings in a Block are by default made of concrete and brick, along with appropriate amounts of steel, glass, and wood. They are also assumed to be in decent repair. Any changes to this default also result in penalties and bonuses to the Block's base Toughness.

Block Type	Base Toughness
Village Small collection of spread out buildings and landmarks found in small towns and suburbs. Buildings are rarely over two or three stories tall.	10
Small City Fairly densely placed medium-sized buildings such as apartment complexes and urban shopping areas. Buildings generally are between two and five stories tall.	12
Medium City Dense and large buildings, but few over ten stories, such as most apartment complexes and office buildings. Includes large single complex buildings like shopping centers, museums, libraries, and government centers in large urban areas.	14
Big City Densely placed and large-sized buildings such as major urban residential and commercial areas. Buildings begin to reach over ten stories.	16
Industrial Area Large factories, lots of shipping containers, parking areas, and other simple but sturdy structures.	17
Major Metropolitan Dense, massive structures like the skyscrapers found downtown in the world's largest cities. Truly massive and major skyscrapers are Blocks of their own.	18

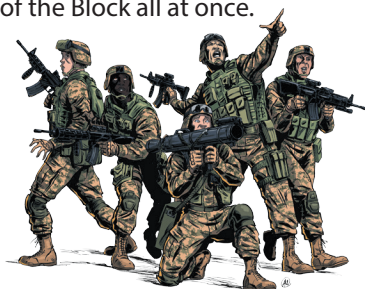
GMs wanting to plot out the environment for a big battle can use Blocks to create an area. The simplest way is to just figure out the average state of each Block and assign them the same Toughness; if the GM has the time and wants to give the heroes more of a challenge when they are trying to prevent large-scale property damage, this can vary it up a bit.

James, the GM, is designing the small town of Patience, Texas, where his heroes will fight Cingulon, a giant mutated armadillo. James figures the bulk of the town, apart from a few ranches and outlying homes, is a 6 Block area. He figures three of these Blocks are pretty much identical, small Village Blocks (Toughness 10) made mostly from wood (-1 Toughness), but that have been around since the 19th century, back when Patience was a booming mining town (+1 Toughness for being well-built). With the bonuses and penalties canceling each other out, these Blocks are Toughness 10.

However, to mix things up he decides the town hall and surrounding area are a bit more bustling and determines them to be a Small City Block, giving each Toughness 12. James does not figure there are any special modifiers to these Blocks—they are in decent shape but overall pretty average. Finally, he adds a failed superstore on the outskirts of town from back when a major highway was supposed to come through Patience. This store by itself is big enough to be considered a Medium City Block, but it is condemned (-2 Toughness) and, unbeknownst to the heroes, it is built over some old mining tunnels, making it somewhat unstable (-1 Toughness). This leaves the superstore Block with a Toughness of 11. It is not the easiest or hardest for Cingulon to trash, but it is generally unpopulated save for Cookie, that crazy old ex-miner...

MODIFIER	CHANGE TO BASE TOUGHNESS
Buildings most made of wood or cheap construction materials.	-1
Buildings with lots of steel, reinforced stone, and other high-end construction materials.	+1
Buildings specifically built to withstand major shocks (earthquakes, terrorist attacks, etc...).	+1
Buildings built by exceptionally gifted architects or designers (Expertise: Architecture or Engineering bonus +10 or more)	+2
Condemned Property	-2
Serious disrepair	-1
Brand new or very well maintained.	+1
Structure has successfully weathered past disasters or the passage of long periods of time.	+1
Major landmark	+1
Unstable Foundations (fault line, swampy ground, etc....)	-1
Extremely unstable (major fault line, sinkhole prone, etc....)	-2
Other Factors	Varies (GM's Discretion)

Once a Block's Toughness is determined, it is ready to be destroyed. To accomplish this, characters (likely villains and rampaging monsters), roll an attack check against the Block. The Block has effectively 0 Defense against this, so characters can take 10 if they desire, though they might want to roll to see if they get a Critical success. Unlike characters, Blocks are always Defense 0 but do not count as defenseless for the purposes of finishing attacks. Area effect attacks hit Blocks automatically if they are within range. They cannot roll for a Critical success, but will get a bonus to their base damage as the attack affects large parts of the Block all at once.



MOVING BLOCKS

Blocks are not an exact measure of area or distance. Thus they do not fit neatly on the Ranks and Measures table for Mutants and Masterminds. GMs wanting a more precise measurement can usually figure a Block is around 5 or 6 ranks in length, meaning most characters with moderate ranked movement powers can move through, past, around, or over one in a round. Characters without movement powers will take a few rounds to move from one Block to the next. Very dense buildings or other obstacles might slow movement, unless the characters just barrel right through walls. Movement powers like Sure-Footed and characters with high Acrobatics skill can also "parkour" their way through such obstacles with greater ease.

The base damage of the attack is used, but it is modified by several factors. These bonuses are considered circumstantial and are not affected by normal Power Level limitations. The list of damage modifiers is:

ATTACK CIRCUMSTANCES	DAMAGE MODIFIER
Size of Attacker	+/- Size Rank (default -2 for human-sized characters)
Area Effect attack	+2
Elemental (fire, earth, water, air), acid, or entropic descriptors	+1
Radiation, poison, disease, non-telekinetic mental, or darkness descriptors	-1
Penetrating non-area attacks	-2
Destructive Feature	+1/rank
Improved Smash Advantage	+1

In the case of attacks with multiple descriptors, use the ones that make the most sense. An atomic fire breath might be both radiation and fire, but if it manifests as a bout of burning green flame you can likely treat it as fire for the purposes of attacking Blocks. Also, these modifiers assume the attack can even affect the inanimate matter of a Block. Resist with Fortitude or Will Afflictions or Damage effects are not going to damage a Block regardless of their descriptors unless given the Affects Objects Extra. The people inside the buildings are another story.

Cingulon is smashing up town hall in Patience Texas (Toughness 12). The Creature has a STR of 13 and is 30 feet tall (Size Rank 0). However, the big beastie is using his Burst Area Effect Shockwave power for the attack (+2). This gives him a Damage effect of 15 for his attack on the town hall Block (Base Damage +0+2). So the town hall will need to resist a DC 30 attack with its Toughness of 12. Might be rough...

INTERPOSE AND COUNTERING

Characters can use the Interpose Advantage or Countering as normal to stop an attack from hitting a Block. This represents the stalwart hero throwing himself or his powers in the way of an attack set to level a preschool or other structure. This happens all the time in comics, is a good candidate for Hero Point awards, and GMs who want to encourage this

behavior should consider the following rule:

OPTIONAL RULE: TAKING A HIT FOR THE LOUVRE

With this optional rule, heroes can use the effects of Interpose—even if they do not have the Advantage, and without spending a Hero Point—to put themselves between Blocks and attacks. This only works for attacks to damage Blocks, and will not work on normal Area Effects any better than Interpose normally does.

CITISEEING

The follows sections make use of various rules from the *Mutants and Masterminds* rules in some new ways. For ease of reference, here are the page numbers from the *Mutants and Masterminds' Hero's Handbook* for the relevant parts.

- Aid Action: page 194
- Countering: pages 95-96
- Critical Hits: page 188
- Headquarters: pages 174-179
- Interpose Advantage: page 86
- Recover Action: page 196
- Team Checks: page 16

Block Aid

Characters can use the Aid action on a Block, but it works a bit differently than aiding a character. Instead of giving a one round bonus to defense, it applies any bonus to Toughness saves the Block makes. To use this sort of Aid action, it needs to be described in a way that makes sense: bracing a building with your massive strength, extending a force field around it with Create, distracting the attack with Illusion, etc... As an abandoned tenement makes a terrible sidekick, you cannot use the Teamwork Advantage for this sort of aid action; sorry. Multiple characters can aid the same block easily, but the bonus provided is limited to +5 and the penalty for failed Aid checks is limited to -2.

FOUR DEGREES OF DEVASTATION

Damaging a Block gives it one of four Devastation conditions. These work a lot like damage conditions for normal characters, but the exact effects are different. After all, stunning or making Stonehenge or the Chrysler Building unaware does not really do much. The four conditions are:

First Degree: Battered

Failing Toughness saves by less than 5 (one degree of failure) does not do anything immediate, but it gives the Block a -1 on all future Toughness saves until it is repaired. This sort of damage cracks some windows, chips stone, and does other superficial damage. It might bring the property values down some, but the structure is still sound.

Second Degree: Shattered

With two degrees of failure, the Block is shattered—windows break, large chunks of masonry fall from

the walls and ceilings, and similar damage occurs. Fire or power outages are a risk, especially in older or badly maintained buildings. Treat such problems as Complications when they hinder or distract the heroes. If a Block is shattered again, it becomes wrecked.

Third Degree: Wrecked

Three degrees of failure means the Block is wrecked. Large portions of its buildings are damaged, power goes out, water or gas pipe might rupture, and the whole area becomes one big hazard zone rife with Complications to plague the heroes. Fires could break out, though any fire prevention systems in buildings should still be operational. Even if no further damage is done, a wrecked Block will require serious repairs. If a wrecked Block suffers another wrecked condition, it is leveled.

Fourth Degree: Leveled

Failing by four degrees or more destroys the Block. It crumbles with alarming speed and any still inside the structures of the Block risk serious injuries or death. Even if they avoid these fates, they are likely buried under tons of rubble and will need to be rescued. Leveled Blocks cannot be repaired, only rebuilt.

Eager to see what happens to Patience's town hall Block after Cingulon's attack, the GM rolls a Toughness check. He rolls an 11. Adding this to the Block's toughness of 12 gets him a 23. That is two degrees of failure, enough for a shattered condition. The Block is damaged, but is still standing. Still, it cannot take many more hits like that...

LEVELED BLOCKS AND LAST MINUTE RESCUES

It is possible a lucky attack from a foe or unlucky miss from a hero could result in a heavily populated Block being leveled. Depending on the tone of a campaign, this might be appropriate. It also might be far too much death and devastation for many supers games. In these cases, GMs should give heroes one round to come up with cool heroic actions to help save as many people as they can. Speedsters and teleporters can really shine here, as can heroes with Create or Move Object, who can use their powers to make escape routes for fleeing civilians.

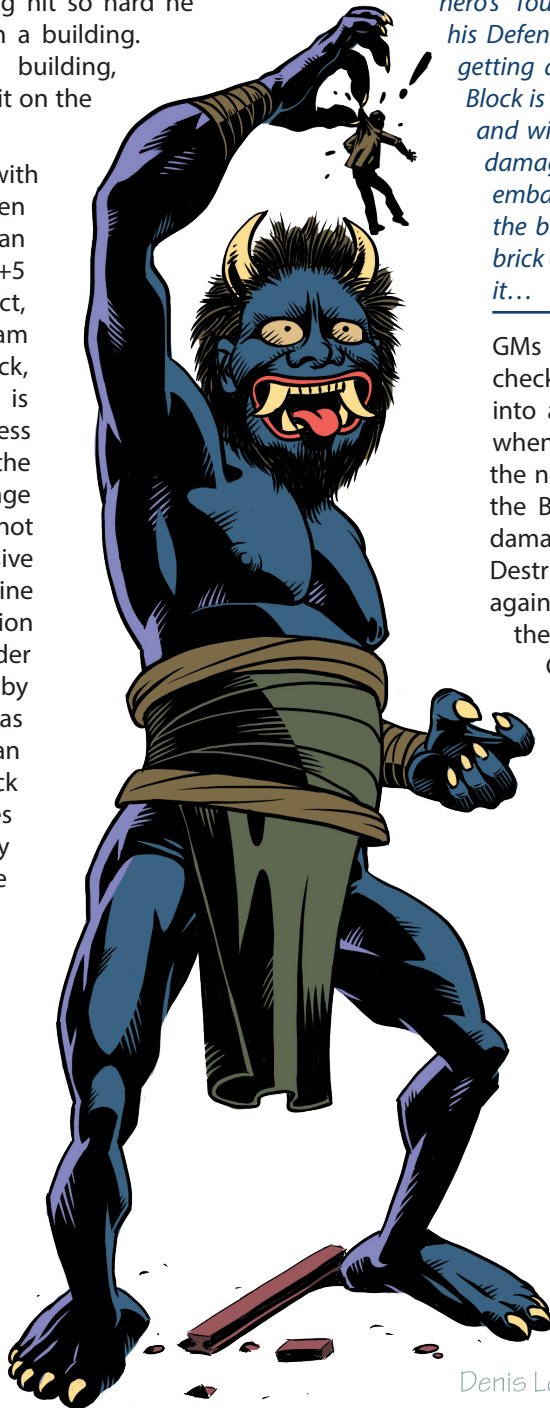
If the GM wants to allow these sorts of rescues but desires them to have a cost, charge the heroes a Hero Point. This is in line with using the Hero Point to give an extra Standard action, though GMs should consider giving the heroes both a Standard and Move action as long as both are used to save the denizens of the leveled Block.

CRITICAL HITS, BLOCKS, AND DEVASTATION

A fairly common occurrence in comics and superhero media is a character getting hit so hard he goes flying into or through a building. This usually damages the building, sometimes even collapsing it on the character.

This situation is simulated with the critical hit rules. When a natural 20 is rolled on an attack, instead of doing +5 damage or some other effect, the attacker can opt to slam their target into a nearby Block, possibly damaging it. This is treated as a normal Toughness check for the Block, using the lower of the attacker's damage or defender's Toughness (not including ranks of the Defensive Roll advantage) to determine the damage DC. Any Reaction Damage powers the defender has which are triggered by physical contact, such as an energy aura, require an additional Toughness check by the Block. Sending heroes flying into Blocks is usually worth a hero point for the Complication, as it creates a new situation they have to deal with.

Titan has just been sent reeling from an attacker's critical hit from a Damage 17 blow. The GM rules that instead of taking extra damage, the blow sends him stumbling back into a nearby apartment building. The GM hands Titan's player a Hero Point for the complication and rolls a Toughness check



for the Block (Toughness 14) based on the hero's Toughness of 14 (not including his Defensive Roll 2). The GM rolls a 9, getting a single degree of failure. The Block is now battered from the impact and will suffer a -1 penalty to future damage. Titan winces more from embarrassment than pain as he sees the broken windows and shattered brick of the building where he struck it...

GMs can allow Acrobatics or other checks for characters being punched into a Block to avoid damaging it when appropriate. These negate the need for a Toughness check for the Block, but the character takes damage as normal. Ranks of the Destructive Feature add to damage against Blocks in this fashion for the original attacker, and the GM may include bonuses the defender has in Destructive by awarding a Hero Point, with a maximum of a +5 bonus.

Critical hits directly against Blocks themselves can simply do extra damage, but they can also trigger secondary effects. A fire might start or a gas mainline might rupture from an attack, making the situation much more dangerous. These situations are basically scene-based Complications the characters need to address or they will cause further havoc. A final possibility is that the attack somehow damages a nearby Block as well. In this case, use the rules

Denis Loubet

for characters above, using the Toughness of the Block or the attacker's Damage, whichever is lower, to determine the DC for the other Block's Toughness check.

HOME INVASION

Regardless of their size, any structure built as a Headquarters is treated as its own Block and uses its own Toughness to resist damage. In the case of some very large Headquarters, they might even be multiple Blocks. GMs can apply situational modifiers to the base Toughness if they desire, though most Headquarters should be considered to be built of excellent materials, well-maintained, and are likely very well designed. So if a monster wants to destroy the heroes super-base, they are going to have to target it directly and it is probably going to take some work. If leveled, Headquarters need to be rebuilt or replaced with a new structure, though the points spent on it do not need to be re-spent—being homeless due to giant monster attacks is bad enough.

RECOVERING BLOCK DAMAGE

Blocks usually need to be repaired or rebuilt over days, weeks, or months. This process usually happens between adventures and is not something most games will focus on, save for the occasional scene of heroes helping clear rubble or staring sadly at the devastation they were unable to prevent.

However, during combat heroes can try to let a Block recover from damage in an attempt to save it. This action is called a Repair and works much like a Recover action. It takes a character's entire turn and they can only do it once per scene. A Repair action reduces the highest devastation condition a Block has currently to the next lowest degree. Leveled Blocks cannot be Repaired with this action and the character has to have some power or ability that justifies the Repair of they cannot attempt it. Quickness is very useful in such cases, as is Move Object, Transform, and similar abilities. Also, characters can use Extra Effort to stunt in a power or effect that will allow them to justify the repairs. Heroes can spend Hero Points for extra Repair attempts after the first, at a cost of one additional attempt for each Repair action.

Safeguard is trying to keep an already wrecked Block from being leveled by future attacks. Safeguard's player takes his whole turn and uses a Repair action on the Block, describing it as using his plasma torch (Multiattack Damage, Precise) to zoom in and weld the load bearing struts that have been damaged in the building. This reduces the Block's wrecked condition to shattered. It is still not in great shape, but it is in less danger of collapsing.

The next turn Safeguard decides to do another Repair action while his teammates deal with the giant monster rampaging through the city. He could Repair the same Block again, but decides to fly to the next Block, which is already shattered and has two battered conditions on it. Using extra effort, he reconfigures his nano-dissassembler missiles (Weaken Toughness) to reconstruct and strengthen (Burst Area Transform) and fires them at the weakened foundation of the building. He spends a Hero Point for the additional Repair action and reduces the shattered condition to battered. The Block now has 3 battered conditions on it and looks kind of ragged, but it is fairly stable. Fatigued from his extra effort but satisfied with the results, Safeguard strongly considers upgrading his armor to include the nano-reassemblers from now on...

The rules for Blocks and Devastation can be used to add some real heroic opportunities for characters and inject some danger when it comes to big battles against powerful foes. GMs should not feel required to use them in every situation, but they can add some fun and interesting scenes when appropriate.



KAIJŪ KULTISTS

The organization the media has dubbed the Kaijū Kult is known to its members and law enforcement as the Unseen Truth. A radical group of mystics, disillusioned socialites, criminals, and other outcasts, the Unseen Truth believes our world is a pale shadow of a reality populated by ancient demonic beings of incredible power that feed off chaotic energies, known as the Kamikaijū (“Strange Beast Gods”). The cult seeks to tear open the barriers between this reality and Earth’s, claiming the Kamikaijū will sweep aside the “false world”, replace it with a “pure” world of their own making, and bless their followers by infusing them with great power.

The truth is more complex and terrible. The Kamikaijū’s realm is not some sort of purer form of reality; it is a prison for beings that have been locked away for countless eons. These beings are evil, hungry, and desire to turn Earth’s dimension into their own terrible kingdom where humanity would be forever slaves to their whims and twisted appetites.

A BRIEF HISTORY OF THE KAIJŪ KULT

The cult was founded by Koga Masataro, a former archeology student and amateur musician who emerged from obscurity and burst onto the Japanese celebrity scene as the “spiritual advisor” to various celebrity idols, artists, and entertainers. He also made news by recruiting and “reforming” Obara Souta, an infamous celebrity-criminal. Claiming he shows others “what is unknown and unseen by all other religions and philosophies”, the media dubbed Masataro and his followers The Unseen Truth. Law enforcement officials now believe Masataro chose this name himself and leaked it to the media through sleeper cult members in various news outlets and websites. If true, this suggests Masataro’s powers of persuasion and manipulation are even greater than generally believed. In any event, within months The Unseen Truth was a major force in Japanese media and politics.

The cult’s numbers never reached above the low thousands even in its heyday, but many were well placed, influential, or related to those with wealth and power. The remainder of the Unseen Truth’s ranks filled with the impressionable, desperate, and disaffected. This subgroup ranged from angry teens to former military to ex-gang members. It was from these ranks Masataro drew his most fanatical and devoted followers, often giving them secret tasks or gathering them for private meetings to discuss the future of the cult.

