

PACIFIC RIM

A CINEMATIC ADVENTURE



COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

CA1-04



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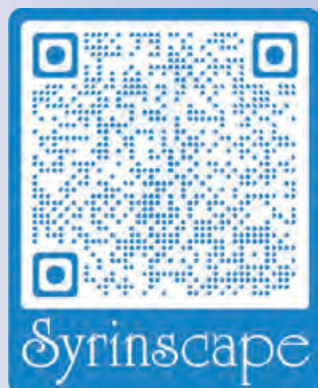
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Table of Contents

Pacific Rim	1	Part III: New Rules	33
Credits	2	Titanic Scale	33
Foreword	4	Piloting Jaegers	34
		Fighting Kaiju	43
Part I: Introduction	5	Part IV: Game Master Advice	46
Comfort and Safety	5	Adventuring with Jaegers	46
The Movies	6		
The World of Pacific Rim	7	Part V: Adventure The Fenris Aurora	48
Terminology	7	Adventure Synopsis	48
Timeline	8	Catalyst-Enhanced Equipment	49
Adventure Eras	11	Act I	50
Organizations	11	Act II	65
		Act III	83
Part II: Hero Options	13	GM Notes	91
New Backgrounds	13	Part VI: The Cast	92
New Professions	13	Kaiju	92
New Class	16	Key Characters	113
New Shared Plan	19	Key Jaegers	117
New Feats	19	Pre-Generated Heroes and Jaegers	119
Jaegers	20		
New Equipment and Vehicles	31		

Foreword

When I watched *Pacific Rim* (2013) in theaters, I went into it hoping for some awesome action – robots punching giant monsters. And the movie sure delivered on that! But more than the action, I was immediately enamored by the artistry of the movie. The cinematography and use of colors amazed me. And most importantly, I fell in love with the themes. It is a movie about coming together to fight against extinction. It's about the connections between people, whether familial, romantic, or platonic, and these bonds are all treated with equal importance.

To me, *Pacific Rim Uprising* (2018) felt more like the popcorn action flick people often associate the original with, but it provides some great content in addition to being a fun time. The rules of Drift compatibility are opened up a bit, allowing a variety of pilots to team up in different configurations, and that's great news if you're trying to turn this world into a flexible roleplaying game setting--which I am, as it turns out! Plus, more Jaegers and Kaiju mean more options for players and GMs alike.

I hope that, with this book, you can capture some of the magic of this series in your *Everyday Heroes* games. Whether you love the idea of roleplaying the memories your characters share in the Drift, or you just want to feel awesome while punching some Kaiju in your big robot, I think *Pacific Rim* has something great to offer you. Time to cancel the apocalypse!

Sincerely,

CHRIS "GOOBER" RAMSLEY



PART I: INTRODUCTION

Comfort and Safety



For the comfort and safety of you as the Game Master and of your players, we want to outline themes in *Pacific Rim* that may be uncomfortable for some. We recommend discussing these with your group before you begin play and ask if anyone has any concerns about how these topics are presented.

- ▶ Deadly violence
- ▶ Heroes being trapped
- ▶ Threat of extinction
- ▶ Widespread disaster and destruction

If any players express concerns about these themes or depictions, we recommend you take efforts to minimize the focus on the concerning theme.

The Fade-to-Black Tool

As a group, determine a way for anyone in the game to signal when they would like an uncomfortable scene to resolve “off-screen” with no further description. You can then narrate a “fade-to-black.” The consequences of actions still happen, and the world still moves on, but the details of that scene are now left to the imagination.

Ideally, the signal is easy to observe for everyone in the game. In person games often use a card or figure to point to. The X-card (a card or paper with an X drawn on it) is a common standard. Saying “let’s fade-to-black” should be an option as well.

“There are things you can’t fight. Acts of God. You see a hurricane coming, you have to get out of the way. But when you’re in a Jaeger, suddenly, you can fight the hurricane. You can win.”

– RALEIGH BECKET (*PACIFIC RIM*)

In *Pacific Rim*, players can take on the role of pilots, controlling gigantic robots called Jaegers in their battles against Kaiju: titanic monsters from another dimension. Adventure can also be found on foot, as heroes deal with the fallout of giant monster attacks. Toxic blood has left whole cities desolate and lawless, the technology used to build Jaegers often falls into the wrong hands, and cults have grown around the Kaiju, worshiping them as gods. Whether in or out of a Jaeger, *Pacific Rim* offers an exciting world of action for you to explore.

In the world of *Pacific Rim*, giant monsters called Kaiju have attacked humanity. In response, humans built giant robots called Jaegers to fight these monsters. These machines are controlled through a neural link, but the strain was too much for one pilot, so technology was developed to allow two pilots to merge their minds and control a Jaeger together.

In the world of *Pacific Rim*, humanity must unite to fight extinction. The Pan Pacific Defense Corp (PPDC) monitors the Pacific Ocean, responding to the appearance of Kaiju by deploying Jaegers piloted by teams of compatible Rangers that can combine their consciousnesses in the Drift. Only by working as a team, even within a single Jaeger, can these pilots hope to weather the storm.

In *Pacific Rim*, players most often take on the role of PPDC Rangers, piloting Jaegers in the battle against the Kaiju. But this world provides a wealth of opportunity for adventure. The lawless exclusion zones where Kaiju have left irreparable damage offer many chances at heroics, and other threats, such as the black market that trades in harvested Kaiju organs or the secret cults that worship the Kaiju as gods, provide a variety of enemies for heroes to face.

The Movies

Pacific Rim

In 2013, audiences were wowed by the cinematic spectacle of *Pacific Rim*. As a race of otherworldly monsters known as Kaiju invaded our world, a new generation of heroes built and piloted gigantic mechanical robot warriors known as Jaegers.

Through international cooperation, imagination, and incredible technology, humanity made a stand against the forces set upon destroying its world. It fought an enemy from the darkest depths of the ocean, putting themselves in the path of these Kaiju to prevent the complete eradication of the human species. Two of pop culture's most perennial tropes – monsters and robots – collided on-screen in marvelous battles and inspiring feats of heroism.

The film grossed more than \$410 million dollars at the worldwide box office, becoming the biggest original live action film of 2013, and it created a legion of passionate fans who dreamed of joining in those battles, protecting the world in a Jaeger of their own, and becoming the biggest heroes to ever walk the earth.

Now, you can.

Pacific Rim Uprising

2018 saw the release of *Pacific Rim Uprising*. In this sequel, the Pan Pacific Defense Corp and its Jaegers now act as a peace-keeping force in the devastated exclusion zones, keeping salvaged Jaeger technology out of the wrong hands. But when a mysterious rogue Jaeger attacks, the PPDC uncover a conspiracy designed to open new Breaches and bring an army of Kaiju to our world!

An array of new Jaegers took the stage in *Uprising* to battle terrifying new Kaiju and drone Jaegers alike. The fate of humanity came down to a ragtag team of new recruits led by a criminal, but through their dedication and teamwork, humanity was once again saved from extinction.

Pacific Rim Uprising grossed \$230 million dollars worldwide; an overall success, if not the groundbreaking smash hit of the original. And fans were treated to a wealth of new content to spark their imaginations: More advanced Jaegers, an academy where Rangers are trained, a look at what life is like in the parts of the world devastated by Kaiju.



The World of Pacific Rim

Not too far into the future, the world of *Pacific Rim* resembles our own in many ways. The major difference is that, in this world, giant monsters from another dimension have attacked humanity, and we constructed giant robots to defend ourselves.

Kaiju

Kaiju are monsters from another dimension called the Anteverse. Sent by a mysterious race called the Precursors, Kaiju emerge from gateways called Breaches to bring humanity to extinction. Kaiju are titanic creatures, hundreds of feet tall, and though they share features such as their toxic blood, each is a unique entity, stitched together from cloned flesh to serve as perfect weapons of annihilation.

Jaegers

Jaegers are humanity's answer to the Kaiju: robots standing as tall as their enemies. These machines are piloted by their operators' minds, allowing the operators incredible control. But in doing this, the strain was too much for one mind to handle, so a technology known as drifting was developed to allow two – or even three – pilots to join their minds together and share the load. It is only together that humanity can prevent its extinction!

Terminology

Anteverse. The alternate universe where Kaiju come from. The Precursors, creators of the Kaiju, live in this universe.

Breach. A gateway to the Anteverse through which the Kaiju emerge. There was originally one Breach, which was closed during the events of *Pacific Rim*, though more were opened during Pacific Rim Uprising.

Category. Kaiju are categorized from category I to category V, with a higher category indicating a more dangerous Kaiju. The category of a Kaiju is determined using a system called the Serizawa Scale, which measures water displacement, ambient radioactivity, and toxicity.

Conn-Pod. The cockpit or control center of a Jaeger. This is where pilots can be found inside a Jaeger.

Drift. A mental connection between pilots, which allows them to share the neural load required to operate a Jaeger. Through this connection, thoughts and memories can be shared.

Drift Compatible. How easily a pilot can Drift. A person's Drift compatibility comes in two forms: first, they have compatibility with the technology, and, second, they have compatibility with specific other pilots.

Drift Sync. The quality of the connection between drifting pilots. A higher sync allows the pilots to coordinate better, while a lower sync makes operating a Jaeger more difficult for them.

Drivesuit. These suits contain circuitry that reads the movements of a pilot, allowing the pilot to more easily control their Jaeger. Drivesuits also feature bulletproof armor and a helmet equipped with Drift technology.

Energy Core. The core of a Jaeger, which provides its power.

Jaeger. A giant robot built to fight Kaiju. Usually piloted by two or more humans.

Kaiju. Giant monsters from the Anteverse, here to bring about the end of humanity.

Kwoon. A martial art developed with Jaegers specifically in mind.

LOCENT. Short for Local Command Center, this is where Jaegers are monitored, and commands are broadcast.

Mark. The mark of a Jaeger, from 1 to 7, is the generation the Jaeger is part of. Later marks typically have more advanced technology.

Neural Handshake. A term for the initial connection between two or more minds when drifting.

Neural Load. The strain the Jaeger's systems put on the pilot. The neural load of a full-sized Jaeger is too much for a single human, which is why drifting was developed.

Pons. The mental bridge between drifting pilots.

PPDC. The Pan Pacific Defense Corp, which is in charge of the operation of Jaegers.

Ranger. Jaeger pilots in the PPDC.

Shatterdome. A base of operation for the PPDC, these locations are where Jaegers are housed and repaired.

Timeline

Monsters Emerge (2013-2014)

The timeline of *Pacific Rim* first diverged from our own on July 19, 2013, when the glowing bodies of thousands of deep-sea creatures washed ashore on the Northern Mariana Islands. On August 7, a massive tsunami of unknown origin hit every coast on the Pacific Rim. Four days later, a Japanese fishing boat disappeared, its last message a distress call where only one word is discernible: "Kaiju."

Then, on August 10: the "attack that changed the world." The Kaiju Trespasser made landfall in San Francisco. As the creature tore through the city, missiles and naval bombardments only resulted in a rain of toxic blood from the monster's minor wounds. The blood soon vaporized, rapidly turning what was left of the city into a toxic wasteland.

After Trespasser spent the next four days wreaking a path of destruction along the San Francisco Bay, the president ordered a nuclear strike on US soil, blasting Trespasser in a gigantic, blue-tinted mushroom cloud. But two hours later, the creature

twitched back to life, continuing its reign of terror southward. Two days later, a second nuclear strike finally brought the monster to its end.

The event was a tragedy, but it was not the last. Six months later, the Kaiju Hundun attacked the Philippines, and then Scissure struck Sydney. Both were ended by nuclear strikes, but the destruction was mounting, and continued nuclear detonations, combined with the toxic blood of Kaiju, was too much for the world to bear. They needed a new answer. The Pan Pacific Defense Corp was formed, a global initiative that would develop that answer: the Jaegers.

The Jaeger Golden Age (2015-2020)

Developed by Dr. Jasper Schoenfeld and Dr. Caitlin Lightcap, Jaegers would enable pilots to fight monsters by becoming monsters themselves. They could wrestle the Kaiju away from population centers, and pummel them with fists rather than explosives to minimize the spilling of toxic blood. To control the machine with zero lag time, a neural controls system originally designed for fighter jets was used.



The first Jaeger, simply called the Prototype, was piloted by USAF pilot Lt. Col. Sergio D'Onofrio. Lt. Col. D'Onofrio managed to walk the Jaeger solo, but suffered a seizure during the test run of the machine. Dr. Lightcap realized that a single pilot could not sustain the neural load demanded by Jaeger tech, and developed the multi-pilot system to share the load between two or more Rangers. The Prototype was repaired, modified, and dubbed Brawler Yukon, going on to defeat the Kaiju Karloff in the first true victory against the Kaiju.