The cult leader’s plans came to a head when he and his most trusted followers led hundreds of Unseen Truth members to the Aokigahara Forest at the base of Mt. Fuji. After serving the bulk of the cult drugged

tea as part of a bogus “purification ritual”, Masataro looked on as his inner circle sacrificed their less fortunate brethren for the glory of their illustrious leader and the Kamikaijū. The dark power of the mass sacrifice opened a portal to the Kamikaijū’s realm and allowed them to bond with the mortal forms of Masataro and his henchmen. The Kamikaijū transformed their mortal servants into gigantic demonic monsters, with Masataro becoming the vessel of their leader, Miage-Nyūdō.

In their new monstrous forms the group attacked Japan. Their masters needed a sacrifice of great chaos and despair to allow Miage-Nyūdō to tear open the barrier between Earth’s dimension and their own. When enough destruction had been wrought and he had drunk deeply enough of the fear and pain of humanity, Miage-Nyūdō could literally reach up and rip open the sky and allow the Kamikaijū’s realm to spill out and overrun Earth, creating a hellish realm where humanity were the slaves, cattle, and playthings of countless giant demonic beasts.

This plan would have worked too, if not the Lightning Action Rangers, Japan’s premiere hero team and their teen protégés, Masked Action Youth. Working together, the heroes were able to defeat the newly dubbed “Kaijū Kult”, causing them to revert back to their mortal forms. When the battle was over one hero lay dead and another apparently permanently depowered. Most of the cultists died, were crippled, or otherwise incapacitated by the experience, though Masataro and Souta survived intact. They were imprisoned both physically and mystically. However, aided by one of the Unseen Truth’s

HEROES OF THE RISING SUN

While two of them are briefly detailed in the Adventure Seeds section of this book, the full stats and histories of the two Japanese super-teams who defeated the Kaijū Kult during their first appearance is outside the scope of this book. However, the basic descriptions and names of these heroes are provided below for GMs who want to reference them in plots involving the villains.

Lightning Action Rangers (Inazuma Akushonrenjaa, 稲妻アクションレンジャー)

A team of adult supers working closely with the Japanese Self-Defense Forces, Interpol, and other authorities to protect Japan, the Lightning Action Rangers have saved their nation and helped stop various global threats time and again. Their name comes from their reputation for speedy response and impressive power, rather than central power themes. The group's name is often changed to the Lightning Guard in the foreign press. The members who defeated the Kaijū Kult were:

Black Lion (ブラクライオン): American pro-wrestler and MMA fighter who gained superhuman abilities from a special mask. Often plays villains or "heels" in the Japanese wrestling federations, but has the heart of a hero.

Captain Kaze (キャプテン風): Flying speedster and elder statesman of the team. Burned out his powers fighting the Kaijū Kult. Now works for the Government Anti-Kaijū Initiative (GAKI) branch of the Japanese Self-Defense Forces.

Ō-Yoroi (大鎧): Second-generation power-armored hero whose armor uses a mix of magic and technology. Killed in battle with the Kaijū Kult.

Spectacular Sun Princess (壮大なサンプリンセス): Pop idol and actress who channels the power of the Japanese sun goddess Amaterasu.

Whisper (ウイスペー): Beautiful ultra-secretive vigilante who uses her impressive skills and magic based around words and names to fight crime.

Masked Action Youth (Kamen Akushonseishounen, 仮面アクション青少年)

Protégés and sidekicks of the Lightning Action Rangers' members along with some up and coming young heroes, Masked Action Youth do more public relations and disaster cleanup than fighting, but they still provide valuable support for their adult counterparts. Despite their name, not all members wear masks. The foreign press sometimes erroneously calls the group Teen Thunder due to their connection with the Lightning Action Rangers a.k.a. Lightning Guard.

Cub (カブ): Young boy from the indigenous Ainu tribes of Japan and sidekick to Black Lion.

Ōtsuchiko (大槌子): Wielding one of the eight Legendary Weapons of Virtue, the Hammer of Love, this young woman channels the talents and skills of various great heroes.

Ferocious Storm Prince (猛なストームプリンス): Younger brother of Spectacular Sun Princess who gains power from the Japanese god of sea and storms, Susanoo.

Kid Kaze (キド風): Nephew and sidekick of Captain Kaze, now his replacement in the Lightning Action Rangers. A very popular young hero with a lifetime of experience in superheroics.

Tetsuyama (鉄山): Young mutant who can turn into a metal-skinned 12-foot tall goliath at will. Assassinated by the Kaijū Kult.

GMs are not obligated to use these teams or their members if they do not want. Feel free to substitute a Japanese- or Pacific Rim-based supergroup from your own campaign if desired. Perhaps the heroes will foil the original Kaijū Kultist plot themselves, though running that story might require tweaking the host personas of the various villains.

surviving members, the pair escaped and went underground. A short time later, mortal followers of the Kaijū Kult attempted to assassinate the heroes who stopped the Kamikajū's plan. The attempts were mostly unsuccessful, though a suicide bomber did claim the lives of one of Masked Action Youth and several bystanders. In the ensuing weeks of paranoia and confusion, Masataro and Souta left Japan.

The Kaijū Kult is now at large. Though reduced in number, Masataro's connection to the Kamikajū is stronger than ever. He no longer requires such drastic sacrifices to channel Miage-Nyūdō power, though certain rituals and forms must be observed. He and Souta are currently carefully gathering and selecting new hosts for the other Kamikajū and when the time is right they are determined to rise and free their masters.

THE TRUE NATURE OF THE KAMIKAJŪ

As mentioned in the history of the Kaijū Kult, the version of the Kamikajū sold by Masataro and his followers was pretty much bunk. True, these godlike beings are powerful and interested in the affairs of humanity. They do dwell in a strange otherworldly realm. That is pretty much where the truth ends and the groups' lies begin.

In reality, the Kamikajū are demonic beings banished during the times before mortals by a coalition of gods and their allies. Both the Kamikajū and the chaos and corruption they spread were gathered up and dumped in an unused corner of existence. This newly-created hell-realm was then sealed and the Kamikajū were left to spend eternity in a prison of their making.

So it was for eons. The monsters blamed each other for their defeat and for ages they battled and schemed. The survivors of these struggles consumed their weaker cousins, emerging more powerful than ever. Where once there had been millions of these demons now there were dozens; the remaining were all the more dangerous and twisted. Newly empowered, they rededicated themselves to escaping their prison and reclaiming their former lands—now the realms of mortals.

The Kamikajū found unlikely allies in their quest among the very mortals they wished to destroy and devour. Sorcerers and demonologists from humanity and other races contacted these demonic god-things and offered them sacrifices and tribute in exchange for power and knowledge. The monsters reached out to these mortals, eventually finding ways to transfer some of their essence into the Earth dimension. Many demons or monsters of ancient times were in fact Kamikajū possessing mortal shells. These monstrous forms are not actually the entirety of a Kamikajū, but everything they can manifest until such time they are freed.

WAIT, DID YOU SAY "OTHER RACES"?

Yep. You read right. This book assumes the Kamikajū have been contacted by sorcerers and cultists from various races, not just humans. The exact nature of these races is outside the scope of this book and left for individual GMs to explore. They could be ancient races of Earth long dead or who survive in isolated pockets. However, there is no rule that mortals from Earth's dimension who contacted the Kamikajū were all from Earth.

Alien mystics and cultists could easily have contacted these beings and bartered with them for power. In fact, an advanced alien culture probably has methods to free the Kamikajū that modern humanity does not. Intergalactic alien theocracies might exist which worship the Kamikajū and seek to bring about their return. Maybe they succeeded—partially—and out there, somewhere in this galaxy or another, is a series of hellworlds ruled by Kamikajū-possessed God-Kings, gathering millions of mortal worshipers for a campaign of interstellar domination.

Or maybe that is a bit much. Either way, GMs should feel free to explore the idea that the big alien monster that landed in Cleveland might not just be a massive alien engine of destruction, but a massive alien engine of destruction from a race of malevolent demonic god-things seeking the freedom to turn our dimension into their own infernal playground.

Take that, Godzilla.

Fortunately, despite causing considerable death, destruction, and havoc, the Kamikajū have yet to truly succeed in freeing themselves. Heroes, gods, or even rival evil beings have always worked to prevent their escape and subsequent conquest. Acts of chaos and destruction by them or in their name do weaken the walls of their prison and empower them, but they are still prisoners. That is where the Kaijū Kult hopes to succeed where others failed; they will free the Kamikajū and laugh as the mortal world crumbles and burns.

THE KAMIKAJŪ AND THEIR HOSTS

Unlike many villains in superhero stories and campaigns, each Kaijū Kultist is really two villains in one: the Kamikajū and its host. The first, and most notable, are the demonic Kamikajū, extradimensional terrors who manifests in Earth's dimension as giant monsters. They are the dominant partners in the relationship, and it is their goals and whims that ultimately guide the villains' goals and methods. The hosts are mortals who have willingly opened themselves to a partnership with these forces, allowing their bodies to serve as a channel for the Kamikajū's powers. The hosts are not completely submissive—their personalities and desires can be seen in the mannerisms and behavior of the individual monsters—but function more like a weak subconscious influence than an equal partner when the monster form manifests.

Hosts have a bit more control when the Kaijū Kultists are in human form, but even then their Kamikajū masters can exert their wills as needed. This effort is not usually necessary, as the group selects its hosts very carefully, seeking individuals who welcome the power and promised place in the coming Kamikajū order. These individuals come from all classes, races, ages, and can be male or female. Some are sad, broken individuals whose past tragedies have pushed them to accept the bond with their Kamikajū. Others are opportunistic sociopaths who see the relationship as the best way to ensure their continued survival and prosperity when the monsters eventually take over. In any case, reasoning with them is difficult and anyone attempting to mind control the hosts has to overcome the influence of the ancient demonic beast bonded to their consciousness.

If a host dies or is somehow rendered unsuitable, a new host will be chosen. The leaders of the Kaijū Kult, Koga Masataro and his master Miage-Nyūdō, will locate a suitable replacement. In a secret ritual requiring great sacrifice and a display of complete loyalty to the group, the host will receive the Kamikajū's spirit into themselves. Once the bond is created, the Kaijū Kultist can adopt its masters' monstrous form whenever the proper conditions for transformation are met.

While turning into a giant demonic beast-thing grants great power, it is not as easy as turning on and off a light switch. Transforming into their monster form requires completing a ritual which involves incantations, sacrifices, and must be performed at specific times and places. These requirements are

**MASATARO
KOGA**



Denis Loubet

DARK RITUALS, TIME TABLES, AND COMFORT ZONES

The specifics of the ritual that transforms someone into a host for the Kamikaijū are left purposefully vague. There are two reasons for this.

One, not every GM wishing to use the Kaijū Kult are going to want to use them with the same frequency. By leaving the time and effort required to reactive a Kultist's monster form open, it lets a GM pick the pace when it comes to using these villains. The ritual might be able to be completed in an hour using some store-bought incense and a pigeon, or it might require specific substances, sacrifices, places, and times of year. The default assumption this book and *Vigilance Press' Beacon City* setting operates under is that the ritual takes about an hour, is fairly light on ritual materials and specific times, but requires a significant sacrifice of blood or chaos caused by the host. The exceptions are Masataro and Miage-Nyūdō, who require a greater sacrifice involving multiple victims and places of at least moderate mystical power. However, GMs should tweak the ritual requirements to suit their needs.

The second reason is not everyone has the same comfort zones or wants the same things in their supers games. For some, having villains killing runaways and homeless people to power a terrible ritual is an appropriately creepy action. Some might think this does not go far enough, figuring such terrible power requires mass deaths or the sacrifice of those close to the host. Others will be annoyed if they cannot save these victims and will feel that, by the Kaijū Kultist completing the ritual at all, they have already failed. GMs should tailor these details to work with their players comfort zones. After all, the goal is to have fun punching out giant monsters, not to make anyone so uncomfortable they are not having fun.

not too difficult to meet, but they take some time. This means that if a Kaijū Kultist's monstrous form is defeated, it will be some time before it can return. Rituals can also be completed in advance and then activated with some short phrase or gesture, allowing the villain to hold off transforming until the right moment. Once activated, the transformation takes a full turn to complete. During this time the Kaijū Kultist can be attacked normally, defending with the traits of their monster form.

RELATIONS AMONG THE KAIJŪ KULT

The members of the Kaijū Kult are a varied lot, but they all want the same things: power, glory, the complete destruction of human civilization, and the rise of a new kingdom of giant demonic beasts. They also all understand that causing enough pain, terror, chaos, and destruction will weaken the barriers between the Earth dimension and their realm to allow this to come to pass. So while they might have their own preferred tactics and methods to achieve this, they are all on the same page. They are not a standard super-villain group with compatible but distinct goals; they are a cult of fanatics possessed by ancient demonic beast-gods.

This does not mean all the Kaijū Kultists get along perfectly. There are rivalries and personality clashes, especially with individuals who desire to rule the Kamikaijū themselves or covet the position and favor given to other members of the group. Some particular rivalries and potential conflicts are discussed next. Any disparities between the Kamikaijū and their host's attitudes are also discussed, but where no distinction is made assume both halves of a Kaijū Kultist share the same opinions.

MIAGE-NYŪDŌ/KOGA MASATARO

As the undisputed leader of the Kaijū Kult, the pairing of Masataro and Miage-Nyūdō do not have a problem with the other members as long as they know their place and further the group's goals. This does not mean they do not have favorites or manipulate members against each other to keep their own supremacy intact. They do this all the time. They are simply ruthlessly pragmatic about these actions, preferring logical cold-hearted manipulation over sentimentality.

ITAIHIME/TANSY MOON

Like the hungry ghosts their monstrous form resembles, both Itaihime and Tansy Moon find comfort and satisfaction in fear and torment. Neither are long-term planners, happy as long as they are given mortals to torment, terrify, and destroy. They do not get along particularly well with other members, but they do not particularly dislike any either. Because of this apathy, Miage-Nyūdō often prefers to utilize Itaihime as an enforcer in situations where his followers and agents displease him. This has yet to happen with any Kamikajū and host paired members, but other dozens of other followers and their loved ones have met their ends at the hands of Itaihime and Moon.

KARABUJAKI/MILES BURGHER

Greedy and possessive, Karabujaki and Miles Burgher make a great team. Both want to gather as much power as they can and both have devoted their existence to the accumulation of that power sans morality or sentiment. This bond between host and Kamikajū rivals only that of Miage-Nyūdō and Koga Masataro. Due to Burgher's material wealth and influence and its utility towards the group, the pair is careful to keep their connection a secret and the Kaijū Kult will devote considerable resources to silencing those who discover it.

OOGURA/OBARA SOUTA

Oogura and Obara Souta are quite used to their place as the second-in-command of the Kaijū Kult and frown upon any members who threaten this. The pair's constant hunger also means they often look on members who fail as potential meals. Miage-Nyūdō has yet to let either host or Kamikajū indulge such desires, but they playfully dangle the possibility in front of Oogura both as a way to ensure their continued loyalty and as a terrible punishment to threaten Kaijū Kultists who disappoint them.

RANSHIKATTO/MARYANA MADDOX

Mysterious, manipulative, and tactically minded, yet possessing a hidden hunger for carnage and control, the pairing of Ranshikatto and Maryana Maddox make up the most alien and secretive of the Kaijū Kult. They both find Oogura overbearing and brutish and would love to teach him a lesson. However, they are too cautious to risk angering Miage-Nyūdō by sabotaging his chief lieutenant for their own ends.

So for now they simply wait for Souta to screw up, at which point they will be the first to point out their rival's failings and slide into his place.

WAIRA/BRANCH ROSSER

An enigmatic and unstable demon bounded to the spirit of a brain-addled addict, Waira and Branch Rosser make an unpredictable and chaotic combination. Waira works with his fellow Kamikajū because he wants to expand the terrible madness of his native lands, he does not care much for them one way or the other. The only exception to this is Miage-Nyūdō, whose power and skillful manipulation of both Waira and his host keep him a loyal admirer and servant. This is particularly true of Rosser, who loves both Masataro and Miage-Nyūdō for their unconditional acceptance of his failings. Of course, they would actually destroy Rosser in a heartbeat if necessary, a fact Rosser refuses to believe.

HOSTS AND KAIJŪ FORMS

Due to the nature of the relationship between a Kaijū Kultist's host and giant monster form, they are presented as two separate stat blocks. This is because they are two separate characters sharing an existence; each can exist without the other. The Kamikajū can easily possess another host who completes the rituals and is considered a better fit. The monsters have done this in the past when a host has been crippled, imprisoned, or driven so profoundly insane even the monster finds its consciousness unpleasant and distracting. The host could theoretically sever the bond with the Kamikajū; no host has ever done this, because Kaijū Kultists are carefully selected and conditioned, but it is not impossible. Still, this would require a herculean effort, requiring purification rituals, a battle of wills with the monster, and possible outside assistance.

Thus, the Kaijū Kultists do not use the Morph power, Metamorph extra, or some variant on the Summon power; while these are perfectly viable ways to build a giant monster, in the case of the Kaijū Kultist, the host and monster are kept separate so GMs can easily substitute their own hosts. These replacements might be existing campaign NPCs who are seduced by the group, or all-new characters that better fit the focus and tone of a particular campaign.

OTHER MEMBERS OF THE KAIJŪ KULT

While this book details the six hosts and Kamikaijū monsters that form the core of the Kaijū Kult, they are not the only members. At its height, the “Unseen Truth” cult had tens of thousands of members. Most of these were in Japan, but there were always small pockets of worshipers worldwide. After the destructive nature of the group’s goals and demonic connections were revealed, these foreign worshipers formed the backbone of the group’s new iteration, the Kaijū Kult. There are still hidden cells of worshipers in Japan as well, some highly placed in government organizations, organized crime syndicates, or corporations.

Most Kaijū Kult members are not bonded with a Kamikaijū themselves, this is an honor reserved for the most devoted and loyal followers. However, the villains detailed in this book are not the only ones, either. There are dozens of Kamikaijū waiting to escape their prison. GMs should feel free to create their own hosts and monster forms, using those included in this book for inspiration and mechanical guidance. Other Kamikaijū that are known or suspected to exist are:

Daichitakon: Giant octopus-like humanoid. Sprays its toxic blood instead of ink and can drink its victims dry with fang-like suckers in its tentacles. Rival of Karabujaki.

Gashadokuro: A giant, man-eating skeleton mentioned in Japanese folktales. He is thought to be the brother, rival, or lover of Itaihime, and may be all three.

Jotunarok: Takes the form of an icy, corpse-like giant that is able to shift into three monstrous forms: humanoid, serpent, and canine. Historically menaced the Norsemen and their heroes.

Kageko: A childlike being whose shadow looms like a giant. He selects children or others of small stature as his hosts and is known to be a cruel trickster prone to terrible tantrum-like rages.

Kumagama: Literally “bear toad”; this slimy, hunched over, fanged and clawed monstrosity has toxic skin and a love of corrupting and polluting.