Sponsored by individual countries, production rapidly began on more Jaegers. Over the next four years, fleets of Jaegers over five generations were constructed. The PPDC was able to defend the world from the continued invasion. By the end of 2020, they had killed seventeen Kaiju with the loss of only two Jaegers. Jaeger pilots were heroes, and the world finally felt safe once more.

Human Downfall (2021-2024)

During the next four years, however, things shifted. Kaiju got larger and deadlier. They seemed to adapt to combat with Jaegers. By late 2024, fifteen more Jaegers were destroyed. The world was losing hope.

The governments of the world put their resources into a new plan: The Wall of Life. This wall, built across the entire Pacific Rim, would be large enough to prevent any Kaiju from making landfall. The Jaeger program was shut down, and the machines were to be decommissioned.

But as the wall was being completed, the Kaiju Mutavore tore a hole through the fortification in Sydney, Australia in under an hour. Luckily, the sole Mark-5 Jaeger, Striker Eureka, had been decommissioned only a day before, and its pilots powered it back on, defeating the Kaiju handily.

Battle of the Breach (2025)

With the wall no longer an option, the remaining Jaegers – Chernob Alpha, Gipsy Danger, Crimson Typhoon, and Striker Eureka – were brought to Hong Kong to plan an attack on the Breach, the dimensional portal from which Kaiju emerged. While earlier attempts at attacking the Breach directly had failed, Striker Eureka would deliver a nuclear device into the Breach, destroying it from the inside.

Before the plan could be executed, however, two Kaiju emerged from the Breach simultaneously, the first such emergence in history. Scientist Newton Geiszler had tried to Drift with a piece of Mutavore's brain to gain intel on the Kaiju, learning they were created by a species called the Precursors, who wanted to terraform and colonize Earth. But the Drift is a two-way street, and the Precursors now knew the PPDC's plan and gained a better understanding of Jaeger technology.

The Kaiju Otachi and Leatherback went straight for Hong Kong, where Chernob Alpha and Crimson Typhoon were destroyed. Using a biological electromagnetic pulse, Leatherback disabled Striker Eureka. Luckily for humanity, Gipsy Danger defeated both Kaiju, but more would soon arrive.

Striker Eureka and Gipsy Danger were sent to the Breach, where they encountered the first triple event: three Kaiju at once. The battle seemed hopeless, but Striker Eureka detonated its nuclear payload, weakening the enemy long enough for Gipsy Danger to enter the Breach and overload its nuclear reactor, collapsing the Breach and preventing future emergences – at least for a time.

Peace Time (2025-2035)

Over the next 10 years, the PPDC transitioned from a military force to a peace-keeping force as scavenged Jaeger technology fell into the wrong hands. New Jaegers were built using technology developed by private companies; without the threat of extinction, countries could no longer spare the resources to construct the massively expensive machines, and corporations jumped at the chance to earn a profit.

In 2035, Shao Industries, the leading company in Jaeger tech, unveiled its latest technology: the drone Jaeger. Able to be controlled remotely by a single pilot, these drones would render the PPDC obsolete; the protection of humanity would be privatized.

The Uprising (2035)

Later that year, an unknown rogue Jaeger attacked Shao Industries as they unveiled their new technology, but it was discovered that this Jaeger, called Obsidian Fury, was made by the company itself. Worse, the Jaeger was controlled by a cloned Kaiju brain. It was soon learned that Dr. Newton Geiszler, having been in mental contact with the

Precursors, engineered the attack as part of a plot to increase public acceptance of the drones, which also secretly relied on cloned Kaiju brains.

As the drones were deployed around the world, they activated their secret programming and attacked PPDC Shatterdomes around the world. They then used technology hidden in their construction to open new Breaches to bring an army of Kaiju to Earth. Acting quickly, Liwen Shao, owner of Shao Industries, caused the drones to self-destruct, but three Kaiju made it through before the Breaches closed. The Kaiju headed for the city of MegaTokyo.

Four remaining Jaegers – Bracer Phoenix, Gipsy Avenger, Guardian Bravo, and Saber Athena – were repaired and readied for battle. The Jaegers had the upper hand until a swarm of tiny drones controlled by Dr. Geiszler emerged from an automated facility and stitched the three Kaiju together into a single monstrous Mega-Kaiju. This massive beast disabled three of the Jaegers and made its way toward Mount Fuji where its blood would react in a massive explosion, leaving the world in a toxic nuclear winter.

Gipsy Avenger, with the help of rogue-built Jaeger Scrapper, launched itself like a rocket at the Mega-Kaiju, destroying it with the impact and the blast of its dual nuclear core, ending this new Kaiju threat.

Uprising Wars (2035 Onward)

Due to the piercing of dimensions caused by the many drone Jaeger-created Breaches, and with the technological knowledge given to them by Dr. Geiszler, the Precursors can now open new Breaches. They can appear anywhere, but most often cluster near the sites of the original Breaches. These new Breaches are temporary, bringing one or more Kaiju through before closing once again, and they are intermittent enough that the Precursors cannot send their entire army – but the threat has returned, and Jaegers must once again defend humanity from an onslaught of giant monsters.

The Black

*The animated series **Pacific Rim: The Black** includes additional details on what happens after 2035, but that series will be explored in a later supplement. To run a game set in Australia during **The Black** in the meantime, however, you should have all the tools you need to do so.*



Adventure Eras

You can set your own *Pacific Rim* adventure at any point in the timeline, but it will largely fall into one of the following categories:

Kaiju Wars

Between the first Kaiju attack in 2013 and the events of *Pacific Rim* in 2025, forty-five Kaiju are known to have invaded Earth, and twenty-one Jaegers are known to have been built. The details of many of their battles are undefined, and many other unrecorded events may have taken place, so there's plenty of room for you to explore your own stories without disrupting canonical events. Or you can make this era entirely your own!

Post-War

In the 10 years after the events of *Pacific Rim* and before *Pacific Rim Uprising*, no Kaiju are known to have attacked, but there is still plenty of action to be had. Rogue Jaegers built from salvaged scrap are used in competitions and criminal enterprises. New social orders are established within the exclusion zones where Kaiju have left devastation. And the PPDC transitions into an independent police force of sorts to rein in rogue Jaegers.

Uprising Wars

Though the Breaches opened in 2035 during the events of *Pacific Rim Uprising* were short lived, they were only the beginning of the next stage of the Precursors' war. Breaches open throughout the Pacific Ocean, allowing a variety of Kaiju to appear. This is the era most ripe for adventure, allowing the players to design new Jaegers, and allowing the GM the freedom to introduce new Kaiju.

Organizations

Pan Pacific Defense Corp

Similar in operation to the United Nations, The PPDC is a multinational militarized organization placed in charge of defending the Pacific Rim from

Kaiju attacks. The PPDC oversees all production and operation of Jaegers, including the policing of lost or stolen Jaeger technology. Their science division leads research in Kaiju biology, and before 2025, research and development of new Jaeger tech.

Shatterdomes

Jaegers are stored, repaired, and launched from the Shatterdomes: massive facilities that serve as the bases of operation for the PPDC around the world. Each Shatterdome houses personnel in addition to providing laboratory space, training rooms, and an advanced mission control room.

In 2026, with the reinstatement of the Jaeger program, Shatterdomes re-opened in Hong Kong, Lima, Anchorage, Vladivostok, Tokyo, Nagasaki, Sydney, Los Angeles, and Panama City. By 2035, several others had been constructed. Their locations depend on you and your own story.

Jaeger Scrap Yards

The PPDC maintains several scrap yards around the world where damaged Jaeger tech is brought after battle. These scrap yards are well guarded, as the technology is valuable and in high demand on the black market. Some Jaeger tech is stolen straight from the battlefield, or hijacked on its way to a scrap yard, but the majority ends up in one of these locations.

Shao Industries

A leader in Jaeger tech following its privatization after the Breach was closed, Shao Industries provides the most innovative technology of any company to the PPDC. Far from the only corporation involved in Jaeger tech, Shao is by far the largest, employing top engineers and scientists around the world, and is spearheaded by the visionary Liwen Shao.

Kaiju Black Market

The materials a Kaiju is made of are valuable, and cleanup is a dangerous and challenging task. As such, a large part of Kaiju cleanup is done by those looking to sell what they can at a premium on the black market. While this harvesting is illegal, the PPDC turns a blind eye as harvesters arrive on the scene faster than any other cleanup crews, and

The Kaiju Prayer

We are the Sisters of the Kaiju

*We open our arms to receive
the angels of the ocean*

*Majestic creatures from
beyond our horizons*

*Deliver us from suffering
and strike the evil from our
hearts*

*You are mercenaries on a
mission of mercy*

*Come to free humanity from
a poisoned home*

*With almighty powers, you
stir our ocean and steal our
skies*

*Oh Kaiju kings, lead us down
into your paradise below the
seas*

*And vanquish all who oppose
your supreme reign.*

*Look how you crucify our
false prophets*

*Manmade tyrants who fear
what they do not understand*

*You are not the scourge. You
are the salvation*

*We fall to our knees in your
infinite shadow*

*and raise our hands in awe
and admiration*

*Let the blue blood of the
archangels wash away our*

*Iniquity that we may start life
anew*

In the world before

neutralizing the toxic Kaiju blood before it can vaporize is critical to keeping the disaster sites contained.

BuenaKai Cults

*“Look at them. They believe the Kaiju were sent from heaven,
that the gods are expressing their displeasure with our behavior.
The silly bastards!”*

— HANNIBAL CHAU (PACIFIC RIM)

Constant invasion by gigantic monsters beyond our comprehension takes its toll on the world, and some have responded to the trauma by building a religion around the Kaiju. This faith, called BuenaKai, holds that the Kaiju are angels sent to cleanse the world of sin, and that Jaegers are “false prophets” who only fight against the inevitable.

BuenaKai cults can be found around the world. They have no centralized leadership, and their traditions and exact beliefs vary widely, but the most prominent of these cults is the Sisters of the Kaiju, which maintains its primary temple in Hong Kong, inside the skull of the Kaiju Reckoner.



PART II: HERO OPTIONS

New Backgrounds

Disaster Survivor

You survived a great disaster, such as a Kaiju attack. Your home might now be gone, or perhaps you rebuilt your life, but, either way, this experience has left its mark.

Ability Adjustment. Increase your Dexterity or Constitution by 1 to a maximum of 20.

Iconic Equipment. A torn or charred family photo

Proficiency. Choose either Perception or Survival.

Special Feature – Disaster Experience. You have advantage on ability checks and saving throws made against broken ground, collapsing buildings, or similar destruction of your environment.

Exclusion Zone Resident

You lived in an exclusion zone – an area contaminated by battle with a Kaiju. These areas are lawless, which makes them dangerous, but also full of opportunity. Trading is the most common way to get anything in the zone.

Ability Adjustment. Increase your Dexterity or Charisma by 1 to a maximum of 20.

Iconic Equipment. Chips, cookies, soda, or some other junk food

Proficiency. Choose either Streetwise or Survival.

Special Feature – Exclusion Trader. You have advantage on ability checks made to find or negotiate non-monetary trades of goods and services.

Ex Kaiju Worshiper

You were once part of a BuenaKai cult: a religion that worships the Kaiju as deific figures, here to cleanse humanity's sins. But for one reason or

another, you've seen the Kaiju for what they are: monsters here to destroy us.

Ability Adjustment. Increase your Charisma by 1 to a maximum of 20.

Iconic Equipment. Kaiju tattoos

Proficiency. Intimidation

Special Feature – Monster Awe. When you encounter a Kaiju or similarly impressive monster, you gain inspiration. You can gain inspiration in this way only once before finishing a long rest.

PPDC Tradition

One or more of your parents were, or still are, members of the Pan Pacific Defense Corp. You grew up around the people responsible for saving the world. It's a lot to live up to.

Ability Adjustment. Increase your Constitution or Wisdom by 1 to a maximum of 20.

Iconic Equipment. Your parents' PPDC dog tags

Proficiency. Choose either Athletics or Insight.

Special Feature – PPDC Legacy. You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to influence members of the PPDC.

New Professions

In most *Pacific Rim* games, the players are expected to be Jaeger pilots, which usually means their actual profession is PPDC Ranger. Other characters can always end up in the Conn-Pod of a Jaeger, but because many adventures will assume everyone in the group is a Ranger, it is not presented here as a profession. Instead, use these rules when making a Ranger:

- Pick another profession, representing what you did before becoming a pilot, or that best represents your role in the group as

a Ranger, and use the mechanics for that profession. If you've been piloting a long time, you can use the PPDC Ranger Veteran profession, provided below.