BUILDING YOUR OWN KAIJŪ KULTIST

GMs wanting to make their own Kamikaijū-possessed villains are encouraged to do so. A few guidelines and suggestions are:

1. All possessed Kaijū Kultists have the power **Demon-Possessed Fanatic: Immunity 30 (Will Effects)**, Limited to half effect. This costs 15 points and represents the Kamikaijū’s influence and the host’s devotion interfering with attempts to affect the villain’s mind.
2. All monster forms are very large, possessing at least 8 ranks of the **Growth** effect, with 10-13 ranks being standard. This is usually **Permanent** and **Innate**, representing the natural size of the monster form.
3. Each Kamikaijū is unique and so are their monster forms. So while there might be multiple sea monster or elemental-themed Kamikaijū, each one is a bit different. They are not a race of beings in the traditional sense, but a group of inhuman, powerful, evil spirit-gods. That said, there might be a twin monster or “mother” monster with the ability to **Summon** little versions of herself.

New Hosts

New hosts for existing Kamikaijū are a bit easier to create. Take a vulnerable, twisted, or broken individual and bring them into the Kaijū Kult to serve as a new host. These could even be existing NPCs in a campaign seduced by power or a desire for revenge. Few things will surprise a hero more than watching their secret identity’s high school rival or jerky boss transform into a huge supernatural monster.

For simplicity’s sake and because the Kamikaijū themselves do not have normal biological genders, the book refers to the monster form as having the same gender as the host. This does not mean new hosts have to be of the same gender; Ranshikatto’s last host was male, for example.

Of course, readers should feel free to ignore all of the above advice as needed. The Kaijū Kult is your giant, city-destroying sandbox to play in now.

ROLEPLAYING THE KAIJŪ KULT

In the real world, cults and their members are usually nuts. They are driven, often dangerous, and refuse to see the world in any way that conflicts with their beliefs. Their whole ideology is designed to strip away individuality and control others. It is that mix of possessiveness and crazy that makes them dangerous and distinguishes cults from other ideological or spiritual groups. At their worst cults are murderous groups like the Manson Family or Aum Shinrikyo. Violent cults have a lot in common with terrorists, and in fact many such cults are classified as terrorist groups by various governments.

Mix the influence of actual malevolent extradimensional beings who want to destroy humanity and control everything with the worst of real-world cults you have basically got the Kaijū Kult. These folks do not care about anyone or anything but their own goals, though they will talk a good game about “golden ages” and “spiritual growth” if it gets them followers and attention. They do not just want to watch the world burn, they want to pour the gasoline and strike the match.

RELATIONS WITH OTHER VILLAIN GROUPS

The Kaijū Kult does not generally play well with others. They are genocidal, power-mad fanatics bonded to equally genocidal, power-mad demonic beast things from another dimension; that tends to put a damper on making friends and allies. Also, the group has no real interest in sharing with other dark gods, eldritch horrors, or evil beings that also seek to dominate or destroy humanity. In fact, these beings might make for potent but completely untrustworthy allies for heroes seeking to stop the Kaijū Kult.

This does not mean the group might not hire or recruit the occasional villain as a member, but the Kult’s goals are generally incompatible with... well, pretty much everyone. This makes the Kaijū Kult’s personal power and insidious nature very important, since it represents nearly the entirety of their resources. Of course, that still makes them an incredible threat.

GROWING EVIL AND POWERING UP

As mentioned earlier in this book, acts of destruction and chaos by the Kaijū Kultists or in their name empower them and weaken the barriers between their world and Earth’s dimension. Each of these brings closer the day when their leader, Miage-Nyūdō, tears down the barriers between the two worlds and the Kamikajū can destroy human civilization.

Acts of destruction empower each of the Kaijū Kultist, making their monster forms more powerful. This is a universal boost for all the villains; it is a result of weakening extradimensional barriers allowing the Kamikajū to more completely manifest in our worlds. The nature and potency of the increase is proportional to the destruction caused. So destroying Tokyo would give the group more power than leveling Decatur, Illinois. Location is also a factor. Destroying landmarks, holy sites, and places where the barriers between worlds are already weakened produces more cracks in the Kamikajū’s prison.

Of course this process works both ways. Rebuilding efforts and displays of solidarity, spiritual strength, and compassion strengthen the barriers around the Kamikajū’s dimension. It is even possible that with enough effort, the barriers could be strengthened enough to destroy the Kaijū Kult’s ability to channel their demonic energies to transform into their monster forms. Of course, this would require a lasting global (and possibly universal) shift in consciousness, but it is theoretically possible.

It is up to individual GMs just how much destruction the group must cause before gaining more power and just how much devastation they have to cause before Miage-Nyūdō can open a rift between the worlds. A good guideline is that if the Kaijū Kult can produce a level of destruction equal to a major natural disaster they will get a noticeable power boost. Two or more such incidents are likely worth a PL boost as well. If the devastated area is rebuilt this might lessen these effects, but the despair, trauma, and loss of property and life will still leave a lingering effect.

MONSTER

The king of the Kamikajū, Miage-Nyūdō rose to rule his brethren after eons of infighting. He has come to Earth a few times since his kind's imprisonment, forming the basis for the legends of the Japanese monster myth that shares his name. However, his great power makes it harder for him to transfer his essence across dimensional barriers, making these trips less frequent than his lesser cousins. He usually uses some sort of artifact to act as a gateway through which to possess a mortal shell, being particularly fond of mirrors.

Though occasionally worshiped in the past by heretics or small cults, Miage-Nyūdō's current incarnation marks his first serious attempt to take a mortal identity and to truly cultivate human followers. If this plan works and he can use mortals to bring about his freedom, he has considered keeping some around as pets, slaves, and fodder for his next goal: to destroy the gods and claim their power and holdings for himself.

HOST

A bright but unexceptional student of archeology at the Kyoto University, Koga Masataro's life changed during a small dig in northern Japan. Discovering an ancient mirror with strange carvings around its edge, Masataro heeded the otherworldly whispers in his mind. Gazing deeply at his warped reflection in the mirror, demonic power and consciousness poured into him.

Masataro passed out, and when he awoke the other members of the archaeological dig lay brutally murdered, cut to pieces with shards of the shattered mirror. Also, the young man was no longer alone inside his own head; he shared his thoughts and feelings with the great demon-god, Miage-Nyūdō. There were physical changes too, he was taller, more impressive and his eyes had gone from a muddy brown to pale highly reflective silver. Now a servant and partner for the lord of the Kamikajū, Masataro left his old life behind and disappeared for several years.

When he resurfaced Masataro was no longer an unremarkable archeology student but a compelling and charming media sensation. He cultivated an air of mystery and mystic wisdom that drew in the lost, impressionable, and confused. Miage-Nyūdō's powers and eons of experience made this even easier. From this foundation he built the Unseen Truth cult, and when ready he led dozens of his followers to their death so he could free the Kamikajū. If Masataro was once capable of feeling sorry for such actions he lost the capacity long ago; now he lives to free the Kamikajū and sow chaos and destruction.

PERSONALITY

Unlike many of his brethren, Miage-Nyūdō and Koga Masataro are incredibly psychologically integrated. While the other Kajū Kultists are a partnership of two distinct but compatible beings, one inhuman demon and a mortal, the group's leader is a fusion of man and demon. The combination is frighteningly effective, as Miage-Nyūdō's power and experience compliments Masataro's human instincts and cultural understanding. The end result is a manipulative and completely corrupt individual who desires nothing less than creation of a new world where he reigns supreme.

Though unrepentantly evil, Miage-Nyūdō is incredibly charming and charismatic. This is especially true of his human form, whose normal appearance is disarming. It is this magnetism that seduced celebrities, philosophers, and others to his cause. Even if fully mortal he would be dangerous; as a demonic power he represents a threat beyond normal comprehension. Given his status and how his powers work, Miage-Nyūdō hates being ignored and will take such behavior as a grave insult.

POWERS & ABILITIES

As the lord of the Kamikajū, Miage-Nyūdō possesses terrible power. He can feed off the spiritual energies of others, using their life-force to grow to theoretically unlimited size. This effect can even kill the weak and infirm. He is resistant to damage and very difficult to injure, becoming only more so as he grows.

In addition to his physical might, Miage-Nyūdō possesses a powerful will that he can use to hypnotize others even when in his mortal guise. Those attempting to read or affect his mind risk injury or madness when faced with the vile morass that makes up his consciousness. Combined with his charisma and skill at manipulating others, he is dangerous even when not channeling the bulk of his demonic might. As ruler of the Kamikaijū he can communicate psychically with his brethren by concentrating on them. He is also immune to their powers by right of his office, but could still be physically attacked by them.

KING OF THE KAMIKAIJŪ

As undisputed leader of the Kaijū Kult and ruler of the Kamikaijū, Miage-Nyūdō and his host, Koga Masataro, do not quite follow the same mechanics as the rest of the group. For one, there is no separation between the host form and monster—Miage-Nyūdō is Koga Masataro and vice versa. The two are bonded in a deeper and more intimate way than the other members. This is represented by the villain having a single statblock and with some important Complications and powers.

Miage-Nyūdō's Power Loss Complication represents how a specific ritual must be performed to unlock his "Kaijū Demon" power, which represents the villain's gigantic monster incarnation. The ritual involves a blood sacrifice and must be performed near a place of mystic power, where the walls between various mystic realms and Earth are the weakest. Once performed, Miage-Nyūdō is free to channel ever-increasing amounts of power into his mortal host.

This empowerment must be witnessed and occurs over time, drawing spiritual energy from those who see Miage-Nyūdō and weakening them while strengthening him, which is represented by the villain's Weaken power effect and the Quirk flaw on his Growth. Each turn someone looking upon Miage-Nyūdō is affected by his Look Upon Me! power, he gains ranks of Growth. A small group of individuals allows him to gain 1 rank of Growth. Larger groups allow him to jump up 2 ranks. A small nation or major city all looking upon him at once could cause him to grow 3 or possible more ranks in a round.

There is no upper limit to how many ranks of Growth the villain can achieve; it is effectively a Power Level X effect. However, growing the villain much more than 20 ranks begins to become unwieldy mechanically. At some point, if the process is not stopped, Miage-Nyūdō will grow large and powerful enough to "tear open the heavens" and release the trapped Kamikaijū. This ritual also requires appropriate acts of widespread chaos and destruction, so the villain cannot just sit in a field and have some people stare at him until he can bring about Armageddon—he has to work for it.

The Kaijū Kultists themselves cannot fuel this transformation, nor can any other character who is already protected or claimed by a powerful spirit or demon; only mortals unclaimed by higher powers can be used to fuel the villain's ascension. If GMs are concerned about the heroes prematurely ending an encounter with Miage-Nyūdō by jumping him when he only has a rank or two of Growth, feel free to introduce him in this form once he already had several NPCs fuel his powers.

Like all Kaijū Kultists, if Miage-Nyūdō's monster form is Incapacitated or otherwise defeated, it dematerializes and he cannot re-assume the form until a new ritual is performed. Unlike his brethren, it is very difficult for Miage-Nyūdō to select a new host. To do so, his current host would have to be killed by someone with the know-how to transfer the Kamikaijū's spirit into himself.



STRENGTH
0

STAMINA
3

AGILITY
1

DEXTERITY
1

FIGHTING
6

INTELLECT
4

AWARENESS
4

PRESENCE
8

POWERS

Corrupting Primordial Evil: Immunity 30 (Will Effects), Reflect, Limited to Half Effect

Demonic Protections: Enhanced Advantage (Diehard); Immunity 15 (Aging, Environmental Conditions, Interaction Skills, Poison, Sleep, Suffocation (All)), Quirk (Half Effect in mortal form)

Hypnosis: Perception Ranged Cumulative Affliction 10 (Resisted by Will; Entranced, Compelled, Controlled), Insidious, Subtle, Check Required (Persuasion, DC 15), Sense-dependent (Sight)

King of the Kamikajū: Communication 4 (anywhere), Distracting, Concentration, Limited to other Kaijū Kultists or Hypnotized targets; Immunity 2 (powers of other Kamikajū)

Look Upon Me!: Perception Area Weaken Stamina 12 (Resisted by Will), Sustained, Quirk (Does not affect those already claimed by higher powers or major demonic forces) Linked to **Kaijū Demon**: Each time **Look Upon Me!** is successfully used, **Kaijū Demon** gains 1 or more ranks of Growth (see sidebar), as well as a number of linked effects. Whenever **Look Upon Me!** is not used and Miage-Nyūdō elects to take a normal Standard action instead, he loses 1 rank of Growth. He may choose to prevent this by using a Standard action to concentrate. The total increases and penalties for Growth are:

- For Each Rank of Growth: STR +1, STA +1, -1 Stealth, +1 Impervious Toughness.
- Every 2 Ranks of Growth: +1 Intimidate, -1 to Dodge & Parry
- Every 3 Ranks of Growth: +1 Dodge & Parry, +1 Speed, Close Attack 1
- Every 4 Ranks of Growth: +2 Size Categories (+1 from Growth and another from the Mega-Sized Feature), +1 Strength (Limited to Lifting Only), 1 Rank Regeneration, 1 Rank of Feature (Mega-Sized)

SKILLS

Athletics 2 (+2)
Close Combat: Unarmed 2 (+8)
Deception 6 (+14)
Expertise (PRE): Cult Leader 5 (+13)
Expertise: Demonology 8 (+12)
Expertise: Magic 8 (+12)
Insight 6 (+10)
Intimidation 4 (+12)
Investigation 2 (+6)
Perception 5 (+9)
Persuasion 4 (+12)
Sleight of Hand 3 (+4)
Stealth 3 (+4)

DODGE
8

INITIATIVE
+1

PARRY
8

FORTITUDE
4

WILL
14

TOUGHNESS
3

OFFENSE

Hypnosis — Perception Ranged, Affliction 10; res. by Will

Look Upon Me! — Close, Perception Area Weaken Stamina 12; res. by Will

Unarmed +8 Close, Damage 0

ADVANTAGES

Assessment, Connected, Daze (Intimidation), Diehard, Fascinate (Intimidation), Fearless, Improved Grab, Inspire, Languages 3 (English, Korean, Latin, Mandarin Chinese; Japanese is native), Leadership, Power Attack, Ritualist, Skill Mastery (Expertise: Magic), Startle, Trance

COMPLICATIONS

Demonic Pact: Miage-Nyūdō is committed to freeing his trapped brethren and must weaken the walls of his prison with sacrifices of blood, chaos, and destruction or risk their displeasure.

Power Loss: If Miage-Nyūdō is rendered unconscious (but not stunned or otherwise temporarily rendered ineffective) while using his **Kaijū Demon** form he cannot reactivate his powers until he again performs the proper transformation rituals. This reactivates **Look Upon Me!** and lets him begin to grow normally.

Psychotic Madman: Miage-Nyūdō is a megalomaniacal, manipulative, cruel mixture of demon and man who wants power and control. He cares for little else.

Abilities 50 + Powers X + Advantages 16 + Skills 29 + Defenses 20 = X Total

MONSTER

Many Kamikajū died during the millennia of infighting that followed their original defeat and imprisonment. Itaihime was one of the slain; unlike most of her kin death was a minor impediment. Her spirit proved too strong to perish and it clawed her way out of whatever hellish afterlife awaits monsters like the Kamikajū to eventually stand among the triumphant few who “survived.” Since then, Itaihime has been a bane of the living and avatar of death. A giant hungry ghost of a dead god-beast she has plagued humanity in the past and is represented in myth and folklore as various ghostly and corpse-like fiends.

Itaihime functions as a sort of “Lord of the Underworld” for the Kamikajū. She knows the secrets of the dead and understands mortality in ways many of her kin cannot. She does not share much of her outlook or knowledge with others and many of her kind are a bit scared of her, but they respect her power and understand that, more than most, she is driven to watch humanity die.

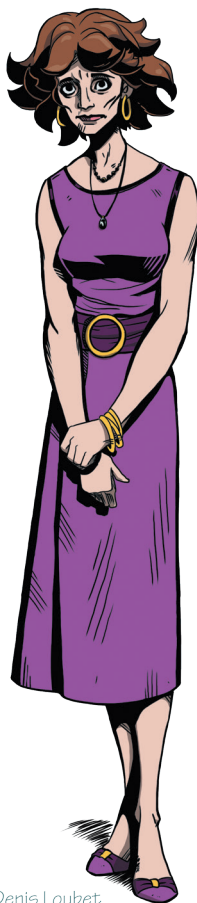
HOST

A “police psychic” and mystic of some repute, Tansy Moon used her abilities to help locate kidnapped children and solve crimes. After her efforts saved the lives of kidnapped twins of a media tycoon, she was offered a spot on Phantom Nation, a paranormal investigation reality show. For a time it was a great gig, until the show did a special investigation of Ashton Sanitarium. The institute was a former 19th century asylum for social undesirables, unbalanced orphans, and the criminally insane famous for the terrible abuses committed by its staff. Finally shut

down in 1961, Ashton was allegedly haunted by all the tormented spirits of those who died within its walls. The cast and crew were supposed to spend three days at the site, documenting and cataloging everything they experienced. None of them, especially Moon, were prepared for what happened.

The spirits of those who were tortured and tormented at Ashton recognized Moon’s psychic sensitivity and attempted to return to life by possessing her. A hundred mad spirits tore into her and by the end of the third day the rest of the cast and crew were dead or nearly so. Moon was found in blood-soaked rags, wandering Ashton’s decaying halls in a daze. All recordings of the incident were supposedly destroyed and production on the show was canceled. Moon was remanded to state psychiatric care without any real hope of recovery. It was there Miage-Nyūdō found her, alerted to her existence by Miles Burgher, whose company produced Phantom Nation.

The Kajū Kultist offered her a bargain. If she opened herself to Itaihime, the Kamikajū could erase the horror and pain of the spirits who tormented her. Moon desperately accepted and Itaihime bonded with her, scooping out the lesser spirits who still plagued Moon and devouring them in the process. A witness to this orgy of spiritual carnage, Moon’s soul shriveled and died; making her the perfect partner for the soulless, undead Kamikajū that now shares her body and mind.



Denis Loubet

PERSONALITY

An undead beast-god from another realm, Itaihime's motivations are nearly beyond mortal understanding. She sees the living as only a way to feed her hunger and drive to torment. On some level she also hates them for having a warmth and life she lacks, though this is a cold, detached hatred. She rarely speaks, not because she is incapable but because she rarely finds words necessary. She is a hungry spirit who exists to spread death and fear and feels comfortable only among the dead; this nature does not exactly encourage deep conversation.

Tansy Moon was a sensitive and sweet young woman before her encounters with the supernatural ripped her kindness and humanity from her. Now she is filled with muted emotions and an icy resentment for humanity she barely understands. Her connection to Itaihime only reinforces this spiritually traumatized state, making her capable of terrible atrocities without the slightest twinge of guilt or trepidation.

POWERS & ABILITIES

A gigantic hungry ghost, Itaihime has the resistance and might of the undead and the might of a Kamikajū. Wherever she goes, temperatures drop and lights dim. She has the ability to emit a terrible shriek that freezes targets in their tracks and drain energies from living beings to heal herself. She can cause black blood to rain from the skies and travel the "paths of the dead" to instantly transport between graveyards, battlefields, and other places of death.

Tansy Moon was a skilled psychic and mystic before becoming Itaihime's host, and still retains those talents. Her fractured soul makes her resistant to mystical or psychic effects. She is also adept with the use of knives, a talent she has honed on countless victims.

TANSY MOON

PL 6

STR 1 STA 2 AGL 1 DEX 0 FGT 4 INT 1 AWE 3 PRE 1

Powers: **Deathly Aura:** Feature 1 (Reads as soulless and dead to psychic or mystic detection efforts); **Demon-Possessed Fanatic:** Immunity 30 (Will Effects), Limited to half effect; **Spiritualist:** Comprehend Spirits 2 (Communicate, Medium), Sustained, Concentration; Senses 2 (Postcognition limited to Traumatic Events), Sustained, Concentration

Equipment: Knife

Advantages: Defensive Roll 2, Equipment 1, Fearless, Languages 2 (French, Japanese; English is Native), Ritualist, Trance

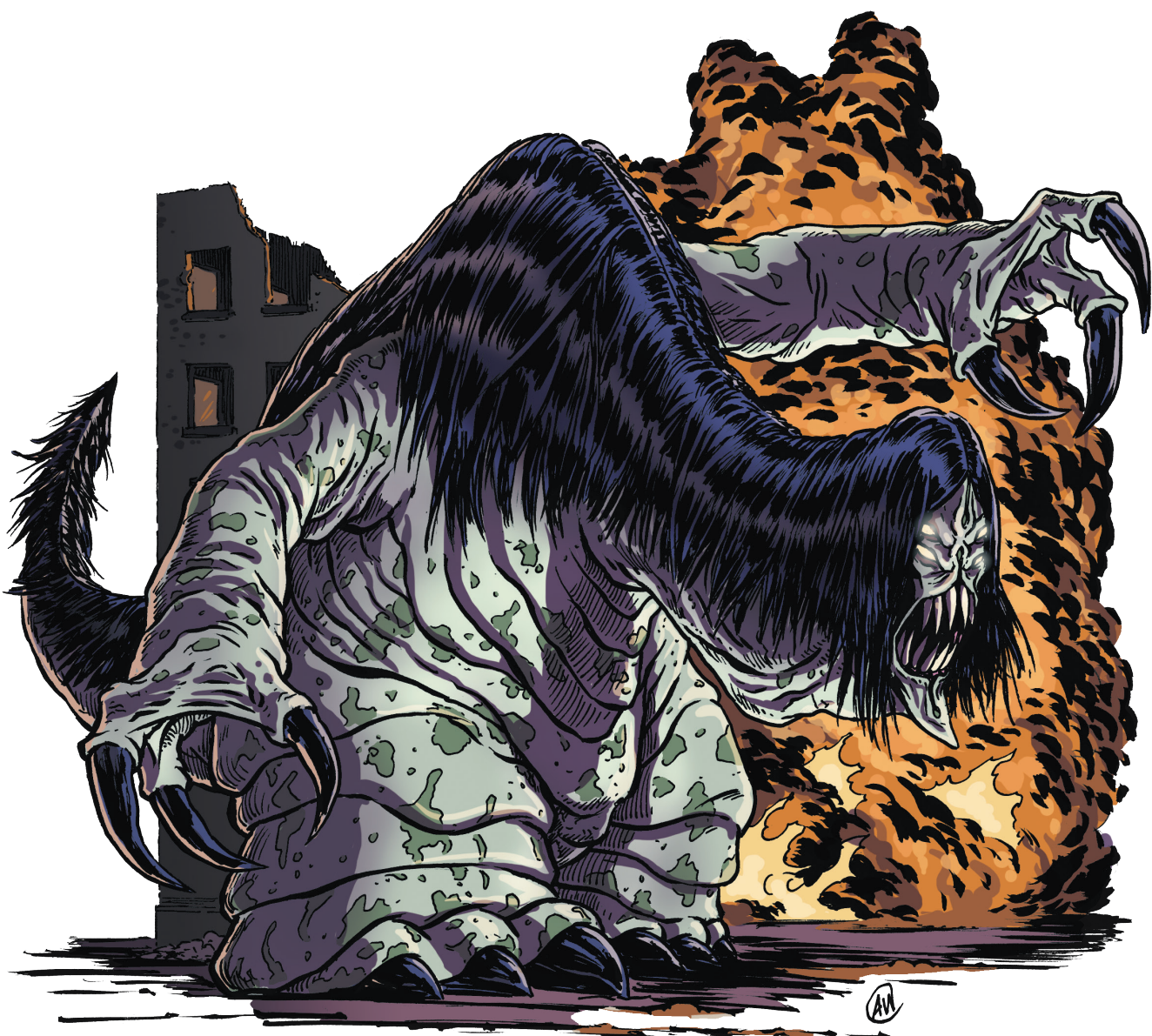
Skills: Close Combat: Knives 4 (+8), Deception 3 (+4), Expertise (AWE): Psychic 4 (+7), Expertise: Cultist 4 (+5), Expertise: Demonology 6 (+7), Insight 1 (+4), Intimidation 3 (+4), Investigation 1 (+2), Perception 3 (+6), Persuasion 1 (+2), Stealth 4 (+5)

Offense: Initiative +1, Knife +8 (Close, Damage 2), Unarmed +4 (Close, Damage 1)

Defense: Dodge 8, Parry 8, Fortitude 4, Toughness 4/2*, Will 8

Power Points: Abilities 26 + Powers 19 + Advantages 8 + Skills 17 + Defenses 18 = 88 Total

Complications: **Coldhearted** (Tansy is callous, vengeful, and cruel, caring nothing for the suffering of others) **Dead Soul** (Tormented by ghosts and demons that her connection to Itaihime now keeps at bay, Tansy's connection to humanity is tenuous at best; she has trouble interacting with normal humans on any meaningful level)



STRENGTH 15	STAMINA —	AGILITY 0	DEXTERITY 0	FIGHTING 4	INTELLECT 1	AWARENESS 0	PRESENCE 1
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POWERS

Demon-Possessed Fanatic: Immunity 30 (Will Effects), Limited to half effect

Demonic Durability: Immunity 30 (Fortitude Effects), Protection 6, Impervious Toughness 17

Demonic Senses: Senses 9 (Accurate Ranged Detect Life, Darkvision, Mystic Awareness, Postcognition (Limited to Death & Destruction))

Ghost Touch: Affects Insubstantial 2 on Strength

Giant Monster: Growth 11, Innate, Permanent; Mega-Sized 2 (+2 Size Category, x64 Mass, +8 circumstance bonus to Intimidation checks)

Necromantic Powers: 27 point Array

- **Aura of Death:** Damage 5, Resisted by Fortitude, Reaction, Affects Insubstantial 2
- **Baleful Shriek:** Perception Area Affliction 13 (Resisted by Will; Dazed/Stunned/Paralyzed)
- **Ghost Form:** Flight 3 (16 MPH), Insubstantial 4 (Incorporeal)
- **Life Drain:** Healing 13, Limited to self only, linked to Weaken Stamina 13 (Resisted by Will), Contagious; Grab-based
- **Paths of the Dead:** Teleport 10 (1000 miles), Accurate, Extended, Increased Mass 7, Limited to Extended, Medium (Places of Mass Death)
- **Rain of Blood:** Burst Area 4 (250 ft radius) Affliction 5 (Resisted by Will; Impaired), Affects Objects, Sustained, Instant Recovery, Limited to First Degree

Yin Aura: Environment 5 (Cold, Visibility), Permanent

SKILLS

- Close Combat: Unarmed 3 (+7)
- Expertise: Cultist 5 (+6)
- Expertise: Demonology 7 (+8)
- Intimidation 10 (+16)
- Perception 4 (+4)
- Ranged Combat: Throw 5 (+5)

DODGE 9	INITIATIVE +4	PARRY 9
FORTITUDE Immune	WILL 9	TOUGHNESS 17

OFFENSE

- Aura of Death** — Close, Reaction Damage 5; res. by Fortitude
- Baleful Shriek** — Close, Perception Area Affliction 13; res. by Will
- Life Drain** +8 Close, Weaken Stamina 13; res. by Will
- Rain of Blood** — Close, Burst Area 4 (250 ft) Affliction 5; res. by Will
- Unarmed** +11 Close, Damage 15

ADVANTAGES

Close Attack 4, Daze (Intimidation), Diehard, Fearless, Improved Critical (Unarmed), Improved Initiative, Power Attack, Ritualist, Skill Mastery (Intimidation), Takedown

COMPLICATIONS

Hungry Ghost: Itaihime is repelled by holy objects and sites, suffering the Impaired condition when forced to deal with them. Divine magic or blessed weapons bypass her Impervious Toughness and do +2 extra ranks of effect.

Reversion: If Itaihime's demonic form is Incapacitated, she dematerializes. Its host cannot re-assume this form without engaging in the proper transformation rituals.

Abilities 10 + Powers 152 + Advantages 13 + Skills 17 + Defenses 33 = 225 Total

MONSTER

Always seeking to take more than he must give, Karabujaki has devoted his existence to the accumulation of power and wealth. He is one of the few Kamikaijū that appreciates material things, and is known to hoard treasures, artifacts, and even keep prisoners. He does not really do much with most of these possessions; he just loves the feeling of having something and knowing no one else gets to enjoy it.

Historically, Karabujaki tended to lay fairly low, preferring to steal, raze, or abduct and then slip away; many sea monster stories can be attributed to him, especially those where great treasure ships or vessels carrying important dignitaries were sunk. These days, he enjoys destroying major financial centers, attacking museums to cart off some unique treasure, or seizing celebrities to serve as slaves. The other Kamikaijū do not often understand Karabujaki's obsession with fragile material things, but they respect his intelligence and tactical acumen.

HOST

A wealthy dot-com entrepreneur who survived the crash by diversifying into other types of media, Miles Burgher is the CEO and majority shareholder of Mileage, Inc. Mileage, Inc. owns several radio stations, two cable networks, and runs multiple news and entertainment websites. Never satisfied with his power, influence, or wealth, Miles sought to give himself superhuman abilities; his attempts cost millions and met with universal failure, but his desire to abandon his humanity attracted Miage-Nyūdō.

The Kaijū Kult leader approached him as if he was engaging in a business negotiation, playing to Miles' arrogant self-importance perfectly. Before Miles realized it, he had bought into the Kaijū Kult completely, committing his considerable resources to their goals in exchange for the power that came with bonding with a Kamikaijū.

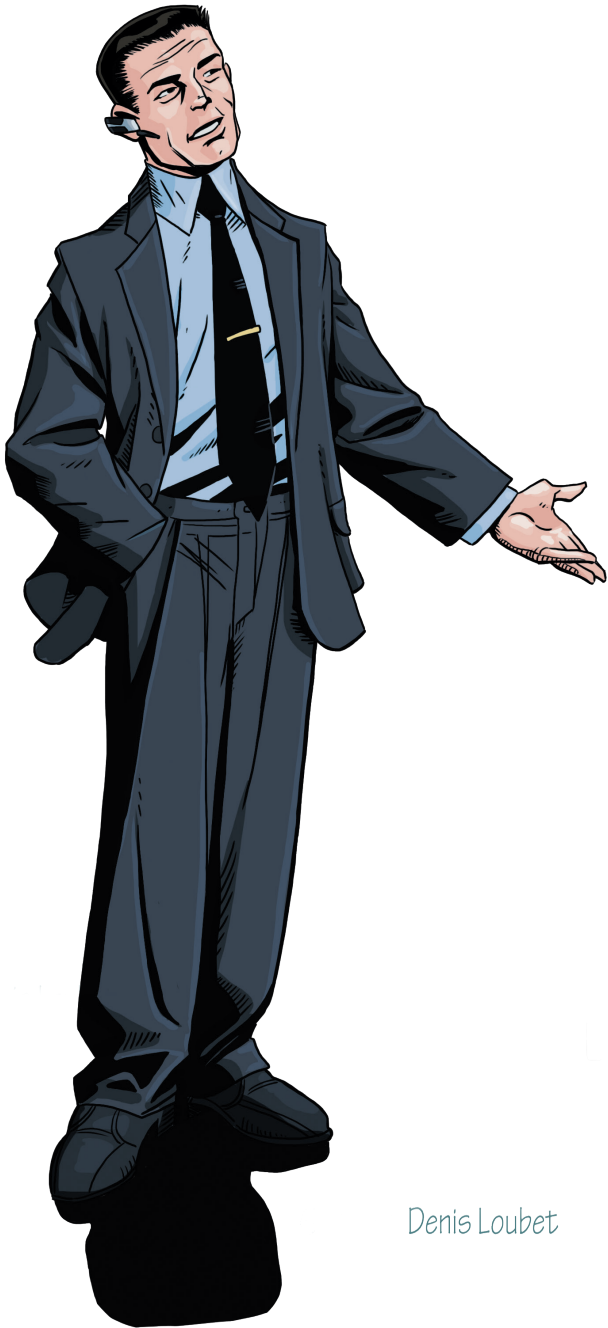
PERSONALITY

Karabujaki is a being of avarice and self-interest. He acquires treasures and destroys those of others because he knows no greater joy than having things others do not. He kills for the same reason—he enjoys depriving people of their existence while reveling in his own. Karabujaki is not much for strategic thinking; he hoards, steals, and destroys for the pleasure of it. On the other claw, he is a highly intelligent and gifted tactician, adapting and exploiting situations to come out on top.

Though logically aware he is the weaker, mortal host of Karabujaki, Miles approaches their relationship as if they are equal partners. He deals with his fellow Kaijū Kultists as peers involved in a long-term business venture, even Miage-Nyūdō. The Kamikaijū find this grating, but Miles' usefulness and influence over the mortal world outweighs their annoyance, a fact he realizes and exploits.

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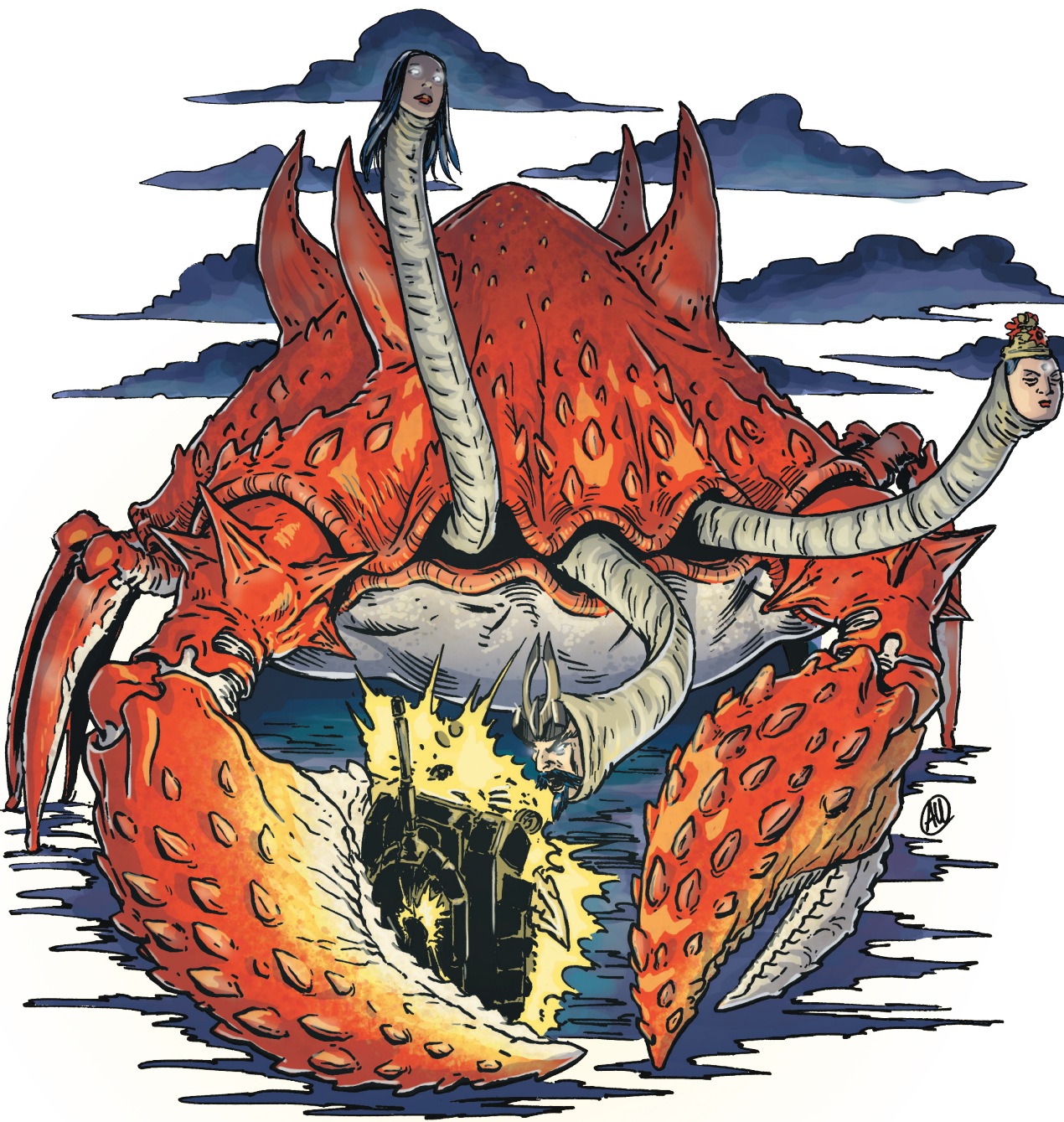


Denis Loubet

POWERS & ABILITIES

Karabujaki's monster form is a heavily-armored, powerful, crab-like beast. He is incredibly durable, has crushing claw-like limbs, and can function well on land or underwater. In place of normal sensory organs, Karabujaki has three faces mounted on retractable stalks: a pearl-masked maiden, a golden-faced warrior, and a jade-visaged bodhisattva. Each is capable of speaking and perceiving, and each has a unique song that produces a particular effect: the maiden's song produces great sorrow, the warrior's dirge causes great destruction, and the bodhisattva's ballad destroys good fortune.

MILES BURGHER	PL 6
STR 0 STA 1 AGL 0 DEX 0 FGT 3 INT 3 AWE 1 PRE 2	
Powers: Demon-Possessed Fanatic (Immunity 30 (Will Effects), Limited to half effect)	
Equipment: Cane (Str-based Damage 2), Smartphone	
Advantages: Assessment, Benefit 5 (Billionaire), Connected, Contacts, Defensive Roll 2, Equipment 1, Languages 2 (German, Japanese; English is native), Ritualist, Set-up, Taunt, Well-informed	
Skills: Deception 6 (+8), Expertise: Business 6 (+9), Expertise: Cultist 3 (+6), Expertise: Demonology 3 (+6), Insight 3 (+4), Investigation 1 (+4), Perception 5 (+6), Persuasion 4 (+6), Stealth 2 (+2), Technology 3 (+6), Vehicles 2 (+2)	
Offense: Initiative +0, Cane +3 (Close, Damage 2), Unarmed +3 (Close, Damage 0)	
Defense: Dodge 9, Parry 6, Fortitude 4, Toughness 3/1*, Will 8	
Power Points: Abilities 20 + Powers 15 + Advantages 17 + Skills 19 + Defenses 22 = 93 Total	
Complications: Dark Secret (Burgher keeps his connection to the Kaijū Kult secret and will go to great lengths to protect his reputation as a media mogul and respected businessman); Greed (Burgher wants money and power; no amount is ever too much)	



STRENGTH
16

STAMINA
14

AGILITY
0

DEXTERITY
0

FIGHTING
6

INTELLECT
3

AWARENESS
1

PRESENCE
3

POWERS

Aquatic Monster: Movement 1 (Environmental Adaptation (Aquatic)), Swimming 6 (30 MPH)

Armored Shell: Immunity 40 (Bludgeoning Effects, Piercing and Slashing Effects), Limited to half effect

Demon-Possessed Fanatic: Immunity 30 (Will Effects), Limited to half effect

Demonic Durability: Immunity 12 (Aging, Life Support, Sleep), Protection 6, Impervious Toughness 20

Demonic Senses: Senses 3 (Mystic Awareness, Darkvision)

Giant Monster: Growth 12, Innate, Permanent; Mega-Sized 2 (+2 Size Category, x64 Mass, +8 circumstance bonus to Intimidation checks); Enhanced Strength 2, Limited to Lifting (6000 tons); Regeneration 2

Pincers: Enhanced Advantages 5 (Fast Grab, Improved Critical (Grab), Improved Critical (Unarmed), Improved Grab, Improved Smash)

Three Songs of Doom: 39 point Array

- **Ballad of Misfortune:** Enhanced Advantages 6 (Luck 6), Limited to Luck Control use; Perception Ranged Affliction 13 (Resisted by Will; Impaired/Disabled), Concentration, Limited Degree Linked to Luck Control 13 (Force a Re-roll, Negate Luck; 11 Extra Ranks); Distracting, Hearing-dependent
- **Dirge of Destruction:** Cone Area 2 (120 feet) Weaken Toughness 13 (Resisted by Fortitude), Affects Objects, Distracting
- **Song of Sorrow:** Perception Area Affliction 13 (Resisted by Will; Fatigued and Impaired/Exhausted and Disabled/Controlled and Mentally Transformed to Depressed and Suicidal), Concentration, Extra Condition, Instant Recovery

SKILLS

Athletics 2 (+18)
Close Combat: Unarmed 2 (+8)
Expertise: Infernal Songs 9 (+12)
Expertise: Cultist 5 (+8)
Expertise: Demonology 5 (+8)
Expertise: Tactics 3 (+6)
Intimidation 9 (+18)
Perception 5 (+6)

DODGE
6

INITIATIVE
+0

PARRY
6

FORTITUDE
18

WILL
8

TOUGHNESS
20

OFFENSE

Ballad of Misfortune— Perception Ranged, Affliction 13; res. by Will
Dirge of Destruction— Close, Cone Area 2 Weaken Toughness 13; res. by Fortitude
Grab +8
Song of Sorrow— Close, Perception Area Affliction 13; res. by Will
Unarmed +10 Close, Damage 16

ADVANTAGES

All-out Attack, Assessment, Close Attack 2, Fascinate (Expertise), Fast Grab, Favored Environment (Aquatic), Great Endurance, Improved Critical (Grab), Improved Critical (Unarmed), Improved Grab, Improved Smash, Instant Up, Power Attack, Ritualist, Startle, Takedown

COMPLICATIONS

Materialist: Karabujaki loves acquiring and hoarding material things. He also loves denying others whatever is important to them.