- ▶ Increase your Wealth by 1 to a maximum of 5, representing the extra pay Rangers receive. (Even if you are a PPDC Ranger Veteran; not all veterans are on active duty.)
- ▶ If the feature your chosen profession provides doesn't make sense if you aren't actively pursuing that profession – such as the Military profession's Servicemember – then you can pick a different talent from another profession, or you can use the following instead:
 - **Fight The Storm.** You have advantage on saving throws made to avoid being Frightened.

Jaeger Technician

You work on the bleeding edge technology used to build Jaegers. Plasma weaponry, synthetic muscle fibers, advanced artificial intelligence systems, and space-age power generators are among the technologies you design, build, and repair.

Ability Adjustments. +1 Intelligence and +1 to one other different ability score of your choice (maximum 20)

Iconic Equipment. Toolbelt, recovered piece of the first Jaeger you worked on

Wealth Level. 4

Proficiencies. Computers and Mechanics

Special Feature – Jaeger Tune-up. While you oversee the repairs of a Jaeger during a short rest at a Shatterdome or similar facility, or during a long rest elsewhere, you can repair one additional limb or system to full operation or reload one additional weapon with the Limited property.

Kaiju Harvester

Whether officially recognized or operating in the shadows, you neutralize and harvest the many valuable materials left behind when a Kaiju is killed. Researchers, collectors, and manufacturers will pay a premium for what you harvest.

Ability Adjustments. +1 Constitution and +1 to two other different ability scores of your choice (maximum 20)

Iconic Equipment. Rubber gloves, bone saw, jar of ammonia

Wealth Level. 3

Proficiencies. Medicine and Investigation

Special Feature – Harvest Safety. You have advantage on ability checks made as part of harvesting Kaiju body parts, as well as on saving throws against Kaiju blue.

Kaiju Scientist

Working for the PPDC, a private tech company, or a government research program, you study what makes Kaiju tick – the chemicals that make up their bodies, their life cycles, their capabilities, and their weaknesses.

Ability Adjustments. +1 Intelligence and +1 to one other different ability score of your choice (maximum 20)

Iconic Equipment. Kaiju bone sample, notebook full of Kaiju doodles

Wealth Level. 4

Proficiencies. Medicine and Natural Sciences

Special Feature – Kaiju Knowledge. You have advantage on ability checks made to identify or remember information about Kaiju.



Neural Engineer

You design, program, and operate the neural tech that allows pilots to Drift. You might oversee Rangers' Drift from LOCCENT, repair damaged technology, or design and test the latest and greatest in Drift tech.

Ability Adjustments. +1 Intelligence or +1 Wisdom (maximum 20)

Iconic Equipment. Pons headset

Wealth Level. 4

Proficiencies. Computers, Insight, Medicine. And choose either Natural Sciences or Social Sciences

Special Feature – Psyche Training. You have advantage on Wisdom (Insight) checks made to assist anyone you are drifting with when they make a saving throw against Chasing the Rabbit.

PPDC Cadet

You are in training to join the PPDC. Most likely you are a pilot cadet, training to become a Ranger, but you might also be training to be a different kind of officer.

Ability Adjustments. +1 Constitution and +1 to two other different ability scores of your choice (maximum 20)

Iconic Equipment. Cadet's uniform, water bottle, PPDC ID

Wealth Level. 2

Proficiencies. Basic Equipment, Advanced Equipment, Athletics, and Endurance

Special Feature – Bonds of Friendship. After you have drifted with someone at least once, your relationship is always considered at least "Close" any time you perform a neural handshake with them again.

PPDC Officer

You are a ranking member of the PPDC. You might have been promoted from a lower rank, or have come out of cadet training with an officer rank, but, either way, you have some measure of authority in the organization.

Ability Adjustments. +1 Charisma and +1 to two other different ability scores of your choice (maximum 20)

Iconic Equipment. Officer's uniform, 9mm service pistol, PPDC ID

Wealth Level. 3

Proficiencies. Basic Equipment, Insight. And choose either Intimidation or Persuasion

Special Feature – Authority. Lower ranking members of the PPDC will generally follow your orders, so long as they don't conflict with orders from another official.

PPDC Ranger Veteran

You've piloted Jaegers for longer than most. Not many Rangers live as long as you have, and most that do eventually retire. But not you. You're still here, bringing your experience to the fight.

Ability Adjustments. +1 Dexterity and +1 Wisdom (maximum 20)

Iconic Equipment. Dog tags, medals of honor, PPDC ID

Wealth Level. 3

Proficiencies. Basic Equipment, Improvised Equipment, Athletics, Endurance, and Insight

Special Feature – Drift Experience. When you and your co-pilot(s) roll for a neural handshake, your relationship is always considered at least "Friends."

Tech Scavenger

Jaeger tech is some of the most advanced machinery in the world, which means you can make a lot of money selling it. But first you need to get your hands on it, and that's what you specialize in.

Ability Adjustments. +1 Strength and +1 to one other different ability score of your choice (maximum 20)

Iconic Equipment. Cutting tools, rucksack

Wealth Level. 3

Proficiencies. Investigation, Mechanics, Security, and Streetwise

Special Feature – Junk Knowledge. You have advantage on ability checks made to identify or remember information about technological parts or equipment.

New Class

Bonded Twins [Wise Hero]

"We work alone."

— TWINS CHLOE AND COLTON WATERS,
SIMULTANEOUSLY

While siblings, especially twins and triplets, are often found among Drift compatible Jaeger pilots, bonded twins take this to a whole other level. These twins are connected at all times, permanently drifting with each other, their identities mixing until they function more like one person with two bodies than two individuals.

The bonded twins act as a single character, but they can take advantage of their two bodies to team up on their enemies. While piloting a Jaeger, the bonded twins are at their most comfortable, allowing you to pilot a Jaeger without the assistance of another player.

Origins of Bonded Twins

Bonded twins are not a common occurrence, and your character might even be the only pair in existence. If you choose this class, it is up to you and the GM to decide where you come from and how you came to be, but, whatever the case, your existence is significant and strange. Here are options you might consider:

- ▶ You are the product of illegal experiments in Drift technology and/or genetic engineering.
- ▶ You are the result of an accident during PPDC training, or even during a live mission.
- ▶ You were born this way, perhaps due to the effects of drifting on one or both of your parents.

Level Talents

1	Bonded, Coordination, Discordant Separation, Perfect Sync
3	Improved Coordination
5	Advanced Twin Combat
7	Double Trouble
9	Supreme Twin Combat

Proficiencies

- ▶ **Saves:** Wisdom and Intelligence
- ▶ **Skills:** Choose two from Acrobatics, Athletics, Endurance, Insight, Intimidation, Investigation, Perception, Performance, Sleight of Hand, and Stealth.
- ▶ **Equipment:** Basic equipment

Equipment Recommendations

- ▶ **Equipment Pack:** Two Everyday Packs or Fitness Packs, but sharing one vehicle
- ▶ **Weapons:** Two heavy revolver pistols, two large wooden clubs (such as baseball bats)

Talents

Bonded. Granted at level 1. You are actually two people who share a mental connection so powerful that you function as a single individual in two bodies. Your bodies share their game statistics, their hit points, and their turn and actions, in addition to their thoughts, knowledge, opinions, and personality. Each can carry as much equipment as you would normally be able to.

During combat or a chase, you roll initiative once for both of your bodies. During your turn, both of your bodies can move as normal, but they must share actions, bonus actions, and reactions. When you take an action, if you are not piloting a Jaeger, you decide which body will perform that action, with the following exceptions:

- ▶ When you take the Dash, Disengage, or Dodge action, both of your bodies can take that action.
- ▶ When you take an action to break out of a grapple or escape an effect, both of your bodies can take that action.
- ▶ When you take an action or bonus action to reload a weapon, both of your bodies can take that action.
- ▶ When you take the Dive for Cover reaction, both of your bodies can perform that reaction.
- ▶ You can make off-hand attacks with a weapon your other body is holding instead of a weapon in your other hand. If you do, the weapons used need not be Light, but they cannot have the Heavy or Two-Handed properties.

If an effect deals damage to both of your bodies at the same time, you take that damage only once. If that effect allows for a saving throw to take less damage, you roll the save only once. If the effect is physical in nature, that saving throw is made at disadvantage.

If a non-damaging physical effect that calls for a saving throw affects both of your bodies, you make a separate saving throw for each body individually and each body uses its own result.

If a non-damaging mental effect that calls for a saving throw affects both of your bodies, you make only a single saving throw, and both of your bodies use the same result.

- ▶ **Example:** Both of your bodies are in the area of a grenade explosion, which allows you to make a Dexterity saving throw to take half damage. You make the save at disadvantage because this is a physical effect and getting both bodies out of the way is hard, but you take damage from the explosion only once.
- ▶ **Example:** Both of your bodies are exposed to an experimental mind-shattering weapon that deals psychic damage, but allows an Intelligence saving throw to avoid the damage. You make only one saving throw, and take the damage only once on a failed save.
- ▶ **Example:** Both of your bodies can see an enemy forcing you to make a Wisdom saving throw to avoid being Frightened. You make the save only once, and both bodies are Frightened on a failed save.
- ▶ **Example:** You activate a trap that coats both of your bodies in a sticky goo and you must make a Strength saving throw to avoid being Restrained.

You roll once for each body, and each body that fails is Restrained.

Coordination. Granted at level 1. By coordinating your movements, you can take advantage of your two-bodied nature in the following ways:

- ▶ When you make an attack, if both of your bodies are in range and capable of making that attack, you can spend 1 Focus to make that attack at advantage. You make the attack only once, but any ammunition must be spent by both bodies. If the attack is a special attack that calls for an ability check, such as a grapple or shove, you gain advantage on the ability check instead.
- ▶ When you make an ability check, if both of your bodies could participate, you can spend 1 Focus to gain advantage on that roll.
- ▶ When you make a saving throw against a mental effect or any effect that targets both of your bodies, you can spend 1 Focus to gain advantage on that roll.
- ▶ While piloting a Jaeger, you can spend 1 Focus to gain advantage on any ability check, attack roll, or saving throw made for the Jaeger.

Discordant Separation. Granted at level 1. Too much distance disrupts the connection between your minds. While your bodies are farther than 100 feet from each other, you suffer disadvantage on all ability checks, attack rolls, and saving throws.

Perfect Sync. Granted at level 1. Because your bodies are always drifting with each other, you count as two pilots when piloting a Jaeger, with the following exceptions:

- ▶ While piloting, your sync quality is always Perfect, you need not roll for a neural handshake nor spend any time to initiate a Drift, and you always pass any sync saving throws.
- ▶ You roll only once for ability checks, attack rolls, and saving throws made for your Jaeger.

- ▶ You can make off-hand attacks with weapons that are not Light, so long as they do not have the Heavy or Two-Handed properties.
- ▶ You do not divide damage taken between pilots, as your bodies share their hit points.
- ▶ You use only your own proficiency bonus when determining your Jaeger's maximum Bulk. It is not multiplied for having two bodies.
- ▶ You treat your proficiency bonus as if it were 1 lower when comparing it to the neural load of any equipment installed in your Jaeger.
- ▶ You cannot Drift with anyone else.

Improved Coordination. Granted at level 3. When an opportunity attack is provoked from both of your bodies by the same source, you can spend 1 Focus to allow each of your bodies to make a separate opportunity attack. In addition, while piloting a Jaeger, you can spend 1 Focus to make two attacks, each with a different weapon or limb, when you make an opportunity attack.

Advanced Twin Combat. Granted at level 5. Once during each of your turns, when you take the Attack action, each of your bodies can make an attack, instead of just one. While piloting a Jaeger, you can simply make two attacks instead of one.

Double Trouble. Granted at level 7. Whenever you take a bonus action, you can spend 1 Focus to allow both of your bodies to take that bonus action. If it is an off-hand attack, both of your bodies can use your Bonded talent to make an attack with a non-Light weapon, including one used in the initial attack(s).

While piloting a Jaeger, you can instead spend 1 Focus to take an additional bonus action during your turn.

Supreme Twin Combat. Granted at level 9. You can add your ability modifier to damage when making an off-hand attack.



New Shared Plan

Smart Heroes in a *Pacific Rim* adventure, or in other adventures with the GM's permission, can choose the following plan in place of their normal options. This is a shared plan, so any Smart Hero can learn it.