Reversion: If Karabujaki's giant monster form is Incapacitated, it dematerializes. Its host cannot re-assume this form until the proper transformation rituals are completed.

Three Faces of Doom: Karabujaki has three demonic faces, each channeling a different power. Disabling a head limits the monster's access to his Three Songs of Doom Array.

Abilities 38 + Powers 167 + Advantages 12 + Skills 20 + Defenses 29 = 266 Total

MONSTER

Miage-Nyūdō's servant for much of the Kamikajū's long imprisonment, Oogura devoured countless enemies on behalf of his lord. Interested primarily in his appetites, the monster was never a planner and left schemes and plotting to his master.

Oogura has come to Earth's dimension before, his manifestations forming some of the basis for various flesh-eating ogres, giants, and other monsters. In particular, he often found himself in the Pre-Columbian Americas where he would possess some desperate or twisted individual and go on a rampage until brought down by a great hero or party of skilled warriors. For spoiling his fun so many times, Oogura still holds a grudge against the tribes of the Americas and their descendants.

Since possessing his current host, Oogura's hunger has become tempered with even more purpose. Before he ate because he was always hungry; now he is beginning to embrace his host's idea that devouring others takes in their power. This makes powerful figures like superheroes especially attractive meals, though in a pinch he will gladly resort to older tastes: the young, the infirm, and whoever screams the loudest.

HOST

Obara Souta was a medical student studying abroad in Montreal, Canada, when he kidnapped, murdered, and cannibalized a fellow student. Souta had been seeing her socially, but his increasingly erratic behavior and bizarre requests in the bedroom caused her to call it off. Still, she had no idea what the quiet, unassuming Japanese man was capable of when he arrived at her off-campus apartment, wishing to talk. Souta was apprehended by the authorities days later, after he was seen dumping

the girl's body, and the press had a field day when the autopsy confirmed she had been partially eaten. Souta gave no practical defense, claiming he just wanted to be close to her and "gain her strength". He insisted he had not originally meant to hurt his ex but, after he was struck by the idea that killing and eating her was the best way for them to be together, he felt compelled to do so.

Found to be insane by the courts, Souta was committed and confined to a mental institution. Eventually, to avoid the constant media attention and due to pressure from Souta's wealthy family, he was deported back to Japan. Exploiting a procedural error during his extradition, the Japanese authorities found they could not hold Souta, and he was released shortly after arriving home.

Souta's morbid crime and odd demeanor made him a demi-celebrity in the media. He lived off of describing his crime. His bizarre tale and the unapologetic, detached way he approached his crime fascinated a public who looked on with perverse interest. It was during this period he was found by Koga Masataro and brought into his Unseen Truth cult. Under Masataro's tutelage, the disturbed murderer seemed to "reform". He expressed deep regret for his actions and began working with various charities. The cult leader's success with Souta was instrumental in the cult's rise, as troubled individuals flocked to the Unseen Truth confident

that if Souta could be cured, then their salvation was inevitable.



Denis Loubet

However, Masataro had not cured Souta. He simply told him his urges were understandable, even laudable. In accepting Souta, he turned him into a loyal lieutenant, one who gladly did whatever was necessary to gain the power that would allow him to sate his hunger. And when the cult summoned the Kamikajū to possess Masataro and his inner circle, Souta found a perfect partner in Oogura, the Glutton. Since then, Souta has served as the Kaijū Kult's second-in-command, content to serve as long as he is given ample opportunity to consume...

PERSONALITY

Oogura is a demon of pure hunger. He desires only to consume, taking pleasure in eating anything he can get his huge slimy hands on. Living beings or objects treasured by them are his favorite dishes, since he can taste the despair, pain, and loss that flavor such feasts. In his darkest moments, Oogura dreams of devouring the whole world and hopes that when the Kamikajū finally rule, Miage-Nyūdō will allow him to consume whatever is left of the mortal world.

Souta is more subdued and human than Oogura, but he is still a cold, twisted individual. His empty smile and hungry eyes make him far more unsettling than his small frame and bland appearance immediately suggest. He eats constantly, enjoying strange delicacies and common fare with equal relish. Despite occasional protestations of regret for his past crimes, he feels nothing but a gnawing hunger and is a willing partner to his personal demon.

POWERS & ABILITIES

Oogura is a massive, bloated humanoid monster possessing great strength and resistance to injury. He can consume nearly anything he can fit in his cavernous mouth, using these meals as food to heal any injuries or ailments. His sense of smell and taste is incredibly refined and he can expel corrosive acid from his mouth, dissolving flesh, stone, and metal with the power of his infernal stomach acids.

OBARA SOUTA

PL 6

STR 0 STA 1 AGL 1 DEX 1 FGT 4 INT 2 AWE 1 PRE -1

Powers: **Bottomless Pit:** Feature 1 (Can eat whatever food he wants and never gain weight or become ill); **Demon-Possessed Fanatic:** Immunity 30 (Will Effects), Limited to half effect

Equipment: Knife, Light Pistol

Advantages: All-out Attack, Benefit 2 (Infamous Celebrity Criminal, Well-off), Chokehold, Defensive Roll 2, Equipment 2, Languages 2 (English, French; Japanese is native), Luck 2

Skills: Close Combat: Knives 4 (+8), Deception 7 (+6), Expertise: Cultist 4 (+6), Expertise: Demonology 4 (+6), Expertise: Medicine 2 (+4), Insight 1 (+2), Investigation 1 (+3), Perception 3 (+4), Ranged Combat: Guns 4 (+5), Stealth 3 (+4), Technology 1 (+3), Treatment 2 (+4)

Offense: Initiative +1, Knife +8 (Close, Damage 1), Light Pistol +5 (Ranged, Damage 3)

Defense: Dodge 7, Parry 7, Fortitude 3, Toughness 3/1*, Will 7

Power Points: Abilities 18 + Powers 16 + Advantages 12 + Skills 18 + Defenses 17 = 81 Total

Complications: **Inferiority Complex** (Without his bond to Oogura and his place in the Kaijū Kult, Souta feels small, insignificant, and weak); **Twisted Fanatic** (A devoted follower of the Kaijū Kult and unrepentant cannibal and murderer, Souta believes he is empowered to do whatever he wants to indulge his darkest impulses)



STRENGTH 16	STAMINA 18	AGILITY -1	DEXTERITY -1	FIGHTING 6	INTELLECT 0	AWARENESS 2	PRESENCE 2
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POWERS

- Blubbery Mass:** Immunity 40 (Cold, Electricity, Bludgeoning), Limited to half effect
- Demon-Possessed Fanatic:** Immunity 30 (Will Effects), Limited to half effect
- Demonic Durability:** Immunity 11 (Aging, Disease, All Environmental Conditions, Poison, Sleep, Suffocation), Protection 2, Impervious Toughness 12
- Demonic Senses:** Senses 6 (Acute Analytical Tracking Olfactory, Mystic Awareness, Darkvision)
- Eat Anything:** Quickness 6, Limited to Eating; Feature (Can use anything as food)
- Giant Monster:** Growth 14, Innate, Permanent; Mega-Sized 2 (+2 Size Category, x64 Mass, +8 circumstance bonus to Intimidation checks); Enhanced Strength 2, Limited to Lifting (6000 Tons)
- Gluttonous Restoration:** Regeneration 10, Activation (standard action), Source (Food)
- Ultravore:** Weaken Toughness 16 (Resisted by Fortitude), Affects Objects, Concentration, Grab-based, **AE: Expel Stomach Acids:** Cone Area 2 (120 feet) Damage 13, Penetrating 6, Distracting

SKILLS

- Athletics 1 (+17)
- Close Combat: Unarmed 2 (+8)
- Expertise: Cultist 5 (+5)
- Expertise: Demonology 5 (+5)
- Expertise: Epicurean 5 (+5)
- Insight 2 (+4)
- Intimidation 9 (+18)
- Perception 6 (+8)
- Ranged Combat: Throw 9 (+8)

DODGE 6	INITIATIVE +3	PARRY 6
FORTITUDE 20	WILL 6	TOUGHNESS 20

OFFENSE

- Expel Stomach Acids**— Close, Cone Area 2 (120' Cone) Damage 13
Grab +8 Close, Grab DC 26
- Ultravore** +8 Close, Weaken Toughness 16; res. by Fortitude
- Unarmed** +10 Close, Damage 16

ADVANTAGES

All-out Attack, Close Attack 2, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Monstrous, Power Attack, Ritualist, Takedown

COMPLICATIONS

- Quintessence of Gluttony:** Oogura lives to eat. He can be distracted by attractive meals or unusual delicacies. Not just normal food, either—any unusual individual or object might spark his hunger.
- Reversion:** If Oogura's Kamikajū form is Incapacitated, he dematerializes. Its host cannot re-assume this form without engaging in the proper transformation rituals.

Abilities 28 + Powers 144 + Advantages 13 + Skills 22 + Defenses 27 = 234 Total

MONSTER

A being of unrestrained cruelty and particular appetites, She is often contradictory: she is a skilled strategist but cannot resist the urge to jump into the middle of the fray; she is manipulative but prefers to handle things herself.

Ranshikatto has plagued humanity as fire demons, djinn, and other infernal beasts. She has always been very particular about her hosts, preferring attractive, charming schemers who can maneuver and manipulate situations so that when she assumes her monstrous form the damage is gloriously catastrophic.

Unlike some of her Kamikaijū kin, Ranshikatto is not in a rush to return her kind to Earth's dimension and destroy all "lesser" beings. Oh, to be sure she is completely interested in doing so; she just wants to make sure the whole affair conforms to her sense of destructive artistry.

HOST

Maryana Maddox grew up in a typical Midwestern small town. She was a pleasant young lady who showed a gift for art and acting. Her family was loving, her friends and teachers supportive, and life was pretty good, if sometimes a bit boring. This is why everyone was shocked when Maryana and her kid brother, Roger, were abducted. Maryana was sixteen at the time; Roger was ten.

The kidnapper never revealed his face or gave his name. In a makeshift prison in an abandoned cannery, he tormented the children daily. He Denis Loubet offered each child their freedom if they would kill the other. He produced false newspapers showing the police had already called off the search. He made them perform demeaning tasks before they would be fed. The kidnapper paid

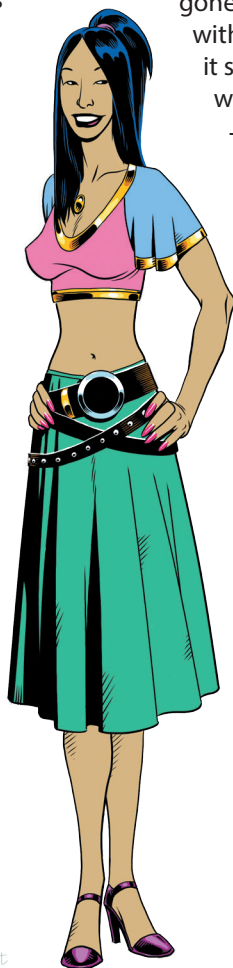
particular attention to Maryana, and the sixteen-year old girl found herself having to struggle daily just to keep her and her brother alive.

This continued until the night her captor slipped up and she escaped. Unfortunately, without a way to free Roger, she had to leave her brother and find help. By the time she made it to town and returned with the authorities, her captor and Roger were gone. They found Roger's remains a week later, with a note from his killer addressed to Maryana; it said, "You shouldn't have ran. You knew what would happen if you did."

The authorities found no wrongdoing in Maryana's actions; the media and her parents were another matter. Various media personalities criticized the girl for leaving her brother behind, and some even theorized she was a partner to the crime. Despite months of therapy, her parents began to treat their daughter differently. After a year, she was sent to live with her aunt in California.

Traumatized, rejected, and alone, Maryana's behavior changed. Over the next few years, she became selfish, angry, and embittered. It was then that Miage-Nyūdō found her, offering the young woman a place where she belonged and people who "really cared about her." She helped bring others into the Kaijū Kult and eventually became the host for the Kamikaijū, Ranshikatto.

Since then, she has been given roles in various web-based and cable series by Miles Burgher's Mileage, Inc. In part this was done to keep her happy and convince her life with the Kaijū Kult is far better than she has had before. However, her celebrity status and youthful beauty also make her an effective recruiter for the group.



PERSONALITY

Alien aesthetics and a burning desire to express herself define Ranshikatto. She loves to burn, rend, and destroy, creating patterns of carnage she finds beautiful. Ranshikatto tends to view situations with a detachment that is at least as unsettling as her monstrous appearance. To her, a burning city is a masterpiece and the cries of the terrified, injured, and dying are her applause.

Maryana Maddox is an outwardly charming and beautiful young woman whose outward demeanor hides a burning desire to shape and control her environment. She seeks this partially for self-protection, but also because she has come to appreciate how dominating others makes her life substantially easier. She is probably the least committed to the Kaijū Kult's cause, but only in that she will not sacrifice her own standing or position to serve them; she will gladly sacrifice those of anyone else. It is possible that, deep down, there is still something of the sweet young woman she once was, but it is hard to say if anything could make her return to that.

POWERS & ABILITIES

Ranshikatto is a monster made of superheated living glass that burns any who touch her. This substance is more durable than traditional glass, but is still somewhat vulnerable to shattering if cooled quickly. She can manipulate her body to stretch and flow through small spaces despite her immense size. She can fire shards of red-hot glass, emit high levels of heat, and expel superheated steam that collects in the air bubbles of her body. Ranshikatto is among the smaller of her kind and is surprisingly stealthy for her size, though she still cannot hide easily.

Maryana Maddox is adept at using her feminine charms to put others off their guard. She is also has some talent as an artist and actress, but her studies in that area were cut tragically short. Still, she has a small fan following she sometimes uses to draw new members into the Kaijū Kult. She also keeps herself in good physical condition and has some martial arts training, but nothing exceptional.

MARYANA MADDOX										PL 6	
STR 0	STA 1	AGL 2	DEX 1	FGT 4	INT 2	AWE 0	PRE 2				
Powers: Demon-Possessed Fanatic: Immunity 30 (Will Effects), Limited to half effect											
Equipment: Light Pistol, Smartphone											
Advantages: Attractive, Benefit (Well-off), Defensive Roll 3, Equipment 2, Fascinate (Persuasion), Inspire, Languages 2 (Japanese, Spanish; English is native), Ritualist, Set-up											
Skills: Acrobatics 2 (+4), Athletics 2 (+2), Close Combat: Unarmed 4 (+8), Deception 6 (+8), Expertise (PRE): Performance 2 (+4), Expertise: Art 2 (+4), Expertise: Cultist 5 (+7), Expertise: Demonology 5 (+7), Insight 1 (+1), Investigation 2 (+4), Perception 4 (+4), Persuasion 4 (+6), Ranged Combat: Guns 5 (+6), Stealth 1 (+3), Treatment 1 (+3)											
Offense: Initiative +2, Light Pistol +6 (Ranged, Damage 3), Unarmed +8 (Close, Damage 0)											
Defense: Dodge 8, Parry 8, Fortitude 4, Toughness 4/1*, Will 8											
Power Points: Abilities 24 + Powers 16 + Advantages 13 + Skills 23 + Defenses 21 = 97 Total											
Complications: Ambitious Cultist (Maryana is loyal to the Kaijū Kult, though she desires more power and position within it, mostly of out of a realization it gains her increased safety and comfort); Control Freak (Maryana wants to control those around her and does not often have their best interests at heart when she endeavors to do so); Tragic Past (Maryana's past abduction and the murder of her brother shape much of her personality and approach to life. Ranshikatto and Miage-Nyūdō play on those feelings, and Miage-Nyūdō uses them to manipulate her when necessary)											



STRENGTH
14

STAMINA
12

AGILITY
2

DEXTERITY
0

FIGHTING
5

INTELLECT
2

AWARENESS
1

PRESENCE
1

POWERS

Demon-Possessed Fanatic: Immunity 30 (Will Effects), Limited to half effect

Demonic Durability: Immunity 22 (Aging, Fire/Heat, Life Support, Sleep), Protection 5, Impervious Toughness 17

Demonic Senses: Senses 3 (Mystic Awareness, Darkvision)

Destructive: Feature 1 (+2 bonus to damaging Blocks.)

Giant Monster: Growth 10, Innate, Permanent; Mega-Sized 2 (+2 Size Category, x64 Mass, +8 circumstance bonus to Intimidation checks); Enhanced Strength 3, Limited to Lifting (3000 Tons)

Malleable Form: Elongation 2 (120 foot reach); Extra Limbs 2, Sustained; Insubstantial 1, Continuous; Movement 1 (Slithering), Regeneration 2

Molten Glass Skin: Damage 5, Reaction

Superheated Glass: 26 point Array

- **Exhale Steam:** Cone Area Damage 13
- **Heat Emission:** Environment 6 (Extreme Heat, Light, Visibility)
- **Molten Glass Shards:** Line Area Damage 13

SKILLS

Acrobatics 2 (+4)
Athletics 2 (+16)
Close Combat: Unarmed 5 (+10)
Deception 4 (+5)
Expertise: Cultist 3 (+5)
Expertise: Demonology 5 (+7)
Insight 1 (+2)
Intimidation 8 (+14)
Perception 6 (+7)
Stealth 6 (-2)

DODGE

9

INITIATIVE

+2

PARRY

9

FORTITUDE

17

WILL

9

TOUGHNESS

17

OFFENSE

Exhale Steam— Close, Cone Area Damage 13

Molten Glass Shards— Close, Line Area Damage 13

Molten Glass Skin— Close, Reaction Damage 5

Unarmed +10 Close, Damage 14

ADVANTAGES

All-out Attack, *Improved Grab*, Improved Smash, Power Attack, Ranged Attack 4, Ritualist, Seize Initiative, Takedown

COMPLICATIONS

Reversion: If Ranshikatto's giant monster form is Incapacitated, it dematerializes. Its host cannot re-assume this form without engaging in the proper transformation rituals.

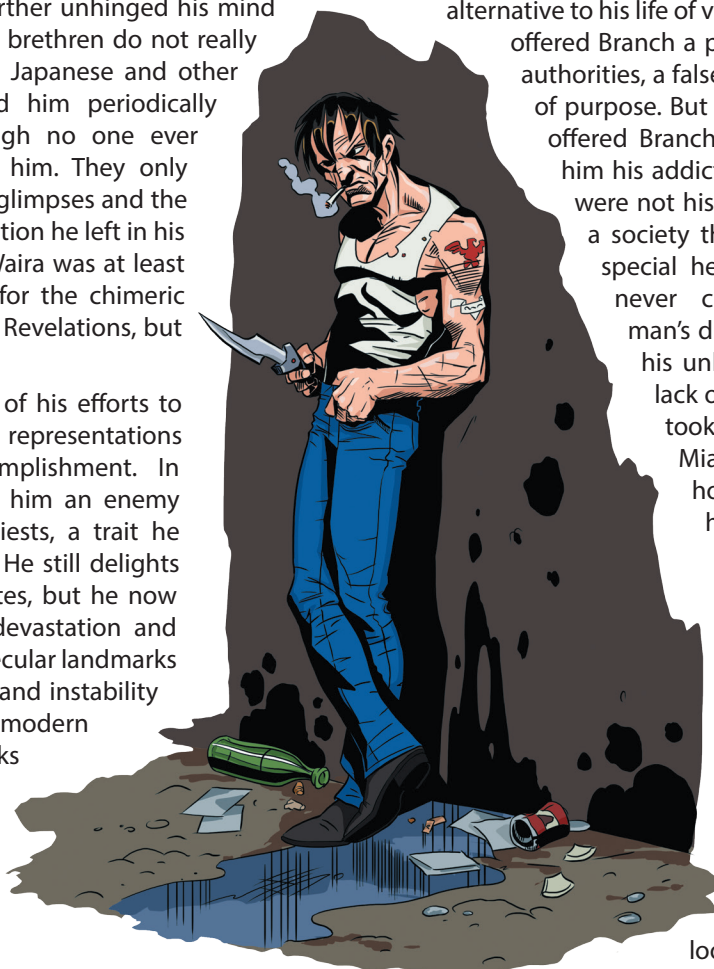
Temperature Extremes: If Ranshikatto's molten glass body is cooled fast enough it becomes brittle and stiff, losing access to its Malleable Form power, Molten Glass Skin, Superheated Glass Array, and Impervious Toughness and taking two additional Bruised conditions. This weakness continues until Ranshikatto either recovers the extra Bruised conditions or heats itself up through external means.

Abilities 34 + Powers 157 + Advantages 10 + Skills 21 + Defenses 34 = 256 Total

MONSTER

A creature of madness and mystery, Waira is a twisted being to whom chaos, pain, and insanity are the ultimate expressions of art and love. During the wars among his own kind, he fed on the pain and madness of countless weaker Kamikajū. This made him powerful, but further unhinged his mind to the point even his brethren do not really understand him. The Japanese and other cultures encountered him periodically during history, though no one ever got a good look at him. They only knew him from brief glimpses and the madness and devastation he left in his wake. It is believed Waira was at least a partial inspiration for the chimeric beasts in the Book of Revelations, but this is unconfirmed.

Waira devotes much of his efforts to destroying mortal representations of hope and accomplishment. In ages past this made him an enemy of holy men and priests, a trait he shares with Itaihime. He still delights in destroying holy sites, but he now believes that mass devastation and razing inspirational secular landmarks can spread madness and instability just as effectively in modern society. He looks forward to testing this hypothesis when the Kaijū Kult next strikes.



Denis Loubet

HOST

Branch Rosser is an orphan and an addict. He was an orphan at three and an addict ever since his foster father literally kicked him out of his house at thirteen. From heroin to meth, Branch took whatever he could get to dull the pain and frustration of his existence. A petty criminal since hitting the streets, his juvenile and adult rap sheet includes assault, drug possession with intent to sell, theft, fraud, and soliciting.

When the Kaijū Kult found Branch he was on his third and final strike. A mugging gone wrong resulted in a dead mother of two and Branch on the run from the cops. Being caught meant life in prison, if he was lucky. Miage-Nyūdō offered him an alternative to his life of violence and failure. He offered Branch a place to hide from the authorities, a false identity, and a sense of purpose. But most of all, the villain offered Branch acceptance. He told him his addiction and criminal acts were not his fault, but the fault of a society that rejected just how special he was. The Kaijū Kult never criticized the young man's drug use, or sneered at his unkempt appearance or lack of education. They just took him in and, over time, Miage-Nyūdō revealed how he could realize his true potential and get revenge on those who had wronged him. All it took was an act of faith, of sacrifice.

Branch Rosser sealed his fate the night he killed his foster father and savagely beat an old man who tried to interfere. As he looked down at the blood on his hands and all over the street, he felt a presence pushing against his consciousness. It felt hazy and euphoric, like the first hit off a new drug. Branch gave in and Waira, the Strange slipped into his body and mind, all sugary whispers and promises of greatness.

Since then Branch has been the Kaijū Kult's man, body and soul. He will do anything to protect them and longs for the day when the world ends. Waira insists it will be the ultimate high.

PERSONALITY

Waira is not just insane; he is more like an avatar of insanity made flesh. He is erratic to the point that you can almost see a method to his madness; then he changes suddenly and all comprehension of his behavior slips away. He follows a grand plan only he, and perhaps Miage-Nyūdō, understands. The Kaijū Kult often uses Waira as a shock trooper and living terror weapon, roles he is delighted to fill.

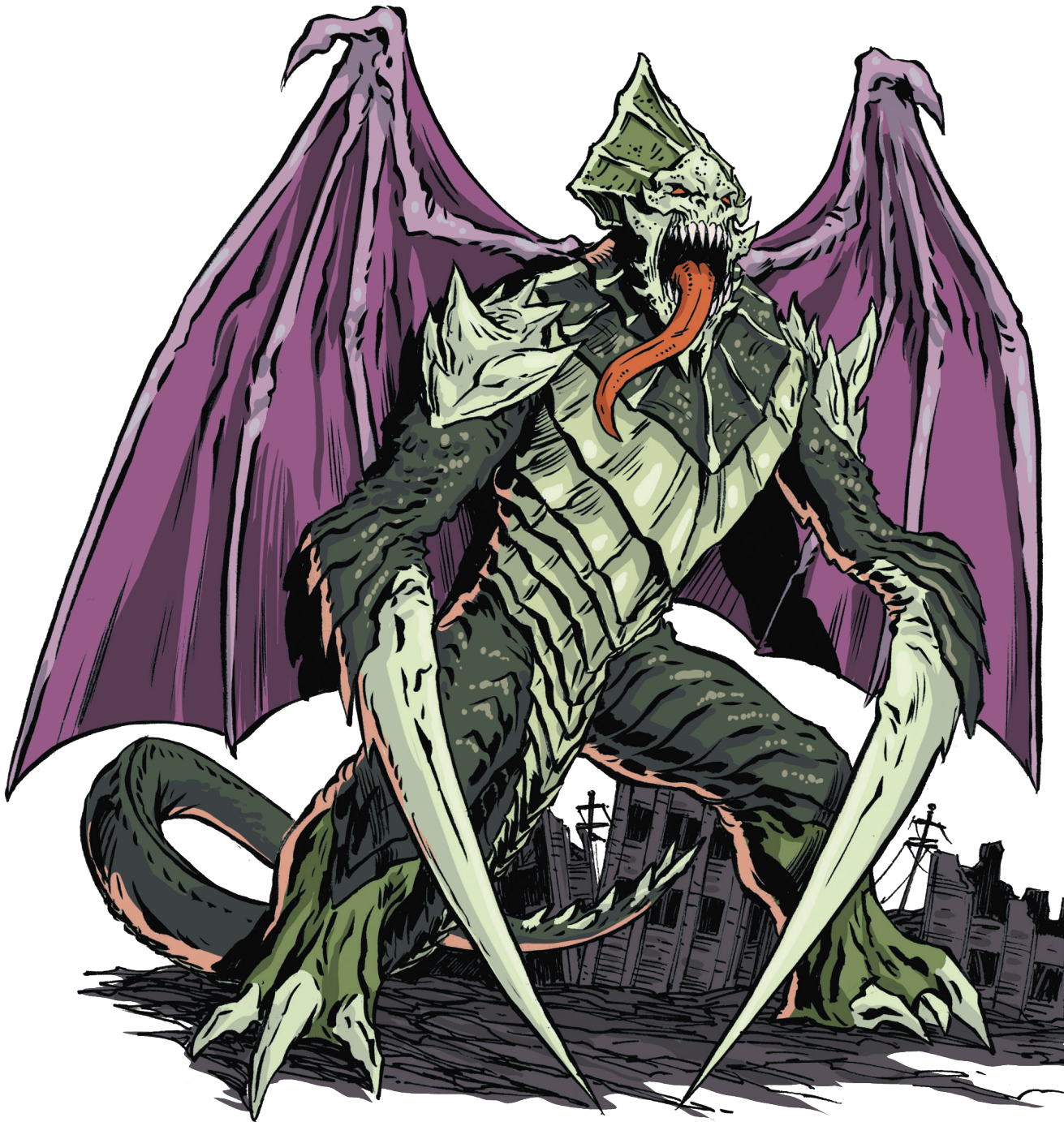
Branch Rosser is an angry, small-minded addict who has bought into the idea that none of the terrible things he has done are his fault. He has also come to believe so much of the behavior society condemned was a symptom of their total decay and weakness, not his failings. He loves the Kaijū Kult for giving him purpose and a place to belong, and there is nothing he will not do for them. He saves all pity and compassion for himself. Rosser is the worst sort of fanatic: a true believer with no empathy for his victims.

POWERS & ABILITIES

Waira's monstrous form is a combination of various animal parts stitched together by threads of pure madness. He has a demonic head with long scythe-like forelimbs and the body of a serpent. He can fly using bat-like wings and, like all his kind, he is huge, strong, and tough. He possesses a variety of strange abilities such as summoning up a chilling fog to hide his form, disorienting those who look upon him, and breathing out a cloud of stinging insects or insanity-inducing vapors. His powers defy any mortal understanding of a theme, almost as if their randomness is itself a pattern.

Branch Rosser is a career petty criminal and longtime addict, so he does not bring much to his pairing with Waira. However, he is completely devoted to the Kaijū Kult and their cause and has no qualms of committing terrible acts of murder and terrorism. This fanaticism makes him surprisingly dangerous.

BRANCH ROSSER										PL 5	
STR 1	STA 1	AGL 2	DEX 2	FGT 5	INT 0	AWE 0	PRE 0				
Powers: Demon-Possessed Fanatic: Immunity 30 (Will Effects), Limited to half effect											
Equipment: Heavy Pistol, Knife											
Advantages: All-out Attack, Benefit, Cipher, Chokehold, Defensive Roll 2, Equipment 2, Ritualist											
Skills: Close Combat: Knives 3 (+8), Deception 4 (+4), Expertise: Cultist 5 (+5), Expertise: Demonology 3 (+3), Expertise: Drugs 5 (+5), Expertise: Streetwise 5 (+5), Intimidation 2 (+2), Perception 2 (+2), Ranged Combat: Guns 5 (+7), Stealth 4 (+6)											
Offense: Initiative +2, Heavy Pistol +2 (Ranged, Damage 4), Knife +8 (Close, Damage 2), Unarmed +5 (Close, Damage 1)											
Defense: Dodge 7, Parry 7, Fortitude 5, Toughness 3/1*, Will 5											
Power Points: Abilities 22 + Powers 15 + Advantages 8 + Skills 19 + Defenses 16 = 80 Total											
Complications: Addict (Though partially sustained by his connection to Waira, Branch is still a habitual drug user); Fanatic Follower (A devoted follower of the Kaijū Kult, Branch will do anything to serve their interests)											



STRENGTH
16

STAMINA
14

AGILITY
1

DEXTERITY
0

FIGHTING
5

INTELLECT
2

AWARENESS
2

PRESENCE
2

POWERS

Demon-Possessed Fanatic: Immunity 30 (Will Effects), Limited to half effect

Demonic Durability: Immunity 12 (Aging, Life Support, Sleep), Protection 4, Impervious Toughness 18

Demonic Powers: 39 point Array

- **Insect Swarm:** Cloud Area 2 (30 feet) Affliction 13 (Resisted by Fortitude; Impaired and Vulnerable, Disabled and Stunned), Extra Condition, Limited Degree

- **Mists of Madness:** Cloud Area 2 (30 feet) Affliction 13 (Resisted by Will; Vulnerable and Entranced, Defenseless and Disabled), Extra Condition, Limited Degree

Demonic Senses: Senses 5 (Acute Tracking Smell, Mystic Awareness, Darkvision)

Giant Monster: Growth 12, Innate, Permanent; Mega-Sized 2 (+2 Size Category, x64 Mass, +8 circumstance bonus to Intimidation checks); Enhanced Strength 3, Limited to Lifting (12,000 Tons); Regeneration 2 (Every 5 rounds)

Icy Mists: Environment 9 (Cold, Visibility)

Scything Claws: Strength-based Damage 3, Enhanced Advantage 1 (Improved Critical)

Serpent's Lower Body: Extra Limbs 1, Movement 2 (Slithering, Sure-footed)

Twisted Visage: Enhanced Advantages 3 (Daze (Intimidation), Fascinate (Intimidation), Startle), Enhanced Skill 3 (Intimidation 6); Sight-dependent

Wings: Flight 6 (120 MPH), Wings

SKILLS

Athletics 4 (+20)
Close Combat: Unarmed 3 (+8)
Expertise: Cultist 5 (+7)
Expertise: Demonology 5 (+7)
Intimidation 8 (+22/+16)
Perception 6 (+8)

DODGE
8

INITIATIVE
+1

PARRY
8

FORTITUDE
18

WILL
8

TOUGHNESS
18

OFFENSE

Insect Swarm— Close, Cloud Area Affliction 13; res. by Fortitude

Mists of Madness— Close, Cloud Area Affliction 13; res. by Will

Scything Claws +7 Close, Damage 19

Unarmed +10 Close, Damage 16

ADVANTAGES

Accurate Attack, All-out Attack, Close Attack 2, *Daze (Intimidation)*, *Fascinate (Intimidation)*, Great Endurance, *Improved Critical (Scything Claws)*, *Improved Grab*, Power Attack, Ranged Attack 4, Ritualist, *Startle*, Takedown

COMPLICATIONS

Erratic: Waira is insane even by Kamikajū standards and is given to random acts and bizarre behaviors.

Reversion: If Waira's giant monster form is incapacitated, it dematerializes. Its host cannot re-assume this form without engaging in the proper transformation rituals.

Abilities 36 + Powers 168 + Advantages 12 + Skills 16 + Defenses 32 = 264 Total

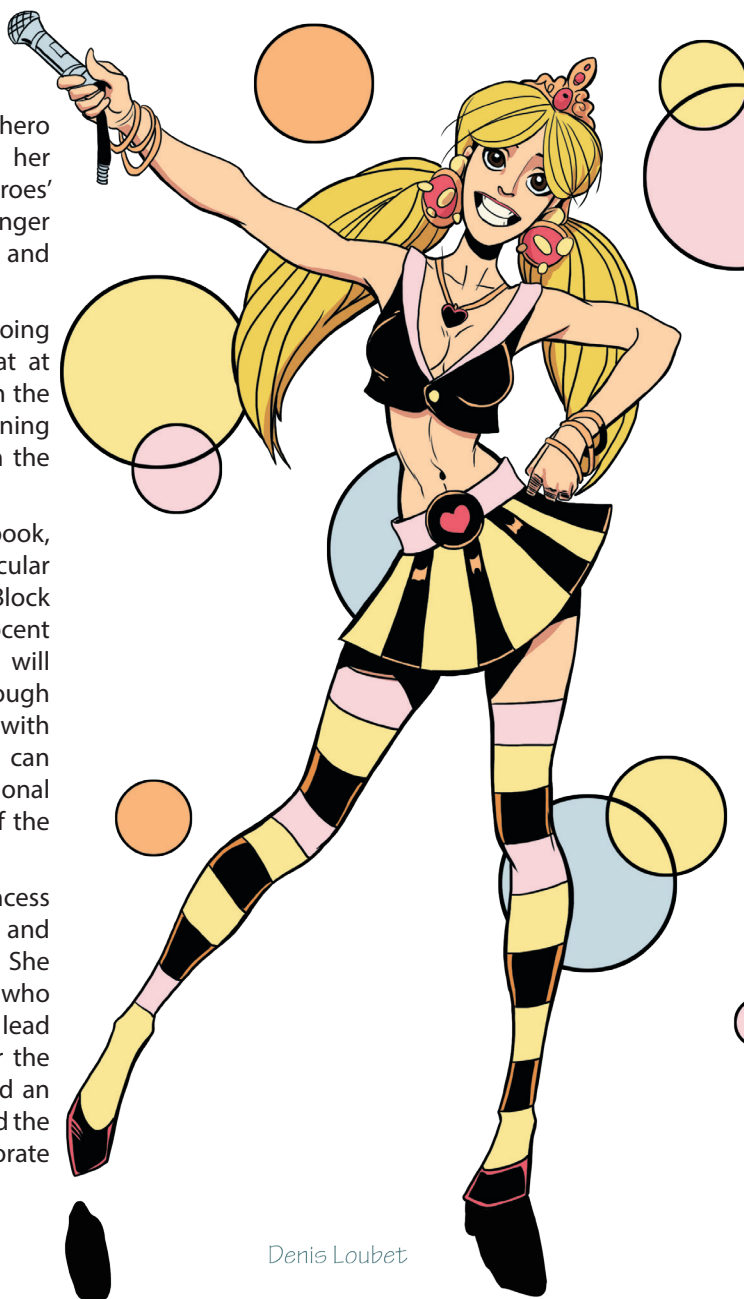
FOR ONE NIGHT ONLY

Akemi Aika, also known as Japanese superhero and pop idol Spectacular Sun Princess, is on her international tour and it is stopping in the heroes' city. While huge in Japan, the solar-powered singer and actress has more than enough local fans and admirers to sell out several tour dates.

Unfortunately, fans are not the only people going to the show. Seeking revenge for their defeat at the hands of the heroine and her teammates in the Lightning Action Rangers, the Kaijū Kult are planning to attack Spectacular Sun Princess's show. Can the heroes save the heroine and her fans?

If the GM is using the Devastation rules in this book, the stadium or amphitheater where Spectacular Sun Princess is performing will be at least one Block on its own, and filled with thousands of innocent people. It is unlikely all of the Kaijū Kultists will attack the event—one or two is probably enough for most groups to handle. This scenario is rife with complications and danger, but if the heroes can save the day, they are sure to make international news and will be especially admired by fans of the Spectacular Sun Princess.

Assuming the heroes help Spectacular Sun Princess and save her fans, the heroine is very grateful and praises them as true champions and heroes. She also might take a romantic interest in a hero who is particularly brave or charming; this could lead to an international celebrity romance whether the hero desires the media attention or not. To add an additional twist, perhaps Mileage, Inc. sponsored the tour, making the whole event part of an elaborate set-up to take revenge on the heroine.