Calculated Trajectory

Your late nights of detailed mathematical calculations and study of firing mechanisms have paid off. You can enact this plan, which takes no action, during your turn to use your Intelligence modifier in place of your Strength or Dexterity modifier for the attack and damage rolls of ranged attacks you make with one type of weapon for the next minute. In addition, you become proficient in that weapon for the duration, and you can apply any one of the following effects of your choice to all such attacks:

- ▶ **Between the Cracks.** The attack ignores cover and armor.
- ▶ **Bounce It.** If the attack is an explosive, you can change the targeted space of the attack after combatants have chosen whether or not to dive for cover, but before the explosive detonates. You can change the target to any space up to 20 feet from the original target. Combatants now in the area that were not before can choose to dive for cover after this change, but those that were in the original area cannot, even if they have a reaction available.
- ▶ **Liquid Dynamics.** The attack is resolved as if your weapon had the Aquatic property.
- ▶ **Not Even Looking.** The attack ignores any penalties due to vision quality or the Blinded condition.
- ▶ **Piercing Shot.** If the attack is not an explosive, you can make the attack against two targets within 10 feet of each other. You make a separate attack roll for each, but you spend ammunition for only one shot.
- ▶ **Ricochet.** The attack is resolved as if your weapon had the Indirect property. If it is a thrown weapon, it is also resolved as if it had the Returning property.

- ▶ **Wind Coefficient.** The attack ignores disadvantage from long range.

Level 3: You can choose up to two additional effects.

Level 5: The bonuses from this plan apply to ranged attacks you make with any weapon for the duration.

Level 7: You can choose up to three additional effects.

Level 9: You have advantage on all affected attack rolls.

New Feats

These new feats can be taken by any hero in a *Pacific Rim* adventure. They can also be made available in other settings, at the GM's discretion, but both have no use without Jaegers and drifting. Note also that there are no multiclass feats for the Bonded Twins class, as there isn't usually a way to spontaneously grow a second body for an existing hero.

Neural Fortitude [Minor Feat]

You have trained your mind to handle a greater neural load. You gain the following benefit:

- ▶ Your Jaeger's maximum Bulk is increased by 2 while you pilot it.

Drift Master [Minor Feat]

You have extensive training in handling the dangers of drifting. You gain the following benefit:

- ▶ When you Chase the Rabbit, you can immediately make a Wisdom saving throw to end the effect as if it were the end of your turn. Your co-pilot(s) can assist normally.
- ▶ You have advantage on Wisdom (Insight) checks made to assist a co-pilot that is Chasing the Rabbit.
- ▶ You do not suffer a level of exhaustion the first time you initiate an emergency connection before you finish a long rest.
- ▶ You have advantage on Constitution saving throws made to pilot a Jaeger solo.

Jaegers

"To fight monsters, we created monsters of our own."

– RALEIGH BECKET (PACIFIC RIM)

The player characters in a *Pacific Rim* game typically all have access to Jaegers for at least some part of the adventure. Jaegers share many features, but they can also be customized in a number of ways. When creating your character, you and your co-pilot(s) also decide what your Jaeger will be. You can select an existing Jaeger that suits your needs and modify it as you like, or design a new Jaeger by choosing its chassis, weapons, and upgrades. But keep the neural load and Bulk of your equipment in mind when making these choices.

Mark

Jaegers are produced in generations called marks, from the Mark-1s developed when the Kaiju first appeared to the Mark-7s, the latest and greatest in Jaeger technology. Marks 1 through 4 were rolled out yearly toward the beginning of the Kaiju War, but newer marks were instead categorized by significant advances in technology rather than their year of release. The Mark 5 line was finished soon after the Battle of the Breach, then Mark 6s were produced slowly over the following eight years. The first Mark 7, Saber Athena, was a prototype created just before the Uprising.

While technology has continued to advance, the game statistics of Jaegers of all marks are the same, and it's up to you to decide what mark your Jaeger is.

Mark-1s to Mark-3s

These early marks were all nuclear powered. The Mark-1s were rushed onto the field with unshielded Conn-Pods, leading to death and sickness for pilots exposed to the dangerous radiation. Mark-2s and Mark-3s were still nuclear, but were built with safety shielding to protect the pilots.

Mark-4s and Mark-5s

Advances in energy technology allowed Mark-4 and Mark-5 Jaegers to operate on supercharged power cells rather than nuclear power, preventing the risk of reactor meltdown. Only one Mark-5, Striker Eureka, was constructed before the Jaeger program was shut down, but following the program's resurrection, others joined its ranks.

Mark-6s and Later

Mark-6 Jaegers introduced hologram technology into their heads-up displays, magnetic levitation into their Drift cradles, and synthetic muscle strands to allow for maximum range of motion and compatibility with human consciousness.

Chassis

Jaegers are each unique in their design, but can be categorized based on their height, build, and heaviness of their armor. A Jaeger's chassis determines a Jaeger's size category, the maximum Bulk worth of equipment it can have installed, its Defense, the Armor Value of its armor plating, and its movement speed. Each chassis type may also have additional special rules.

CHASSIS TABLE

Chassis Type	Height	Size	Max Bulk	Defense	Armor	Speed
Light	225-260 ft.	Medium Titan	2 + all pilots' proficiency bonuses	13	AV 2	5 spaces
Medium	240-280 ft.	Medium Titan	4 + all pilots' proficiency bonuses	14	AV 3	4 spaces
Heavy	250-300 ft.	Medium Titan	6 + all pilots' proficiency bonuses	15	AV 4	3 spaces
Support	35-80 ft.	Tiny Titan	2 + all pilots' proficiency bonuses	14	AV 1	4 spaces

Light Jaeger

Lightweight Jaegers are designed for speed and agility. They have lighter armor and are more vulnerable to attack, but make up for it in their ability to out-maneuver opponents.

Medium Jaeger

A standard and reliable build, medium Jaegers combine reasonably heavy armor with decent speed, allowing them maximum flexibility.

Momentum. When a medium Jaeger takes the Dash action, it must move in a straight line.

Topple. A medium Jaeger can move only up to 1 space when it dives for cover.

Heavy Jaeger

Heavy Jaegers are slow, bulky, and well-defended. They stand their ground, relying on brute force to defeat their enemies.

Awkward. A heavy Jaeger has disadvantage on Dexterity ability checks and Dexterity saving throws.

Bulky. A heavy Jaeger cannot dive for cover.

Momentum. When a heavy Jaeger takes the Dash action, it must move in a straight line.

Support Jaeger

These special Jaegers, unseen until rogue Jaegers appeared, are small, single-pilot machines. Much less powerful than their full-sized counterparts, a support Jaeger can still pack powerful weapons, and can be a great asset during larger battles.

Single Pilot. A support Jaeger can be operated safely by a single pilot and has equipment for only that pilot.

Small Weapons. A support Jaeger's attacks deal half the number of dice of damage with all weapons, rounded down, to a minimum of 1 die.



Standard Equipment

The following equipment is standard for all Jaegers, and is present unless specifically removed or replaced.

Armor Plating. All Jaegers have armor plating with an Armor Value determined by their chassis. This armor has no equipment category; pilots are instead always proficient in their Jaeger's armor.

Computer Systems. State-of-the-art digital systems allow the Jaeger's many systems to function. Networked via satellite uplink with LOCCENT, these computers can also perform any function a normal supercomputer is capable of.

Drift Cradles. A series of machines allow a pilot to move in unison with their Jaeger. The drivesuit connects to a large mechanical arm, keeping the pilot in place while they move their bodies about. Mark-5 and older Jaegers include mobile pedals where the pilot's feet are planted, while newer models use magnetic levitation technology to allow pilots to float above the Conn-Pod floor. Attaching to or detaching from a Drift cradle takes an action.

Escape Pods. Each Jaeger is equipped with an escape pod for each pilot. Anyone in the Conn-Pod that is not attached to a Drift cradle can enter and launch an escape pod as an action. These pods have rocket thrusters that allow them to travel upward of a mile from the Jaeger, but have no steering mechanism and are simply launched in a direction. They are durable (AV 5 at normal scale), float, and protect anyone inside from impact.

Flood Lights. A Jaeger's lights, typically mounted on the head and shoulders, are bright enough to light up a battlefield. So long as its pilots aren't worried about being seen themselves, a Jaeger never has to operate in the dark.

Heads-Up Display. A Jaeger's Conn-Pod has displays that provide information to the pilots without distracting them from the battle. This display includes systems diagnostics, targeting data, and a clearer view of the Jaeger's surroundings than its visor could otherwise provide. LOCCENT can also display tactical information for the pilots through this HUD.

Mark-6 and later Jaegers include holographic displays as part of their HUDs.

Loudspeaker. The pilots can communicate with anyone outside via their loudspeaker.

Neural Interface. By connecting to the pilots' pons headsets – built into their drivesuits – this incredible technology allows the pilots to not only Drift with each other, but also to connect with their Jaeger to a degree that the Jaeger feels like an extension of themselves.

Radio Comms. If digital connection is lost, or communication with less advanced allies is required, a Jaeger has a powerful radio, capable of broadcasting upward of 25 miles.

Energy Core

Every Jaeger also has an energy core. Energy cores are immense sources of power, built into a Jaegers' chest, which power the machines' systems. A Jaeger's energy core is either a power cell core or a nuclear core.

Nuclear Cores. Mark-1s through Mark-3s were all originally nuclear powered, though some were later retrofitted with power cell cores. Select Jaegers of later Marks, such as Gipsy Avenger, are also powered by nuclear reactors. Long-term use of nuclear reactors without proper shielding can result in serious health issues, but by the time Mark-2s came around, shielding was standard, and the Mark-1s were retrofitted with the same. There is, however, still the risk of meltdown.

Whenever a nuclear-powered Jaeger is destroyed, roll a d20. On a result of 1, the reactor goes critical, causing a 1,000 KT nuclear explosion (see Nuclear Explosions on [page 44](#) for more info). Such cores can also be set to overload as an action, causing the explosion after a delay set by the pilots. This destroys the Jaeger completely.

Power Cell Cores. The majority of Mark-4 and later Jaegers are powered by power cells capable of storing massive amounts of energy. Though these cells can be run down like batteries, they can operate even a Jaeger at full power for weeks at a time without a need to recharge.

Before the Battle of the Breach in 2025, power cell cores were vulnerable to electromagnetic pulses, and could not power a Jaeger back on after being disabled, a flaw that nuclear cores did not share. The power cell cores of Jaegers built after this time were modified with backup power sources that could "jump-start" the Jaeger, bringing it back online in the same manner as a nuclear core.

Bulk and Neural Load

Most manufacturers and Shatterdome have access to any equipment a Jaeger could be fitted with, but there is a limit to how much can be installed in one Jaeger, and more advanced equipment puts more mental strain on the pilots. Each piece of equipment has a Bulk rating and a neural load (NL).

Bulk. A Jaeger can carry equipment and objects up to its maximum Bulk value, as determined by its chassis and the combination of its pilots' proficiency bonuses. As with human characters, if a Jaeger's maximum Bulk is exceeded, it is Encumbered, and if it carries twice its Bulk, it becomes Restrained.

Neural Load. The more complex systems a Jaeger has, the greater the mental strain on the pilots. Each piece of equipment has an associated neural load (NL), which represents its difficulty to operate.

Pilots can only operate equipment with a neural load equal to or lower than their proficiency bonus. If a Jaeger has any piece of equipment with a neural load value higher than the proficiency bonus of any pilot, that equipment cannot be used and any benefits it provides are ignored, though it still counts toward the Bulk of the Jaeger.

Ejecting Equipment

To reduce Bulk, a Jaeger's equipment, and even limbs, can be ejected. An ejected piece of equipment or limb is removed from the Jaeger and falls to the ground. It will need to be recovered, and requires repairs to re-attach.

As an action, a Jaeger can eject any piece of equipment installed in it so long as that equipment does not have the Integrated property. Alternatively, an entire limb can be ejected, removing that limb as well as any equipment installed in it, including integrated equipment.

Weapons

Jaegers can be equipped with a variety of weapons, each with its own strengths and weaknesses.

Proficiency. Jaeger weapons have no equipment category; pilots are instead always proficient in their Jaeger's weapons.

Jaeger Weapon Properties

By default, Jaeger weapons need not track ammunition, though some weapons have the Limited property, limiting the number of times they can be fired.

Jaeger weapon ranges are measured in spaces, each equal to 100 feet at titanic scale.

Cauterizing. Though it deals ballistic, explosive, piercing, or slashing damage, this weapon heats any wounds caused enough to cauterize them, and therefore counts as dealing fire damage for the purposes of Kaiju blue.

Dark Matter. This weapon has no damage type and ignores all armor and damage reduction.

Freezing. The Armor Value of the target's armor is reduced by 2 until the end of the attacker's next turn. This effect does not stack.

Integrated. The weapon is integrated into the interior of the component it is mounted to. It cannot be ejected.

Limited. Unlike other Jaeger weapons, this weapon can be used only a limited number of times before restocking at a Shatterdome or similar location.

Mount. Jaeger weapons can be mounted on a body part, rather than held. Such a weapon cannot be dropped. If that body part is destroyed, the weapon cannot be used.

Paired. This weapon comes in a pair, with one installed in each arm. The listed neural load and Bulk are the combined total.



MELEE JAEGER WEAPONS

Weapon	Damage	Range	PV	NL	Bulk	Properties
B-29 Battleaxe	4d8 slashing	-	5	4	4	Heavy, Loud, Two-Handed
Bolt Fists	2d4 electrical	-	1	2	2	Integrated, Mount (Arm), Light, Paired, Stunning
Chainsword 2.0	2d10 slashing	-	4	3	1	Cauterizing, Mount (Arm), Special
Elbow Rocket	2d10 bludgeoning	-	1	1	1	Heavy, Integrated, Mount (Arm)
Elec-16 Whip	2d6 electrical	-	3	2	1	Finesse, Loud, Reach (3 Spaces)
Fangblades	2d6 piercing	-	2	1	2	Finesse, Light, Mount (Arm), Paired
GD6 Chainsword	2d8 slashing	-	2	1	1	Mount (Arm), Special
Grappling Hook Cables	2d4 electrical	-	1	2	1	Finesse, Mount (Arm), Reach (3 Spaces), Stunning
Ionic Twinblades (separated)	2d6 electrical	-	2	3	2	Finesse, Light, Loud, Paired, Special
Ionic Twinblade (combined)	2d10 electrical	-	2	3	2	Finesse, Loud, Two-Handed, Special
M-19 Morningstar	2d12 bludgeoning	-	3	3	4	Heavy, Mount (Arm), Special
P-23 Energy Pike	2d8 piercing	-	4	3	1	Cauterizing, Finesse, Mount (Arm)
Plasma Beamwords (separated)	2d8 fire	-	5	4	2	Finesse, Light, Loud, Paired, Special
Plasma Beamwords (combined)	2d12 fire	-	5	4	2	Finesse, Loud, Two-Handed, Special
Pneumatic Fists	2d8 bludgeoning	-	2	2	2	Integrated, Light, mount (Arm), Paired
Stingblades	2d8 piercing	-	3	3	1	Cauterizing, Finesse, Light, Mount (Arm), Paired
Thrust Kicker	2d12 bludgeoning	-	2	3	2	Heavy, Integrated, Mount (Leg)
Thunder Saws	2d6 slashing	-	3	2	2	Finesse, Light, Mount (Arm), Paired
Unarmed Strike	2d4 bludgeoning	-	1	N/A	N/A	Light, Finesse, Special
Welding Torch	2d6 fire	-	3	1	1	Finesse, Mounted (Arm)

B-29 Battleaxe. This gigantic, two-handed axe's blade is toothed with massive superdense blades that function like chainsaws, chewing through enemies like they're nothing.

Bolt Fists. These modified fists produce pulses of electricity meant to disable opponents.

Chainsword 2.0. An advancement of the GD6 Chainsword developed after the Battle of the Breach in 2025, this blade utilizes super-hot plasma to instantly cauterize the wounds it causes, helping to prevent Kaiju blue contamination of the battlefield. The sword can be set to whip mode as part of an attack, increasing its reach by 1 space, but decreasing its base damage to 2d8. This whip can be used to make grapple attempts within its reach.

Elbow Rocket. A massive rocket built into the Jaeger's elbow allows it to punch with incredible power. Note that this does not count as an unarmed strike, even though it uses a Jaeger's fist.

Elec-16 Whip. This massive, electrified whip pulses with power, shocking anything it hits with lethal jolts. It was developed after the Battle of the Breach in 2025.

Fangblades. These long and thin, arm-mounted blades are simple, but effective, allowing for rapid strikes to vulnerable areas of a Kaiju.

GD6 Chainsword. This sword is made of linked components that can extend into a chain-like structure or condense into a solid blade. The sword can be set to whip mode as part of an attack, increasing its reach by 1 space, but decreasing its base damage to 2d6. This whip can be used to make grapple attempts within its reach.

Grappling Hook Cables. Launched from the Jaeger's wrist, these hooked cables can stun machines and Kaiju alike with rapid pulses of electricity.

Ionic Twinblades. These handheld weapons project blades charged with electricity. As part of an attack, the two blades can be combined into a single weapon or re-separated. This advanced weapon was developed in 2035, along with the first Mark-7 Jaeger, Saber Athena.

M-19 Morningstar. A gigantic, spiked ball, this weapon replaces the hand of the arm on which it is mounted. That arm can hold nothing else, though it can still use other weapons mounted on it. The



morningstar can be launched and retracted by a chain. When used in this way, its reach is increased by 2 spaces, but it gains the Slow-Firing property during that turn. This weapon was developed after the Battle of the Breach in 2025.

P-23 Energy Pike. This huge metal spike can be propelled out of a Jaeger's wrist with powerful pneumatics, plunging it deep into a Kaiju's flesh. A sheath of superheated plasma energy around the spike allows it to cauterize wounds.

Plasma Beamsword. These weapons produce beams of superheated plasma. As part of an attack, the two blades can be combined into a single weapon or re-separated. This weapon was developed after the Battle of the Breach in 2025.

Pneumatic Fists. The Jaeger packs a pneumatically powered punch. Note that this does not count as an unarmed strike, even though it uses a Jaeger's fist.

Stingblades. These small, superheated blades can be used for quick, precise strikes that cauterize any wounds they cause.

Thrust Kicker. A high-power burst thruster on the Jaeger's foot allows it to make kicks with massive force. Note that this does not count as an unarmed strike, even though it uses a Jaeger's foot.

Thunder Saws. These sawblades, built into the Jaeger's hands, cut through armor exceptionally well without the added power requirements of plasma weaponry.

Unarmed Strike. A Jaeger can always make an unarmed attack, and decides which limb to use to make that attack.

Welding Torch. This close-range, heated beam can be used as an actual welding tool, but also functions as a deadly weapon.

RANGED JAEGER WEAPONS

Weapon	Damage	Range	PV	NL	Bulk	Properties
Core Cannon	2d8 ballistic	4/8	2	1	1	Integrated, Loud, Mount (Core)
Cryo Cannon	2d8 cold	4/8	1	2	2	Loud, Mount (Core), Freezing
Gatling Chest	2d8 ballistic	8/16	3	2	2	Integrated, Loud, Mount (Core)
Halogen Cells	None	2/4	0	2	1	Blinding, Finesse, Mount (Head)
I-19 Plasmacaster	2d8 fire	4/8	4	2	2	Integrated, Loud, Mount (Arm)
I-29 Plasmacaster	2d10 fire	4/8	4	3	1	Integrated, Loud, Mount (Arm)
IB-22 Plasmacaster	3d12 fire	4/8	5	2/4	4	Integrated, Loud, Mount (Arm), Slow-Firing, Special
Incinerator Turbine	2d4 fire	4/8	1	1	1	Light, Loud, Mount (Core), Special
N-16 Particle Charger	2d6 fire	8/16	3	2	2	Integrated, Loud, Mount (Core)
Pulse Gauntlets	2d8 electrical	4/8	2	3	2	Integrated, Light, Loud, Mount (Arm), Paired
S-11 Pulse Launcher	4d6 special	4/8	N/A	4	4	Dark Matter, Integrated, Loud, Mount (Arm), Slow-Firing, Special
Vortex Cannon	2d10 ballistic	8/16	3	3	2	Loud, Mount (Core)
Wrist Blasters	2d4 ballistic	4/8	2	1	1	Integrated, Light, Loud, Mount (Arm), Paired
Y-11 Revolution Cannons	2d6 ballistic	8/16	3	3	2	Light, Loud, Mount (Arm), Paired

Core Cannon. This simple, chest-mounted cannon gets the job done when a Jaeger must hit Kaiju at range.

Cryo Cannon. This large, shoulder-mounted weapon fires a stream of sub-zero liquid that can freeze a target, weakening its armor and preventing it from bleeding toxic blood.

Gatling Chest. This giant, chest-mounted machinegun is capable of firing powerful salvos at even distant targets.

Halogen Cells. These exceptionally bright floodlights can be flashed in an enemy's eyes, temporarily blinding them.

I-19 Plasmacaster. This weapon, built into the arm of a Jaeger, fires concentrated blasts of superheated plasma via a charged carrier rail.

I-29 Plasmacaster. A more powerful version of the I-19 Plasmacaster, developed after the Battle of the Breach in 2025, the I-29 outputs more heat, but requires more power.

IB-22 Plasmacaster. A powerful version of the I-19 Plasmacaster, this weapon was designed with a three-pilot system in mind. It has a total neural load of 4, but it can be shared by pilots more effectively. When fired by three pilots, it counts as only a neural load 2 piece of equipment.

Incinerator Turbines. These small, shoulder-mounted turbines blast whirlwinds of flame into enemies at close range. If a target is hit at least twice during the same turn by attacks with these weapons, that target is Burning.

N-16 Particle Charger. This chest-mounted weapon fires a beam of plasma at a range greater than other weapons of its type, but at the cost of reduced energy output.

Pulse Gauntlets. Capable of projecting electrical shocks like bolts of lightning, these lightweight weapons can fry opponents in an instant.

S-11 Pulse Launcher. Using experimental technology, the dark matter blast produced by this weapon rips apart matter at a molecular level.

Vortex Cannon. This chest-mounted weapon, primarily designed for three-pilot systems, can be fired in a 360-degree arc due to the rail system to which it is mounted.

Wrist Blasters. These weapons, built into the Jaeger's wrists, are small but easy to use, often equipped as a backup if a Jaeger's main weapons go off-line.

Y-11 Revolution Cannons. These large machine guns, mounted to a Jaeger's arms, output a massive number of super-sized ballistics per second, tearing into enemies at even long range.

EXPLOSIVE JAEGER WEAPONS

Weapon	Damage	Range	PV	NL	Bulk	Properties
Anti-Kaiju Missile Launcher	4d12 explosive	8/16 (radius 2)	4	3	4	Heavy, Indirect, Limited (2), Loud, Mount (Core or Legs), Special
EMP Mist Grenades	None	6/12 (radius 2)	1	2	1	Grenade, Indirect, Limited (2), Loud, Special
HE Blast Charges	4d8 explosive	6/12 (radius 3)	2	1	1	Grenade, Indirect, Limited (2), Loud
Mortar Launcher	4d10 explosive	16/32 (radius 3)	4	3	4	Heavy, Indirect, Limited (2), Loud, Mount (Core), Slow-Firing
Scatter Missiles	4d6 explosive	8/16 (radius 4)	2	1	1	Indirect, Light, Limited (2), Loud, Mount (Arm)
Smoke Grenades	None	6/12 (radius 3)	1	1	1	Grenade, Indirect, Limited (4), Loud, Special

Anti-Kaiju Missile Launcher. This array fires multiple gigantic, high explosive missiles that detonate in a wide area. While messy, their effectiveness cannot be discounted.

EMP Mist Grenade. This thrown explosive creates a 2-space radius cloud of electrically charged mist. The area covered by the mist has no visibility, and any combatant that ends its turn in the area or enters it for the first time during its turn must make a DC 14 Constitution saving throw or be Stunned until the start of its next turn. Non-combatant electronics stop functioning while within the mist. The mist lasts for 1 minute.

HE Blast Charges. High explosive blast charges function for Jaegers in much the same way that fragmentation grenades function for soldiers.

Mortar Launcher. Some of the longest-range weaponry available to a Jaeger, these mortars are fired in an arc, raining hell on any Kaiju caught in their blast.

Scatter Missiles. Small missiles fired from the wrist, these explosives cover a large area, making them ideal for low-visibility combat or other such emergencies.

Smoke Grenades. This thrown explosive creates a 3-space radius cloud of smoke, causing the area to have no visibility. The smoke lasts for 1 minute.

IMPROVISED JAEGER WEAPONS

Weapon	Damage	Range	PV	Load	Bulk	Properties
Object, Breakable	2d6 bludgeoning	-	1	N/A	N/A	Improvised, Special
Object, Unbreakable	2d8 bludgeoning	-	1	N/A	N/A	Improvised, Special
Object, Scary-Dangerous	2d12 variable	-	2	N/A	N/A	Improvised, Special
Thing, Big Ouchie	2d4 variable	6/12	1	N/A	0	Improvised, Light, Finesse
Thing, Enormous Painful	2d6 variable	4/8	1	N/A	1	Improvised
Thing, Gigantic Hurtful	2d8 variable	3/6	1	N/A	2	Improvised, Versatile (2d10)
Thing, Colossal Agonizing	2d12 variable	2/4	2	N/A	3	Heavy, Improvised, Two-Handed

Object, Breakable. This is something adjacent to you and your foe that is generally going to hurt to smash into, but will break or give way under the assault. Examples include: a skyscraper, a large rock formation, a coral reef.

Object, Unbreakable. This is something adjacent to you and your foe that is generally going to hurt a lot to smash into and probably won't break. Examples include: a reinforced military building, the Wall of Life, the side of a deep ravine.