Denis Loubet

壮大な サン・プリンセス
Happy Sunlight Blast!

SPECTACULAR SUN PRINCESS PL 10

STR 0 STA 1 AGL 2 DEX 2 FGT 2 INT 1 AWE 1 PRE 4

Powers: **Blessings of Amaterasu** (Enhanced Advantages 7 (Beginner's Luck, Evasion 2, Inspire 2, Luck 2), Enhanced Defenses 8 (Dodge 4, Parry 4), Enhanced Skill 2 (Persuasion 4), Immunity 22 (Aging, Fire, Light, Disease); **Protective Light Shell** (Protection 7); **Ride the Light** (Flight 20 (2,000,000 MPH), Limited to only in strong light (15 Ranks), Quirk (Ranks of Flight active dependent on intensity of light); **Shine Like the Sun** (Environment 5 (Heat, Bright Light), Feature (Considered natural sunlight)); **Solar Powers (Array): Happy Sunlight Blast** (Ranged Damage 11; Accurate 2, Feature (Considered natural sunlight)), **AE: Super Cool Light Form** (Immunity 8 (Environmental Conditions (All), Poison, Suffocation), Sustained; Insubstantial 3; Movement 1 (Space Travel), **AE: Super Dazzle Burst** (Burst Area 2 (60 feet) Affliction 8 (Resisted by Dodge, Overcome by Fortitude; Impaired, Exhausted, Unaware), Feature (Considered natural sunlight), **AE: Totally Awesome Light Show** (Illusion 12 (Affects Vision))

Advantages: Attractive 2, Beginner's Luck, Benefit 5 (Hero Idol Superstar, Millionaire), Connected, Evasion 2, Fascinate (Expertise), Improved Initiative, Inspire 2, Languages 1 (English; Japanese is native), Luck 2, Move-by Action, Taunt

Skills: Acrobatics 1 (+3), Athletics 1 (+1), Deception 4 (+8), Expertise (PRE): Performance 8 (+12), Expertise: Pop Culture 3 (+4), Perception 4 (+5), Persuasion 4 (+12/+8), Ranged Combat: Solar Powers 3 (+5)

Offense: Initiative +6; Happy Sunlight Blast +9 (Ranged, Damage 11), Super Dazzle Burst (Close, Burst Area 2 Affliction 8)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 8, Will 8

Power Points: Abilities 26 + Powers 114 + Advantages 13 + Skills 14 + Defenses 26 = 193 Total

Complications: **Thrillseeker** (Spectacular Sun Princess loves fame, excitement, and the adoration of her fans), **Weakness** (Spectacular Sun Princess is endowed with the power of the sun goddess Amaterasu; powers that utilize magical darkness or are connected to the Japanese moon god Tsukiyama have their damage or effect rank increased by +5 against her)

THE KAJŪ KULT, ELDRITCH HORRORS, AND UNSEEN CONNECTIONS

This book presumes monsters like the Kamikajū exist alongside other demons, dark “gods”, and malevolent ancient beings from beyond time and space. The idea is that there is plenty of room in the dark corners of existence for any number of terrible things with diverse origins. After all, in the 1970s, Marvel Comics had at least four versions of the Devil running around, as well as numerous elder gods, demons, and inhuman extradimensional monsters.

But that is not the only way to do things. It is possible the Kamikajū are among the only, or even *the* only, godlike supernatural evils out there. In this case, other demons and dark gods are various Kamikajū in disguise, using their powers to tempt, confuse, and corrupt humanity. Alternatively, the Kamikajū might be a subset of a pre-existing threat in a GM's campaign setting. None of this makes much difference mechanically, but it might require a few small changes to the backstories and motivations of these villains.

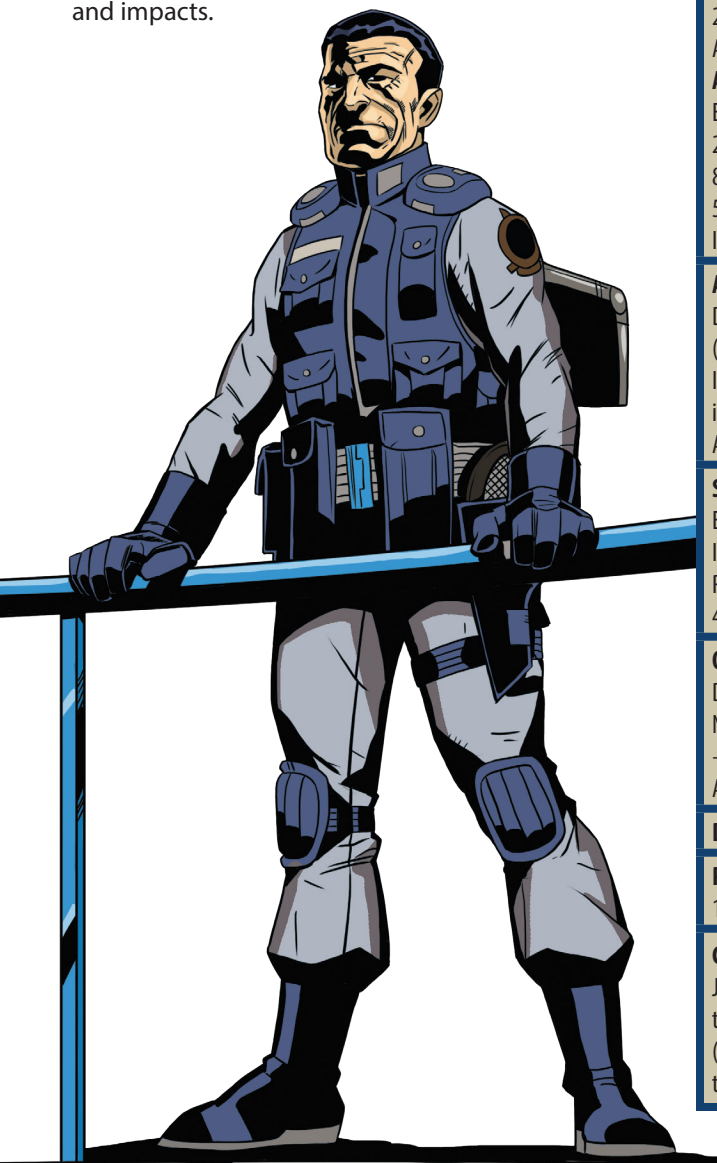
By the way, other Vigilance Press products, such as *Oktobermen*, *Black Chapter*, and *Smoke & Mirrors* discuss other extradimensional eldritch terrors such as the Unseen Ones of *Black Chapter's* Mad Monk or *Smoke & Mirrors' Unseen Gods*. In the *Beacon City* setting, it is assumed these beings are mostly separate from each other, filling similar roles but having different origins than the Kamikajū who pushed Koga Masataro to create his Unseen Truth sect.

Of course, there is that word again. Unseen. So maybe there is a connection between all these dark forces. Not that they are necessarily identical, but that there is some link between them which sheds light on their origins and perhaps the key to defeating them.

Or maybe not—in individual campaigns, the choice is up to the GMs and their players. And any such connections are outside the scope of this book, anyway. Makes you think though...

THE MAN FROM GAKI

The Kaijū Kultist are spotted in the heroes' area and the Japanese government sends one of their "top men" to assist local authorities. He is Ito "Bash" Tsuneo, formerly the Japanese hero known as Captain Kaze. Ito is determined to bring down the villains, blaming them for both the loss of his powers and the death of one of his teammates. He gets his nickname from his favoring massive force in response to giant monster threats; it is also a play on words, as *bashito* is a sound effect used in manga for powerful blows and impacts.



Denis Loubet

ITO "BASH" TSUNEO

PL 8

STR 1 STA 1 AGL 1 DEX 2 FGT 8 INT 2 AWE 2 PRE 3

Equipment: **Elite GAKI Arsenal (Array):** 12mm GAKI Sidearm (Ranged Damage 6, Multiattack, Penetrating 6), **AE: Anti-Kaijū Rifle** (Ranged Damage 8, Inaccurate, Penetrating 8), **AE: Carbon Nanofiber Netgun** (Ranged Burst Area Affliction 8 (Res. by Dodge, Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree), **AE: Monoedged Combat Blade** (Strength-based Damage 7, Improved Critical 2, Penetrating 6), **AE: Solar Plasma Flare** (Ranged Burst Area Affliction 8 (Res. by Fortitude; Impaired, Disabled, Unaware)); **GAKI Armor** (Concealment 4 (All Visual Senses), Blending, Passive), Enhanced Advantages 3 (Improved Aim, Ranged Attack 2), Feature 2 (Commlink and Kaijū Database), Flight 6 (120 MPH), Immunity 8 (Disease, Environmental Conditions (All), Suffocation), Protection 5, Senses 5 (Analytical Vision, Direction Sense, Distance Sense, Infravision, Low-light Vision))

Advantages: Benefit 2 (GAKI Commander), Connected, Contacts, Defensive Attack, Defensive Roll 2, Equipment 13, Favored Foe (Giant Monsters), *Improved Aim*, Improved Disarm, Improved Initiative, Improved Trip, Languages 2 (English, Korean; Japanese is native), Leadership, Monster Fighter, Move-by Action, Power Attack, Ranged Attack 6, Teamwork

Skills: Acrobatics 3 (+4), Athletics 3 (+4), Deception 3 (+6), Expertise: Kaijū 8 (+10), Expertise: Tactics 4 (+6), Insight 2 (+4), Intimidation 5 (+8), Investigation 4 (+6), Perception 6 (+8), Ranged Combat: GAKI Weapons 2 (+4), Stealth 3 (+4), Technology 4 (+6), Vehicles 6 (+8)

Offense: Initiative +5; 12mm GAKI Sidearm +10 (Ranged, Damage 6), Anti-Kaijū Rifle +8 (Ranged, Damage 8), Carbon Nanofiber Netgun –(Ranged, Burst Area Affliction 8), Combat Blade +8 (Close, Damage 8), Solar Plasma Flare –(Ranged, Burst Area Affliction 8)

Defense: Dodge 8, Parry 8, Fortitude 5, Toughness 8/6*, Will 10

Power Points: Abilities 40 + Advantages 35 + Skills 27 + Defenses 19 = 121 Total

Complications: **Has-Been Hero** (Bash Ito used to be one of Japan's premiere super heroes but lost his powers; he is sensitive to the loss and secretly seeks ways gain powers again), **Obsession** (Ito is obsessed with studying, containing, and ultimately defeating the Kaijū Kult)

Tsuneo is a valuable source of intelligence on the Kaijū Kult and can provide support in the form of GAKI anti-monster troopers and technology. He will not turn command of his men over to the heroes and will get especially angry if they try to keep him on the sidelines due to his lack of powers, but if they can put up with him the heroes will find a solid ally in their fight against the Kaijū Kult.



Denis Loubet

For GMs seeking to use the mass combat rules from the *Mutants & Masterminds' Gamemaster's Guide* (pp. 194-199), the statblock for a squad of GAKI trooper is also provided. This is a Force 4 ranked unit of roughly 20 Troopers, as GAKI troopers are considered veterans. Note the advanced anti-kaijū weapons GAKI employs gives their units slightly higher stats than a normal unit of their size and training.

GAKI TROOPER		PL 8					
STR 1	STA 1	AGL 1	DEX 3	FGT 6	INT 0	AWE 1	PRE 0
Equipment: GAKI Arsenal (Array): 12mm GAKI Sidearm (Ranged Damage 6, Multiattack, Penetrating 6), AE: Anti-Kaijū Rifle (Ranged Damage 8, Inaccurate, Penetrating 8), AE: Carbon Nanofiber Netgun (Ranged Burst Area Affliction 8 (Res. by Dodge, Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree), AE: Monoedged Combat Blade (Strength-based Damage 7, Improved Critical 2, Penetrating 6), AE: Solar Plasma Flare (Ranged Burst Area Affliction 8 (Res. by Fortitude; Impaired, Disabled, Unaware)); GAKI Armor (Concealment 4 (All Visual Senses), Blending, Passive), Enhanced Advantages 3 (Improved Aim, Ranged Attack 2), Feature 2 (Commlink and Kaijū Database), Flight 6 (120 MPH), Immunity 8 (Disease, Environmental Conditions (All), Suffocation), Protection 5, Senses 5 (Analytical Vision, Direction Sense, Distance Sense, Infravision, Low-light Vision))							
Advantages: Benefit (GAKI Trooper), Defensive Roll 2, Equipment 13, Favored Foe (Giant Monsters), <i>Improved Aim</i> , Improved Disarm, Improved Trip, Languages 1 (English; Japanese is native), Monster Fighter, Move-by Action, Ranged Attack 4, Teamwork							
Skills: Acrobatics 2 (+3), Athletics 2 (+3), Close Combat: Blades 2 (+8), Expertise: Kaijū 4 (+4), Expertise: Tactics 2 (+2), Investigation 2 (+2), Perception 4 (+5), Ranged Combat: GAKI Weapons 3 (+6), Stealth 3 (+4), Technology 2 (+2), Vehicles 2 (+5)							
Offense: Initiative +1; 12mm GAKI Sidearm +10 (Ranged, Damage 6), Anti-Kaijū Rifle +8 (Ranged, Damage 8), Carbon Nanofiber Netgun – (Ranged, Burst Area Affliction 8), Combat Blade +8 (Close, Damage 8), Solar Plasma Flare – (Ranged, Burst Area Affliction 8)							
Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 8/6*, Will 6							
Power Points: Abilities 26 + Advantages 25 + Skills 14 + Defenses 19 = 84 Total							

GAKI TROOPER (MASS COMBAT RULES)							
Attack	7	Damage	11	Defense	5	Toughness	7
Initiative			4	Morale:			3
Advantages: Favored Foe (Giant Monsters, +2 to Initiative and Morale checks), Anti-Kaijū Training (+1 attack or defense)							

BLIGHT OF THE LIVING DEAD

Itaihime has attacked the city! Worse, it has used previously unheard of powers to call the spirits of the dead to reanimate corpses across town. Now the heroes must deal with a zombie plague and a giant hungry spirit. To make matters worse, these zombies are surprisingly fast and agile for walking corpses.

What does Itaihime want? While it is possible this is just a random attack to cause chaos and fear, it is just as likely this assault furthers some specific goal of the Kaijū Kult somehow. Perhaps this attack is weakening the barriers between Earth's dimension and the Kamikaijū's, allowing more of their kind to slip through. Maybe the villains want to get their hands on some sort of artifact that will aid their cause or grow their power. Alternatively, this attack might be part of a deal with another villain to create a distraction they can exploit. As the Kaijū Kult does not play well with others, especially Itaihime, whatever they get in return should be impressive.

Also, how is Itaihime summoning these spirits and reanimating? She could never do that before—are the walls between worlds weakening, and can the heroes expect to see all the Kaijū Kultists develop new abilities? In any case, the power Itaihime displays and the zombie statblock are included below.

Call the Hungry Dead: Summon 2, Controlled, Horde, Limited: Requires Corpses, Multiple Minions (select ranks appropriate to PL of characters and campaign) • 8 points + 4 for each rank of Multiple Minions

HUNGRY DEAD PL 4

STR 2 STA – AGL 2 DEX 0 FGT 2 INT – AWE -2 PRE –

Powers: Living Dead (Immunity 30 (Fortitude effects), Protection 4, Movement 2 (Wall-Crawling), Senses 2 (Detect Life), Speed 1)

Advantages: Teamwork

Skills: Acrobatics 2 (+4), Athletics 2 (+4), Close Combat: Unarmed 2 (+4)

Offense: Initiative +0; Unarmed +2 (Close, Damage 2)

Defense: Dodge 4, Parry 4, Fortitude –, Toughness 4, Will –

Power Points: Abilities –22 + Powers 40 + Advantages 1 + Skills 3 + Defenses 4 = 26

GENERAL BRUNO "GAUNA" BOKASSA PL 6

STR 2 STA 2 AGL 1 DEX 2 FGT 6 INT 1 AWE 1 PRE 3

Equipment: Assault Rifle, Fragmentation Grenade, Heavy Pistol, Knife, Sword

Advantages: Benefit 4 (African Warlord, Independently Wealthy), Close Attack, Connected, Defensive Roll 2, Equipment 9, Fascinate (Expertise), Improved Aim, Inspire, Languages 2 (English, French; Sango is native), Leadership, Power Attack, Ranged Attack 3, Ritualist

Skills: Athletics 2 (+4), Deception 2 (+5), Expertise (PRE): Oratory 5 (+8), Expertise: Criminal 3 (+4), Expertise: Magic 2 (+3), Expertise: Military 3 (+4), Insight 2 (+3), Intimidation 5 (+8), Perception 3 (+4), Persuasion 1 (+4), Ranged Combat: Guns 2 (+4), Stealth 2 (+3), Vehicles 4 (+6)

Offense: Initiative +1; Assault Rifle +7 (Ranged, Damage 5), Fragmentation Grenade (Ranged, Burst Area Damage 5), Heavy Pistol +7 (Ranged, Damage 4), Knife +7 (Close, Damage 3), Sword +7 (Close, Damage 5)

Defense: Dodge 8, Parry 8, Fortitude 5, Toughness 4/2*, Will 7

Power Points: Abilities 36 + Powers 0 + Advantages 28 + Skills 18 + Defenses 18 = 100 Total

Complications: Reputation to Uphold (Using local superstitions and some small time actual mysticism, Bokassa has gained a reputation for strange supernatural powers that he will go to great lengths to maintain; this also means he can be seduced by offerings of actual mystical or superhuman powers), Ruthless Sociopath (Bokassa has no caring or compassion for the people he kills, enslaves, or otherwise torments; all he cares about is his own power and glory)

BOKASSA'S MEN (MASS COMBAT RULES)

Attack 8 Damage 11 Defense 2 Toughness 7

Initiative 2 Morale 0

BEASTS OF THE BATTLEFIELD

A warlord in a region of Central Africa known for bloody conflicts and political instability, General Bruno "Gauna" Bokassa, has made a deal with the Kaijū Kult. In exchange for giving them a base of operations and sheltering them from the authorities, they will help their new partner crush his military and political enemies. Bokassa is too stupid, driven, callous, or ignorant to realize that by giving the Kaijū Kult opportunities to cause unrestrained havoc, he is putting the entire human race in jeopardy.

The US government (or whichever nation the heroes are based out of) asks the heroes for assistance. They do not know about the Kaijū Kult's involvement with the despot, but they have been getting various reports of some new bioweapon or superhuman menace being used against dissidents and political rivals in that region. They do not believe reports that Bokassa has somehow gained power of the "Obia", giant animal-like beasts that witches and sorcerers allegedly used to torment villages that displeased them. In any event, they have had a hard time getting their own people into the region and as desperate enough to involve superheroes.

How the heroes approach this situation is up to them, but it is likely at least some nominal attempt at stealth and infiltration will be attempted. If the heroes spend any time in Bokassa's region, they will hear about his new spiritual advisor and the massive compound out in the wilderness where this "Master Tarot" operates. The compound is a base for the Kaijū Kult,

guarded by a mix of members and the despot's men. In addition to the Kaijū Kultists and soldiers, the compound is also home to numerous children being used as human shields.