Object, Scary-Dangerous. This is something adjacent to you and your foe that is going to be

brutal when you smash someone into it. Examples include: a lava pit, a mass of grinding industrial blades, a nuclear furnace.

Things, Various. Things are objects you pick up and turn into weapons. You or the GM can decide if it deals Slashing, Piercing, or Bludgeoning damage. Big things are puny compared to a Jaeger, such as cars or telephone poles. Enormous things are hand sized to a Jaeger, like a city bus or a train car. Gigantic things are about the size of a Jaeger's arm, such as a large yacht or a 10-story building. Colossal things are big, like a battleship or a skyscraper.

UPGRADES TABLE

Equipment	NL	Bulk	Mount	Integrated
Agility Upgrade	1	2	Full Body	Yes
Arm Trifecta	1	1	Arm	No
Burst Foils	2	2	Core	No
Core-Integrated Conn-Pod	0	0	Core	Yes
Cryo-Resistant Plating	1	2	Full Body	Yes
Drone Control Hub	1	2	Head	Yes
Dual-Pilot Support System	0	1	Head	Yes
Foot Spikes	1	1	Legs	No
Gravity Sling	1	1	Arm	No
OSIH Achilles Shock Absorbers	2	1	Legs	Yes
Rescue Shelter	1	4	Core	Yes
RG-14 High Tensile Limbs	2	4	Legs	Yes
RG-18 Light High Tensile Limbs	3	2	Legs	Yes
RG-24 Accelerator Limbs	3	4	Legs	Yes
RG-28 Light Accelerator Limbs	4	2	Legs	Yes
Rocket Thrusters	1	2	Legs	No
Superdense Armor Plating	2	4	Full Body	Yes
T-16 "Angel" Wings	1	1	Core	No
Three-Pilot Conn-Pod	0	1	Head	Yes
X-200 Carbon Body Work	2	4	Full Body	Yes
X-211 Light Carbon Body Work	3	2	Full Body	Yes
X-400 Supermetal Body Work	3	4	Full Body	Yes
X-411 Light Supermetal Body Work	4	2	Full Body	Yes

Upgrades

In addition to weapons, a Jaeger can be equipped with any number of upgrades. Each provides some benefit, at the cost of increased neural load. **A**

Agility Upgrade. (*Medium or Heavy Jaeger Only*) A medium Jaeger with this upgrade can dive for cover normally. A heavy Jaeger with this upgrade can

dive for cover, but can move only up to 1 space when doing so.

Arm Trifecta. (*Requires Three-Pilot Conn-Pod*) This Jaeger has a third arm, which can be controlled by a pilot in Third Pilot Mode. That arm can make unarmed attacks, or use any weapon or equipment installed in it. If you install any Paired weapon, if that weapon is also Mounted, you can install an

additional copy of that weapon in the Jaeger's third arm, adding no additional Bulk.

Burst Foils. You can take the Dash action as a bonus action.

Core-Integrated Conn-Pod. The Jaeger's Conn-Pod is located in the machine's torso rather than in a separate head. The Jaeger cannot suffer head system trauma, but it also cannot be equipped with escape pods, making this modification a dangerous choice.

Cryo-Resistant Plating. You have damage reduction (10) against cold damage. In addition, if you have a ranged weapon that deals cold damage, you can fire it at your fists as part of an unarmed attack, dealing no damage to yourself but causing your unarmed attacks to gain the Freezing property.

Drone Control Hub. Your Jaeger is equipped with a support drone, which is remotely controlled from the Conn-Pod. The support drone's statistics are presented below. It follows the normal rules for companions (see the *Everyday Heroes* Core Rulebook for details on how companions can be commanded in combat).

Your support drone companion benefits from all of your talents, feats, and special features that can affect any companion. If a talent provides you with a companion with the Multiattack action, your support drone companion gains that action as well.

When making an ability check, attack roll, or saving throw for your support drone companion, each pilot rolls as if it were a roll for their Jaeger.

If at least one pilot has a talent that provides them with a companion, you can treat this equipment as if its Bulk were 0. If multiple pilots have a talent that provides them with a companion, you still have only one support drone companion, but its maximum hit points are multiplied by the number of pilots with such a talent.

This equipment can be designated as third-pilot equipment, in which case it is controlled only by a pilot in Third Pilot Mode.

Dual-Pilot Support System. (*Support Jaeger Only*) Though it can be safely piloted solo, your support Jaeger can connect to two pilots, allowing them to Drift as normal.

Foot Spikes. You have advantage on saving throws against being forcibly moved or knocked Prone.

Gravity Sling. (*Non-Support Jaeger Only*) You can pick up and throw "Thing" improvised weapons with

your gravity sling. When you do, you can pick up those weapons from up to 4 spaces away; it takes no action to pick them up; they take up no Bulk; and their thrown range is doubled.

You can also topple buildings or other massive objects onto enemies, allowing you to make attacks with "Object" improvised weapons at a range of up to 6 spaces. This destroys the object, even if it is an "unbreakable" object.

This equipment can be designated as third-pilot equipment, in which case it is controlled only by a pilot in Third Pilot Mode.

OSIH Achilles Shock Absorbers. The Jaeger's feet feature an array of complex pressure sensors and balance plates that can be adjusted dynamically to adjust to any terrain. You ignore difficult terrain when you are not taking the Dash action.

Rescue Shelter. The Jaeger has a large compartment where up to 150 passengers can be safely kept.

RG-14 High Tensile Limbs. Due to faster moving limbs, your movement speed is increased by 1 space. This does not stack with any other gear that improves your movement speed.

RG-18 Light High Tensile Limbs. Lighter weight, but with a higher neural load, these enhanced limbs increase your movement speed by 1 space. This does not stack with any other gear that improves your movement speed.

RG-24 Accelerator Limbs. These lightning-fast limbs increase your movement speed by 2 spaces. This does not stack with any other gear that improves your movement speed.

RG-28 Light Accelerator Limbs. Super lightweight and insanely fast at the cost of greater neural load, these limbs increase your movement speed by 2 spaces. This does not stack with any other gear that improves your movement speed.

Rocket Thrusters. These foot-mounted rockets allow the Jaeger to jump up to its movement speed in distance, and up to half that in height. While underwater, the rockets allow the Jaeger to swim in three dimensions for one round. These rockets can be used three times before they must be reloaded, in the same way a Jaeger weapon is reloaded.

Superdense Armor Plating. Your Armor Value is increased by 1. This does not stack with any other gear that improves your Armor Value.

T-16 "Angel" Wings. (Medium or Heavy Jaeger Only)

You do not have the Momentum feature of your chassis, allowing you to Dash without having to move in a straight line.

Three-Pilot Conn-Pod. (Non-Support Jaeger Only)

The Jaeger has a three-pilot system, allowing an additional pilot to join in the Drift. You can designate any of the Jaeger's weapons as third-pilot weapons. Such weapons cannot be used normally, and instead can be used only by a pilot in Third Pilot Mode.

X-200 Carbon Bodywork. The Jaeger has a more durable structure. Your Defense is increased by 1. This does not stack with any other gear that improves your Defense.

X-211 Light Carbon Bodywork. Due to lightweight carbon fibers, your Defense is increased by 1. This does not stack with any other gear that improves your Defense.

X-400 Supermetal Bodywork. This incredible alloy increases your Defense by 2. This does not stack with any other gear that improves your Defense.

X-411 Light Supermetal Bodywork. Lighter and just as durable, this material places great strain on the Jaeger's pilots. Your Defense is increased by 2. This does not stack with any other gear that improves your Defense.

Support Drone

Tiny titan robot (autonomous)

Defense 12 + highest proficiency bonus between pilots (treat that bonus as its Defense bonus)

Hit Points 3 + three times average pilot level, rounded down (d4 Hit Dice equal to your level)

Speed 0 spaces, fly 6 spaces

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	5 (-3)	11 (+0)	1 (-5)

Senses passive Perception 10; Nightvision

Hover. The support drone does not fall Prone when it dives for cover as long as it is flying.

Mechanical Nature. The drone cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain Exhaustion or Intoxication. It is immune to poison damage.

Actions

Rocket Barrage. *Melee or Ranged Attack:* pilot's or existing companion's attack bonuses to hit, PV 2, reach 1 space or range 6/12 spaces, one target.

Hit: 2d6 explosive damage, or 2d6 + 4 explosive damage if all pilots hit.

New Equipment and Vehicles

The most important technological advancement within the world of *Pacific Rim* is the Jaeger, which has pushed the areas of clean energy, computing, and robotics beyond what is available in the modern world. Most technology, however, remains similar to what we are familiar with in our world.

Jaeger Tech

Technology invented for Jaegers is generally known as Jaeger tech, though some of this technology is now used outside of titanic robots. The following gear is available in addition to that found in the *Everyday Heroes* Core Rulebook

Gear	Price	Bulk
AI Assistant	5	N/A
Cybernetic Limb/Organ	4	0
Drivesuit	6	2
Pons Headset	5	0

AI Assistant. This rudimentary AI, run on military-grade hardware, is not self-aware, but it can communicate with humans in a fairly realistic manner. The AI can be told to perform any task its host computer is capable of as if it were an operator with an Intelligence of 14 (+2) and no proficiencies.

Cybernetic Limb/Organ. Advances in robotics technology have allowed the creation of prosthetic limbs and replacement organs that function as well as, if not better than, their biological counterparts. The replacements have no special mechanical benefits or drawbacks.

Drivesuit. This advanced piece of technology is what lets a pilot interface with their Jaeger. In addition to a built-in pons headset, 12,000 synaptic processors, spread across the inner suit, connect the wearer's

nervous system to their Jaeger, allowing them to feel everything their Jaeger feels.

The outer layer not only acts as an atmospheric regulator that provides oxygen to a pilot, but also connects with a Jaeger's spinal mobilizer, locking the pilot in place and transmitting data between suit and Jaeger.

The drivesuit also functions as durable personal armor. Military equipment proficiency is required to be proficient in this armor.

Armor	AV	Properties	Price Level	Bulk
Drivesuit	3	—	6	2

Pons Headset. These headsets allow wearers to Drift with each other without the need to be plugged into a Jaeger. While drifting in this way, participants

are not aware of the outside world, instead existing within their mindspaces. They can still move their bodies, but most activities will be difficult – if not dangerous – with no sensory input. Fortunately, a participant can always take their headset off if their hands are free to do so.

Between willing subjects, this allows for sharing thoughts and memories, but if a participant is unwilling to share their mind entirely, or if they are Unconscious, then an ability contest must be made. For each memory or thought a participant wants to access that is not freely shared, they must make a contested Wisdom (Insight) check against their opponent's Wisdom saving throw. If they win, the memory is accessed. If they lose, they suffer one level of exhaustion, and their opponent can choose to end the connection. This can be done once per round by each participant while the connection remains.

Vehicles

These new vehicles are commonly used by the PPDC in addition to Jaegers.

Amberjack. These small, four-person submarines are equipped with dexterous grasping claws, which they use to harvest bio samples from the ocean floor. They are also used to maintain underwater equipment, such as that used to detect Breach activity.

Jumphawk. These large, two-bladed helicopters are used in groups to carry Jaegers into position, allowing them to be deployed quickly to remote locations.

Power Chug. Designed to haul fuel cells in a Shatterdome, the power chug resembles a small truck mixed with a forklift, though it lacks the actual forks of the latter. A power chug has a single exposed seat up front and a flat trailer in back, which can move just about any equipment the PPDC needs moved.

VEHICLES TABLE

Name	Pax	Str	Dex	Con	AV	Price	Top Speed	Properties
Amberjack	4	+0	+6	+2	2	6	80 mph	Enclosed, Huge
Jumphawk	7	+8	+4	+4	3	6	200 mph	Enclosed, Gargantuan
Power Chug	1	-3	-2	+3	2	3	30 mph	Exposed, Huge

PART III: NEW RULES

Titanic Scale

Jaegers and Kaiju tower over the world around them, standing as tall as skyscrapers. They exist on a scale well beyond the normal size categories, and normal handheld weapons have almost no chance of harming them. Monsters and machines of this size are called titanic scale, and use these altered mechanics. Otherwise though, they work like any other combatants.

Grids and Titanic Distance

When using a grid for combat at titanic scale, each square or hex represents 100 feet rather than 5. When referencing a rule that includes a range, distance, or area, treat that distance as 1 space for every 5 feet it would be at normal scale.

► **Example:** *The Paralyzed condition causes attacks from within 5 feet of the victim to become critical hits. At titanic scale, this becomes within 1 space.*

Titanic Size Categories

Titanic-scale combatants are described in similar terms to their smaller counterparts, but these sizes represent much, much larger entities. Listed below are the size categories for titanic combatants, the approximate size of such combatants, and the space they take up on a combat grid.

The longest dimension of a titanic combatant is whichever of height, length, or width is highest. An especially bulky combatant large in more than one dimension can be counted as one size category larger, while a tall or long but skinny combatant might be one lower.



SIZE CATEGORIES TABLE

Size	Largest Dimension	Space (in 100'x100' spaces)
Tiny Titan	~50-100 ft.	½ x ½
Small Titan	~100-200 ft.	1 x 1
Medium Titan	~200-300 ft.	1 x 1
Large Titan	~300-400 ft.	2 x 2
Huge Titan	~400-500 ft.	2 x 2
Gargantuan Titan	~500+ ft.	3 x 3 or larger

Titanic Damage and Penetration

Titanic combatants deal and take damage on a scale well beyond normal weapons. Damage dealt by a titanic-scale combatant is called titanic damage, and is multiplied by 100 when dealt to a normal-scale combatant or object. Similarly, normal-scale damage dealt to a titanic-scale combatant is divided by 100, rounded down.

Titanic scale uses the same AR and PV scale, but in comparison titanic-scale values equal normal scale +5. So, Armor Value 1 at the titan scale is equal to Armor Value 6 on the normal scale. And Penetration Value 6 on normal scale is Penetration Value 1 on titanic scale. This means that most of the time, titan scale attacks always penetrate normal-scale armors and normal weapons never penetrate titanic-scale armors, but there could be exceptions for powerful normal-scale arms and armor with values greater than 5.

Titanic Conditions

Generally, conditions inflicted by normal-scale combatants affect nothing at titanic scale. For example, a regular net cannot restrain a Kaiju or a Jaeger, nor can a molotov cocktail set one on fire. At the GM's discretion, some abilities or equipment may still function, but even very skilled people can't affect enemies that are titanic scale.

Conditions inflicted by titanic-scale combatants on normal-scale ones generally work as normal, though at the GM's discretion they may have other effects. For example, a Kaiju that spits restraining glue at a hero on foot might simply restrain them, but the impact could also cause damage, and the massive glue could become suffocating.

Piloting Jaegers

A Jaeger connects to its pilots' minds, and it can react to their most subtle movements, allowing the machine to act more like an extension of the pilots' bodies than a simple vehicle. In a Jaeger, pilots can use all of their training, all of their muscle memory, to fight the Kaiju on the pilots' own terms. They can grab a Kaiju and wrestle it to the ground, punch it square in the jaw, or fire salvos of advanced weaponry at it just as easily as they could fight another human.

And better still, a Jaeger pilot is never alone. Pilots share the neural load of their Jaegers, connecting their minds together and combining their skill and experience into a single, incredible force.

Drifting

To pilot a Jaeger, the pilots must connect their minds together. This is called drifting. Drifting occurs in three stages.

Stage 1: Consciousness Compatibility. In the first stage, the pilots' minds are connected. At this stage, they can communicate by thought alone, but their thoughts are still separate.

Stage 2: Cerebral Turbulence. In the second stage, the individual minds of the pilots melt away into the Drift space. It becomes difficult to tell which mind any given thought is coming from. During cerebral turbulence, random portions of the brain activate, bringing thoughts, emotions, and especially memories to the surface. This can be a jarring experience, and focusing on any one memory can result in "chasing the rabbit."

Stage 3: Synaptic Synchronization. In the third stage, the connection is stabilized. The pilots' individual minds are re-established, but each can now access a separate, shared cloud of thought and emotion; this controls the Jaeger.



Memories in the Drift

The Drift is an intensely personal experience where two – or three – pilots merge their thoughts and emotions. While the Drift initiates, pilots witness each other's randomly accessed memories, experiencing them together in vivid detail. This is an excellent opportunity to share important moments from your characters' past, giving the table a closer look at who the characters are, deep down.

Whenever the pilots initiate a Drift, each shares a single memory that is accessed, describing it in whatever detail they feel comfortable with. You need not come up with these memories beforehand; you can make them up on the fly to suit the needs of the narrative, and you can always ask anyone else at the table to provide ideas.

Neural Handshake

When pilots begin a Drift, they must perform a neural handshake to establish their initial sync quality. To do this, each pilot makes an ability check using the higher of their Intelligence, Wisdom, or Charisma modifier. No proficiency applies to this roll, but a number of additional factors can modify it. The neural handshake takes 1 minute of sustained concentration during which pilots are incapacitated.

Relationship	Modifier
Unacquainted	-5
Acquaintances or rivals	-2
Friends	+0
Close	+5
Inseparable	+10

Unacquainted. The pilots have never met, or have had only brief interaction.

Acquaintances or Rivals. The pilots either know each other casually, or they know each other well but have a negative relationship.

Friends. The pilots know and are on good terms with each other.

Close. The pilots have a close personal bond, perhaps built through a number of drifts together, or because they have known each other for a long time.

Inseparable. The pilots are bonded for life. This usually means they are lifelong friends, especially close family, or have an especially strong marriage.

Handshake Result

After making their neural handshake ability check, the lowest result between all pilots determines their sync quality. If any pilot rolls a natural 1, that pilot is now Chasing the Rabbit (see below), and the sync quality is automatically Terrible.

Lowest Result	Sync Quality
1 or lower, or natural 1	Terrible
2-5	Poor
6-10	Okay
11-15	Good
16+	Perfect

Terrible. The pilots are barely connected and wildly out of sync. They cannot control their Jaeger, which is considered Paralyzed.

Poor. The pilots are connected, but uncoordinated. They use the worst result between them on attack rolls and the worst bonus between them on ability checks and saving throws, and they have disadvantage on all rolls made to control their Jaeger.

Okay. The pilots have an acceptable, but not ideal connection. As with Poor sync quality, they still must use the worst result between them on attack rolls and the worst bonus between them on ability checks and saving throws, but they do not suffer disadvantage due to their sync quality.

Good. The pilots have a solid connection. They use the best result between them on attack rolls and the best bonus between them on ability checks and saving throws.

Perfect. The pilots have an ideal connection and are in complete harmony. As with Good sync quality, they use the best result between them on attack rolls and the best bonus between them on ability checks and saving throws. In addition, a natural 1 on a sync saving throw does not result in Chasing the Rabbit.

Baseline Sync Quality

Once sync quality is established between pilots by a neural handshake, if it is not Terrible, that quality becomes their baseline until the pilots finish a short or long rest. While pilots have a baseline sync

quality, their sync quality automatically becomes this baseline any time they perform a neural handshake, unless one of them rolls a natural 1.

- **Example:** Two pilots enter the Drift, each making an ability check. One gets a result of 18, while the other gets a result of 10. Their sync quality is Okay, and this becomes their baseline. If they disconnect and try to Drift again, unless one of them rolls a natural one and chases the rabbit, their sync quality becomes their baseline of Okay.

Emergency Connections

If they don't have time to establish the neural handshake properly, pilots can make an emergency connection by each spending an action. This puts excessive strain on the pilots and each pilot suffers 1 level of exhaustion before rolling for their neural handshake. Remember that even one level of exhaustion imposes disadvantage on ability checks, including the ones made for the neural handshake.

Disconnecting

As an action, a pilot can disconnect, exiting the Drift. The Drift ends if only one pilot remains within it, or if all pilots fall Unconscious.

Sync Saves

When an effect calls for a sync save, each pilot must make a special saving throw, which they make individually. This saving throw has a DC of 10, and if any pilot fails their save, the pilots' sync quality is reduced by one step, to a minimum of Terrible.

If the pilots' sync quality was not Perfect before making this saving throw, any pilot that rolls a natural 1 is now also Chasing the Rabbit.

In addition to special effects that might call for a sync save, the pilots must make a sync save when any of the following occurs:

- The pilots' Jaeger suffers a critical hit.
- One or more pilots become Frightened or Stunned, or their Jaeger becomes Stunned.
- An especially traumatic event occurs, such as the death of a loved one or the destruction of a pilot's home city.

Regaining Sync Quality

As an action, drifting pilots can try to reestablish their sync quality if it is below their baseline. The pilots make a neural handshake check. If the result is better than their current sync quality, their sync quality improves by 1 step, to a maximum of their baseline. This can result in Chasing the Rabbit, as normal.

Pilots can also spend 1 minute to reestablish their sync quality if they are not in combat, returning it to their baseline without rolling.

Chasing The Rabbit

Sometimes a pilot gets stuck in a memory brought on by Drift technology randomly accessing portions of their mind. This is called Chasing the Rabbit.

While Chasing the Rabbit, a pilot and anyone drifting with them is Paralyzed. At the end of each of their turns, the affected pilot can attempt a Wisdom saving throw with a DC of 15. Each time they fail this saving throw, a pilot suffers 1 level of exhaustion, until they fall Unconscious. On a successful save, or if the pilot falls Unconscious, they are no longer Chasing the Rabbit.

Anyone drifting with a pilot who is Chasing the Rabbit, who is not also Chasing the Rabbit themselves, can attempt to assist in this saving throw. The assisting pilot makes a Wisdom (Insight) check, also with a DC of 15, before the saving throw is rolled. On a success, the saving throw is made with advantage.

Solo Piloting

Whether your partner is Unconscious or dead, or the situation is so dire that you get into your Jaeger alone, it is possible to pilot alone, but this is extremely dangerous, and won't last for long in a full-sized Jaeger. Tiny Jaegers called support Jaegers are piloted alone, and don't require drifting to operate.

While piloting a Jaeger alone, if it is not a support Jaeger, a pilot must make a DC 20 Constitution saving throw at the end of each of their turns, suffering a level of exhaustion on a failed save.

While solo piloting, a pilot uses only their own rolls and talents for their Jaeger, and damage is dealt only to them. Sync quality is ignored, even if they are still drifting with an Unconscious co-pilot.

Jaeger Attack Rolls

While piloting, all pilots make all attack rolls for their Jaeger, using the bonus they would normally use, including proficiency if applicable. The quality of the connection between the pilots determines which result is used to determine whether the attack hits. However, if both pilots hit, they'll be dealing more damage (see Dealing Damage below).

Remember that pilots are always proficient in their Jaeger's weapons.

Sync Quality	Attack Effect
Terrible	Cannot attack.
Poor or Okay	Use the worst of all results.
Good or Perfect	Use the best of all results.

Jaeger Checks and Saves

Only one pilot makes an ability check or saving throw for their Jaeger. Who makes the roll depends on the quality of the pilots' connection. That pilot uses their normal bonus for the roll.

Sync Quality	Check/Save Effect
Terrible	Cannot make checks or saves.
Poor or Okay	Pilot with the worst bonus rolls.
Good or Perfect	Pilot with the best bonus rolls.

Jaeger Turns and Actions

During their turn, the pilots act as if they were a single combatant, cooperating to decide what actions their Jaeger will take and how it will move. They roll for initiative together, take actions together, and must agree on what they want to do during their turn.

Non-Piloting Actions

Sometimes a pilot may wish to take their own action, inside the Conn-Pod, rather than pilot their Jaeger. If they do, it costs the Jaeger that action, but their co-pilot(s) can also take an equivalent personal action.

Three-Pilot Systems

A Jaeger with a Three-Pilot Conn-Pod can be piloted by three pilots at once. Such a Jaeger can function normally, allowing all three pilots to participate in its action, or one pilot can choose to enter Third Pilot Mode to allow the Jaeger to accomplish more in a shorter time. This choice is made at the start of the Jaeger's turn, and lasts until the start of its next turn, when the pilot can choose whether to continue in Third Pilot Mode or rejoin primary control of the Jaeger.

While a pilot is in Third Pilot Mode, only the other pilots are counted when taking actions for the Jaeger, though all three are still counted for any saving throw the Jaeger makes. Meanwhile, the third pilot can take an additional action and bonus action at any point during the Jaeger's turn, as well as an additional reaction between turns, which can be used to operate auxiliary weapons and gear specific to their position. They count as the only pilot when taking these actions. See the Customizing Jaegers section in the Heroes in Pacific Rim chapter for more on equipping a Jaeger with such gear.

Dealing Damage

When making an attack, each pilot makes the attack roll. It always matters which pilots have rolled high enough to hit.

- ▶ If all pilots' results are equal to or higher than the target's Defense, then each pilot can add their ability modifier to the damage the Jaeger deals if they would otherwise be able to.
- ▶ If the attack succeeds, but not all pilots' results were equal to or higher than the target's Defense, then the attack hits, but no pilot adds their ability modifier to the damage, even the ones that did roll high enough. If they normally wouldn't be able to add their ability modifier to their damage, then instead the attack deals half as many dice of damage, rounded down to a minimum of 1 die.
- ▶ If a talent adds any additional damage to an attack, a pilot only applies that bonus if their own attack roll's result was equal to or higher than the target's Defense, even if the attack hit overall.
- ▶ **Example:** Two pilots attack with their Jaeger's GD6 Chainsword against a Kaiju with a Defense of 15. One pilot rolls an 18, while the other rolls a 9. The attack hits and deals its 2d8 slashing damage, but since only one pilot's result was high

enough, neither pilot adds their ability modifier to the damage. If both results were 15 or higher, they would both add their ability modifier.