Can the heroes stop the Kaijū Kult and Bokassa both? Can they convince the despot that he must pull his support from the villains? In addition to those problems, a situation like this raises some other questions. If they manage to bring down all the bad guys, who takes over? It is a volatile region and a power vacuum could lead to problems later on. Also, what if the despot joins the Kaijū Kult? How would the heroes handle a group of terrible demonic monsters within their own country? It is even possible this was part of the plan all along; Gauna is the name of an evil god of the Central African Bushmen, which is why Bokassa selected it for his nickname. But what if it is also the name of a Kamikaijū who seeks the warlord for his new host? GMs going this route should have fun coming up with their own brand-spanking new Kaijū Kultist to oppose his heroes, perhaps looking to Central African animals and myth for inspiration.

Bokassa's stats are provided below. Despite possessing some knowledge of Central African witchcraft, he is not much of a personal threat to most heroes, but he is a cold-blooded, charismatic leader of a small army of mercenaries, thugs, and child soldiers.

Bokassa's troops are also provided, representing well-armed but somewhat disorganized mob groups of about 80-100 men (Force Rank 6). For individual men under Bokassa's command, use the Militant minion statblock from the *Mutants & Mastermind's Hero's Handbook* and *Gamemaster's Guide*.



Denis Loubet & DrawMyCharacter.com

RECRUITMENT DRIVE

The Kaijū Kult has again decided to expand its numbers. To this end they have set up a new quasi-religious organization known as the Sanctum of Spiritual Science or S3. Using a mix of marketing and a hodge-podge of various new age and tried and tested theological concepts, the Church offers to help people “awaken the god-spirit within”. They profess to do this by “balancing” a person’s past failures and tragedies with a series of tasks that will “burn away your fragile mortal shell to reveal true primal glory.”

Unfortunately, S3 is a big hit. Celebrities, businessmen, and even some politicians are starting to get involved due to the Kaijū Kult carefully selecting the message of their new cover organization to seem empowering, amazing, and attractive to the largest number of people possible. Even a few superheroes have joined.

Of course the whole thing is part of Miage-Nyūdō’s plan to gather a new group of followers, select the most suitable as hosts for his Kamikaijū brethren currently lacking mortal connections to Earth, and use the sacrifice of the other members to fuel another mass transformation. Can the heroes discover this plot and stop the villains in time? How will they deal with any friends and loved ones who have fallen for S3’s hollow promises?

Also, if the Kaijū Kult succeeds, they will engage in a rampage that makes their efforts in Japan look like a test run. In addition to at least doubling their numbers of monstrous members, they now have access to the considerable media resources of Miles Burgher, Karabujaki’s host. Previously, it took two superteams to stop them; this time, it might take an army.

WHO KILLED ROGER MADDOX?

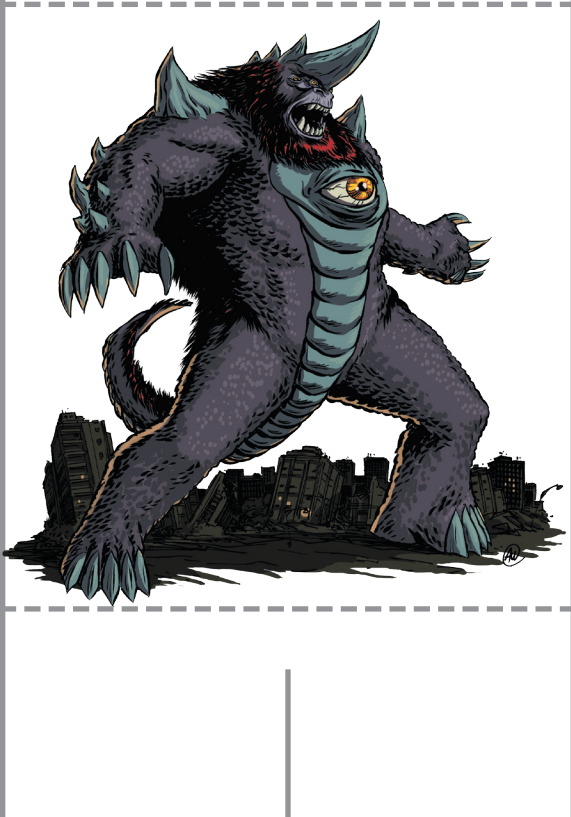
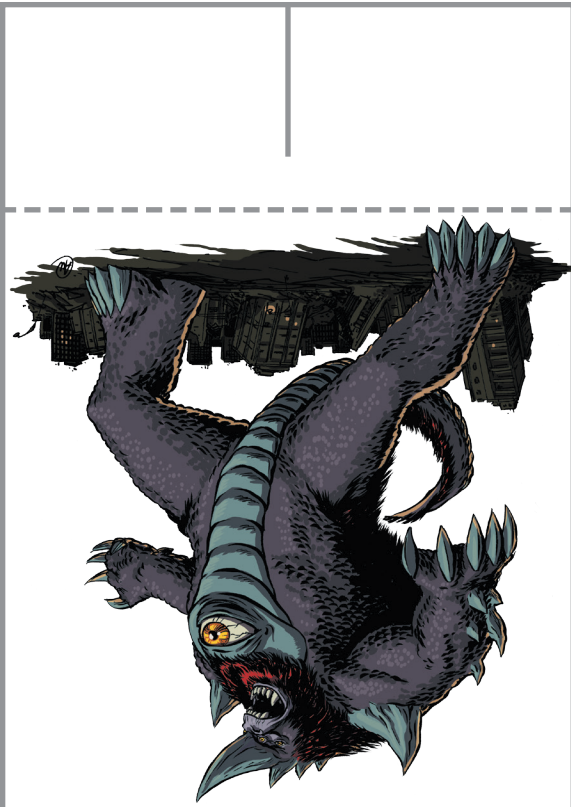
The individual who kidnapped Maryana and killed her brother was never apprehended. This might be one of those all too realistic tales of tragedy and loss. Such things happen. Roughly 6000 murders go unsolved each year in the United States alone, and it is not hard to believe the Maddox children were simply victims of a random act of depravity and violence.

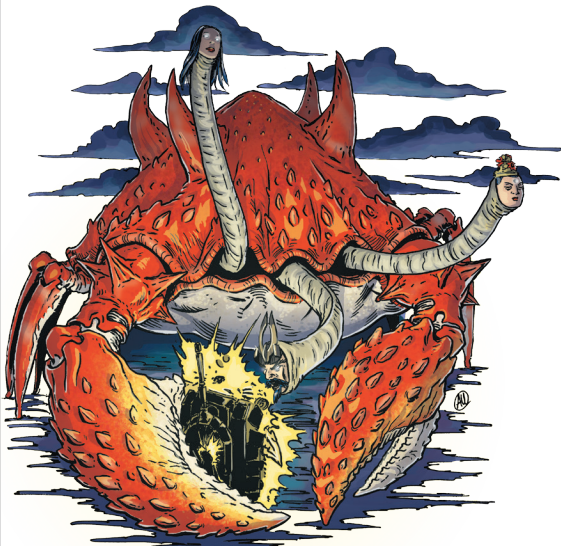
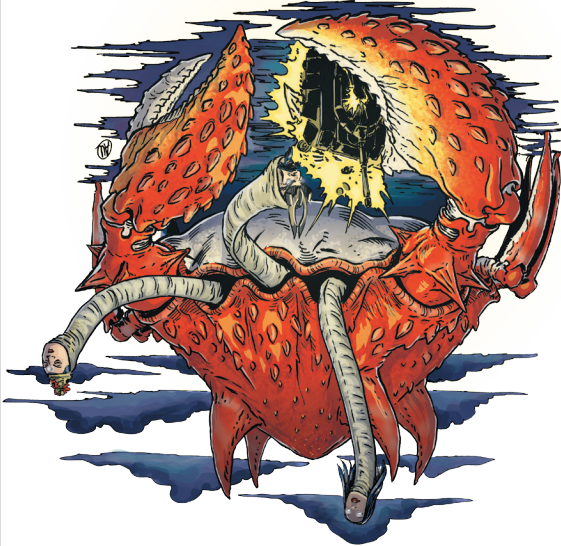
Of course, there is a more sinister possibility. What if someone arranged to have a talented, artistic young woman abducted along with her younger brother? Then this mastermind arranged to have the girl traumatized and tormented before allowing her to escape, but only if she left her brother behind. Then they kill her brother and leave a message blaming her, leaked to the media through an ally who is a successful media mogul. Perhaps they even undermine the girl’s recovery by placing a skilled lackey close to the girl and her family. Maybe a sympathetic neighbor, a cop involved in the case, or even a therapist. Pushed, manipulated, and still reeling from the death of their son, the girl’s parents just might start to resent their daughter. They might begin to wonder if there was anything she could have done to save their son and if somehow this is her fault. With a bit of nudging, her parents might even be convinced to send their daughter away to stay with relatives. Maybe that relative is even in on it, the reason this young woman warranted this terrible attention in the first place.

Such a young woman would be a perfect recruit for a doomsday cult. It would also serve as a valuable experiment: if you cannot find the right person to reject their life and humanity in general in favor of allying with demonic forces, can you make one?

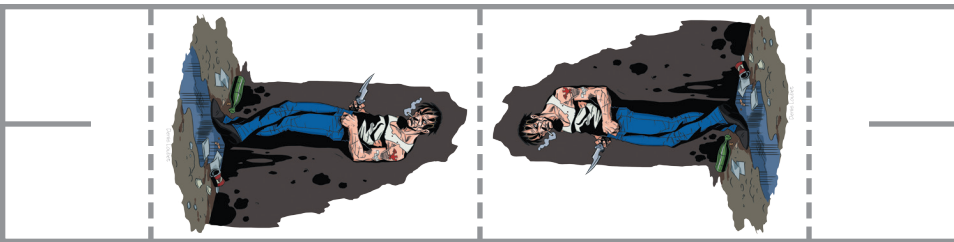
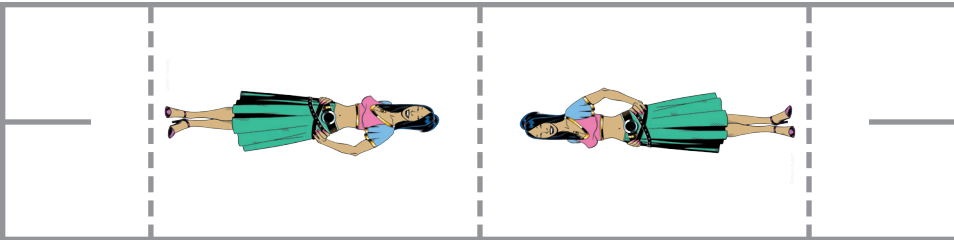
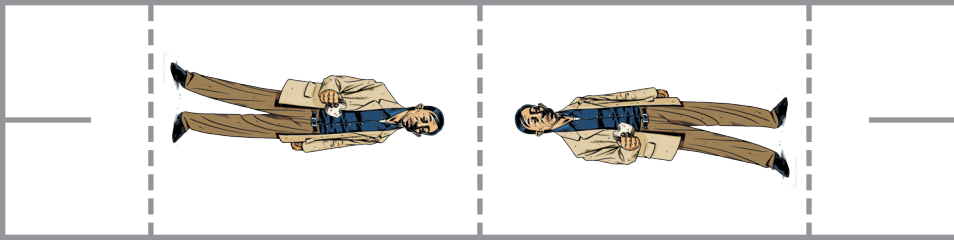
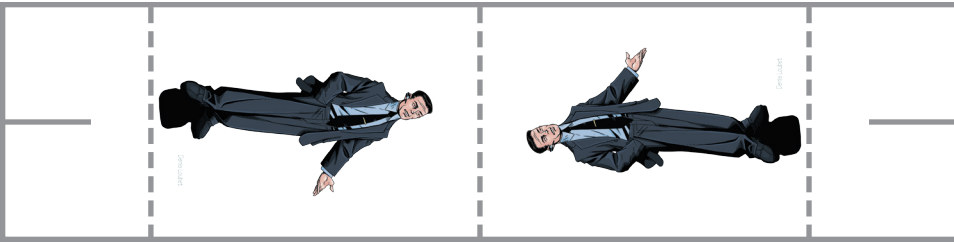
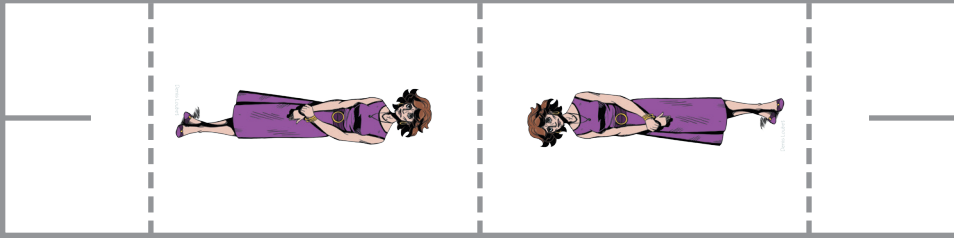
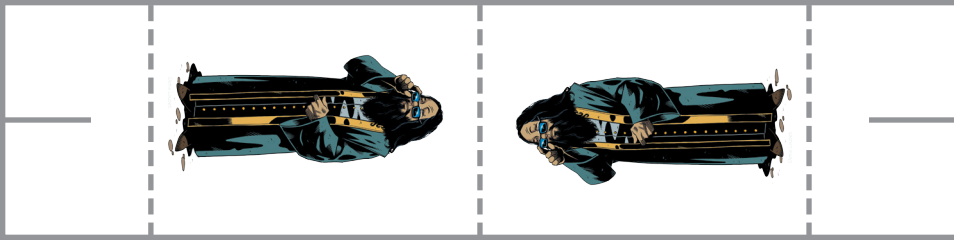
Of course that is crazy. It would take a brilliant manipulator with no morals and at least a lifetime of experience studying the darker impulses of humanity to even attempt such a thing. He would need a hidden army of fanatical followers to make it happen, so it is a stretch.

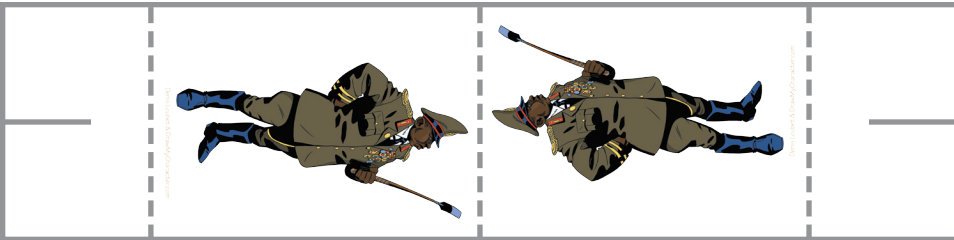
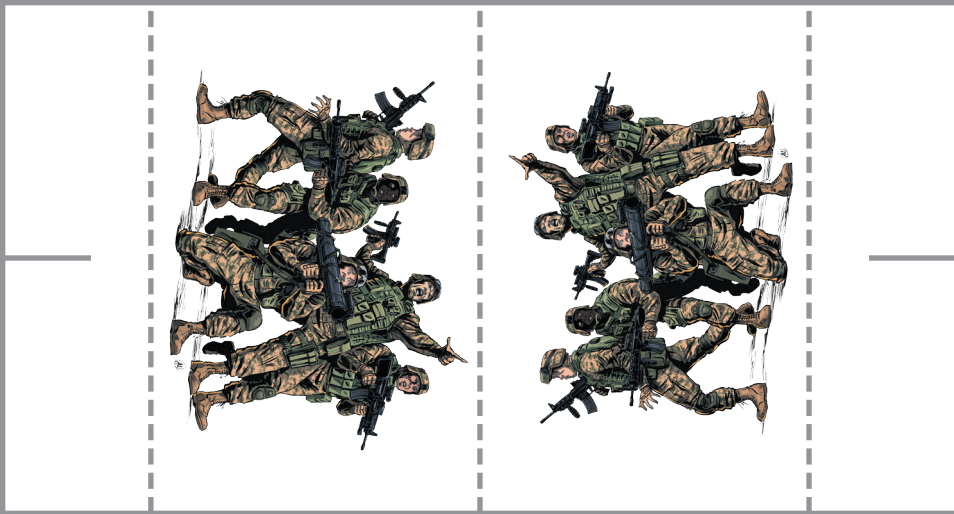
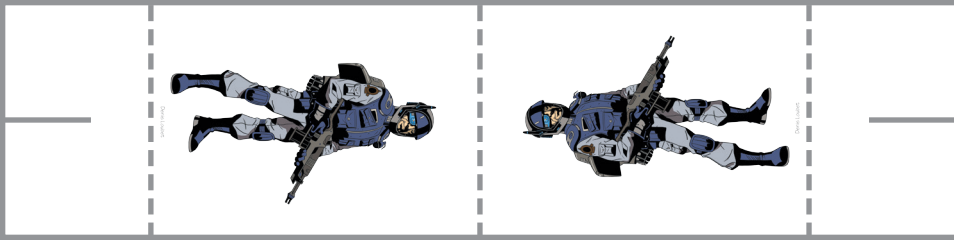
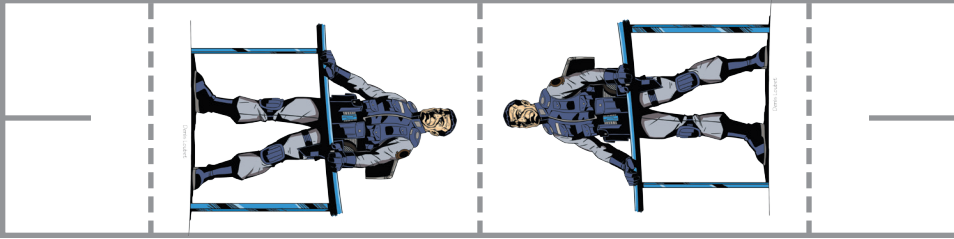
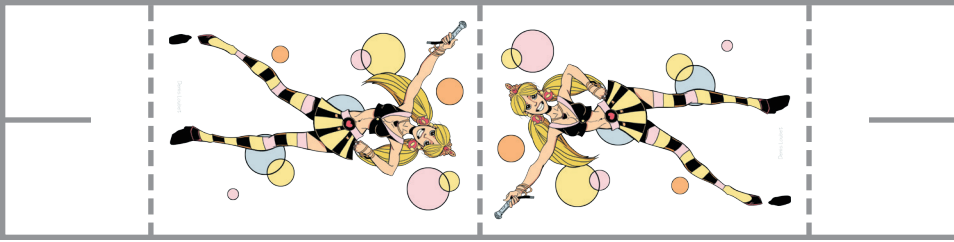
However, if some monstrous mastermind did this and it worked? Perhaps in time he could create an army of similar recruits, carefully selected to be the ideal host to dark supernatural forces. And that would be a very bad thing to let continue...











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WHEN TITANS CLASH!

When you are faced with the villains known as the Kaijū Kultists, it's time to go big or go home! These monsters are so huge, we had to design new rules for your *Mutants and Masterminds Third Edition* campaign to tell the tale.

In this issue of *Due Vigilance*, you will find a set of monster-versus-city rules for pitting your heroes against foes who tower over the skyline! You will also meet a whole troupe of evil *Kaijū* and their misanthropic human counterparts—from the undying cruelty of Itaihime to the madness of Waira the Strange, a variety of fully developed super-sized menaces await within these pages. Or use the provided guidelines on designing *Kaijū Kultists* and other giant creatures to create menaces of your own!

Designed and written by veteran *Mutants and Masterminds* author Jack Norris, *Kaijū Kultists* presents six fully detailed villains and a host of other NPCs. Illustrations are provided in full color by Denis Loubet, Denise Jones, and Alex Williamson, including print-and-play standees for all the featured characters.

The *Kaijū Kultists* want to stomp out all of humanity... Only your heroes stand in their way!



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