Critical Hits

When a Jaeger scores a critical hit, instead of multiplying all damage dice, add one die of the weapon's die type to the damage for each pilot that scored a critical hit on their attack roll.

Pilots only multiply their own bonus damage dice if they scored a critical hit on their own attack roll.

Taking Damage

A Jaeger's Defense value is determined by its chassis and gear, but it does not have its own hit points. Instead, when they take damage, the pilots take normal-scale psychic damage equal to the titanic damage dealt to their Jaeger, divided evenly between them. This damage is converted 1-for-1, so do not multiply it by 100, and it ignores armor. The pilots get to decide who takes the extra damage if it cannot be divided evenly between them.

A Jaeger's systems rely only on conscious pilots, sparing Unconscious characters further harm. If a pilot is Unconscious, they are ignored when splitting further damage, and if all pilots are Unconscious, they take no damage, but the Jaeger can still take system trauma.

Robot Immunities

Jaegers, as robots, are immune to poison damage, cannot be Sickened, and cannot gain levels of Exhaustion or Intoxication.

System Trauma

When a Jaeger takes damage, the pilots can optionally have their Jaeger suffer system trauma instead of taking that damage. If damage to a Jaeger comes from a critical hit, the Jaeger suffers both system trauma and the full damage of that hit, and the damage cannot be avoided by suffering further system trauma. If all pilots are at 0 hit points, the damage automatically causes system trauma in addition to any already caused, such as by a critical hit.

When a Jaeger suffers system trauma, roll randomly on the table below to determine what

component has been damaged. If the rolled component cannot be damaged any further, and the pilots chose to take system trauma instead of damage, they instead take the damage as normal. If the system trauma came from a critical hit or other effect, reroll until you roll a component that is not destroyed.

Some effects – such as Targeted Strikes (see Fighting Kaiju below) – may call for system trauma on a specific component rather than rolling. If such an effect also deals damage, the pilots cannot avoid that damage by taking further system trauma.

SYSTEM TRAUMA LOCATION

IdB	Trauma
1	Head
2	Core
3	Left arm
4	Right arm
5	Left leg
6	Right leg
7	Equipment (Weapon)
8	Equipment (Gear)

When a Jaeger suffers system trauma, if the pilots did not choose to take that trauma in place of damage, and the Jaeger's Armor Value is equal to or higher than the PV of the attack that caused the trauma, one pilot can make an armor saving throw for the Jaeger, with a DC of 15 or the full damage dealt by the effect that caused the trauma, whichever is higher. If there is no pilot, the GM rolls.

If the saving throw is failed or the Jaeger's Armor Value is not high enough, the chosen component suffers one level of trauma until repairs can be made. The following table describes the effect of trauma on each possible component and at each level. Note that even if an effect is immediate, it should be recorded as trauma, as further trauma will escalate damage to that component to the next level.



SYSTEM TRAUMA EFFECTS

Type of Trauma	Level 1	Level 2	Level 3+
Head	The pilots must make an additional sync check (on top of the one for taking a critical hit).	The pilots must make an additional sync check (on top of the one for taking a critical hit), which is made at disadvantage.	The conn-pod is breached and one pilot, chosen at random, is instantly killed. If the last pilot is killed, the Jaeger is destroyed.
Core	The Jaeger is Stunned until the end of its next turn.	The Jaeger is Stunned until the end of its next turn, then suffers disadvantage on further armor saving throws.	The Jaeger is destroyed. The pilots are automatically ejected.
Arm (per arm)	The arm is damaged, causing any action taken that uses that arm to suffer disadvantage.	The arm is disabled and cannot be used.	The arm is entirely destroyed. It cannot be repaired except in a Shatterdome or similar facility.
Leg (per leg)	The leg is damaged, reducing the Jaeger's movement speed by 1 space.	The leg is disabled, causing the Jaeger to fall Prone and be unable to stand up.	The leg is entirely destroyed. It cannot be repaired except in a Shatterdome or similar facility.
Equipment	One piece of the Jaeger's equipment of the appropriate type is destroyed and ceases all function. The GM decides exactly which equipment is destroyed.	N/A	N/A

Armor Saves

If a pilot would be dropped to 0 hit points from damage to their Jaeger, they can use the Jaeger's armor as if it were their own, and on a successful save, the damage is reduced to 0 for just that pilot. Only that pilot makes this saving throw. If both pilots would be reduced to 0 hit points, each rolls their own armor saving throw. The Jaeger's armor is not damaged by this.

Healing Damage

If a Jaeger would be healed or gain temporary hit points, the pilots benefit instead, distributing the healing and/or temporary hit points evenly between them. As with damage, they decide who gets the extra healing if it cannot be evenly divided.

If an effect that heals hit points or grants temporary hit points can target more than one ally, then the

combatant producing that effect can choose to target pilots individually instead of their Jaeger.

If the effect allows a target to spend hit dice (such as the Second Wind action), pilots are always affected individually.

Jaeger Repairs

While hit point damage is superficial to the Jaeger itself, and pilots heal normally, fixing a Jaeger's system trauma requires repairs. Repairs can be performed during a short or long rest, with the following effects:

- During a long rest at a Shatterdome or other location designed for Jaeger repair, full repairs can be made, restoring all limbs and equipment to full operation, and reloading all weapons with the Limited property.

- ▶ During a short rest at a Shatterdome or similar location, or during a long rest with access to some tools and parts, repairs can be made to a single limb or system, repairing one level of trauma, or one weapon or piece of gear can be reloaded, recharged, or refilled.

Jaeger Conditions

When a Jaeger suffers a condition, it affects all pilots. Physical conditions apply only to actions the Jaeger takes, while mental conditions affect the pilots even if they stop piloting, take a non-piloting action, or must make a roll for themselves rather than for their Jaeger. The GM has discretion on what counts as physical and what counts as mental in this case.

Using Talents While Piloting

Generally, pilots can apply all of their talents, feats, and special features to any of the Jaeger's applicable actions, movement, or statistics, with the following special modifications/limits. Unless otherwise noted below or in the ability's description, multiple pilots can each apply the same benefit to their Jaeger.

- ▶ **Example:** Two 2nd-level Tough Heroes pilot a Jaeger. Each has the Tough as Nails talent, which gives them each damage reduction 2 against all damage. They can both apply this benefit to their Jaeger, reducing incoming damage by a total of 4.

Modifying Rolls

Unless otherwise noted, effects that modify a pilot's ability checks, attack rolls, or saving throws modify only their own rolls. This includes applying advantage or disadvantage to a roll.

- ▶ **Example:** Two pilots roll initiative for their Jaeger. One is an Agile Hero with the Fast Reflexes talent, granting them advantage on initiative checks. The Agile Hero rolls with advantage, but their co-pilot does not.

Damage Bonuses

If an effect applies a bonus to the damage of an attack, a pilot only applies that bonus if their attack roll's result was equal to or higher than the target's Defense, regardless of which result was used to determine whether the attack hit.

If the effect improves the damage of an attack by increasing the die type by one or more steps, that increase applies only to up to half of the dice rolled, rounded down to a minimum of 1 die.



- ▶ **Example:** Two pilots fire their Jaeger's N-16 Particle Charger against a Stunned Kaiju, granting them advantage against its Defense of 14. One pilot, a Scoundrel, has Vital Strike, which will deal extra damage on a hit since the attack has advantage. However, the Scoundrel can add this extra damage only if their own attack result is 14 or higher. If their partner hits and they don't, the attack still hits, but there will be no Vital Strike.
- ▶ **Example:** Two pilots make an unarmed strike with their Jaeger. One pilot is a 7th-level Martial Artist, whose Improved Martial Arts talent increases the damage of their unarmed attacks by two steps. Both pilots hit, but only one of the 2d4 damage dice is improved by the Martial Artist, causing the attack to deal a base of 1d4 + 1d8 damage. If the Martial Artist pilot missed, while their co-pilot hit, the attack would deal the normal 2d4 base damage.
- ▶ **Example:** Three pilots make an unarmed attack, and each has a talent that improves the die type of their unarmed damage by one step. All three hit, and each improves one of the 2d4 base damage dice, resulting in a base damage of 1d6 + 1d8.

Damage Reduction

If an effect lowers the damage a pilot takes, such as from damage reduction, that reduction applies before dividing damage between pilots.

Increased Scale

Damage dealt by a Jaeger is titanic damage, and any effect that counts hit points counts the hit points of titanic-scale combatants. Multiply the range, movement bonuses/penalties, and area/size of all effects produced by a Jaeger by 10. Any effect that produces a piece of equipment can produce objects of titanic scale.

Targets

When selecting targets for effects, anything that affects you can affect your Jaeger instead, while anything that affects an ally cannot affect your own Jaeger, even if you could normally target your co-pilot.

- ▶ **Example:** A Charming Hero Leader wants to use their Command talent. The Jaeger spends its bonus action, and that hero chooses a target.

They could choose another friendly Jaeger, but not their co-pilot.

Types of Target

If an effect normally allows you to affect or choose a person or living combatant, you can affect or choose a Jaeger instead, even though they are robots. Such effects should be described differently to justify this. If such an effect requires inexpensive or easily accessible tools or materials to perform, you don't need those tools or materials to use it while piloting a Jaeger. If it requires expensive or rare tools, you'll need something equivalent, at the GM's discretion.

- ▶ **Example:** A Smart Hero Scientist pilot can use their Adrenaline Shot plan on a Jaeger, allowing the pilots to heal. You might describe this as an emergency power cell transfer, or perhaps the release of adrenaline-boosting gas inside their Conn-Pod.
- ▶ **Example:** A Smart Hero Mastermind can use their I Have the Perfect Disguise plan to disguise their Jaeger as a different Jaeger. This may be a hologram generator or other camouflage technology installed in the Jaeger.

Plans and Splitting Attention

Smart Heroes have an incredible capacity for multi-tasking. So long as their sync quality is Good or Perfect, a Smart Hero can take a separate action, bonus action, or reaction from their co-pilot, but they can do so only to enact a plan. If they do, they cannot participate in the equivalent action their co-pilot takes during that round. Instead, their co-pilot makes rolls during that action alone. They roll as if the Smart Hero enacting such a plan missed any attack rolls involved in the action and as if the remaining hero had the highest bonus for any ability check or saving throw during that action.

Companions

If an effect grants you a companion, you can also equip your Jaeger with a Drone Control Hub without increasing its Bulk. See Building Jaegers on [page 30](#) for the statistics of this equipment.

Effects that grant your companion bonuses or abilities, or allow it to take special actions, apply to your Jaeger's drone as well.

Fighting Kaiju

Even in the Conn-Pod of a Jaeger, fighting against Kaiju presents complications that pilots will need to be aware of. This section includes rules for piloting Jaegers underwater, handling the Kaiju's toxic blood, nuclear detonations, and making attacks specifically to cause system trauma.

Fighting in the Water

Because Jaegers are so dense, they suffer no penalties or limitations for fighting in the water. They can use any of their weapons – melee weapons of any damage type, ranged weapons without the Aquatic property, and attacks that deal fire damage – normally, they do not suffer normal penalties to Wisdom (Perception) checks, and they do not treat water as difficult terrain.

Jaegers cannot swim, though, and without special equipment they simply sink rapidly to the bottom of any water they enter. This is not fast enough to cause falling damage, but it gives swimming Kaiju the advantage of three-dimensional movement.

Remember also that Kaiju are aquatic creatures by nature, and most can move more quickly in the water than on dry land.

Underwater Visibility

Although Jaegers are equipped with visors and lights that allow them to see even in the darkest depths, this vision is ultimately limited at long distance and by the surface of the water. This has the following effects:

- ▶ Unless in clear water with plenty of daylight, and with no special equipment or environmental lighting, vision underwater becomes poor quality at 3 or more spaces away, and no visibility at 6 or more spaces away.
- ▶ Looking through the surface of the water from either direction is always at least poor visibility, unless the water is clear and well lit.

Remember that poor visibility means that an enemy can use the Hide action, preventing you from knowing its locations. Jaegers can do this as well, but must turn off their floodlights first, effectively blinding them in the dark.

Kaiju Blue

When fighting a Kaiju, it is important to remember that its blood, colloquially called Kaiju blue, is deadly to humans and toxic to the environment, and can even corrode buildings into heaps of slag if left unchecked. Even if an emergency response team can neutralize the blood, it will have caused significant damage to its immediate surroundings.

Luckily for pilots, Kaiju blue's corrosive process is slow enough that it is not a risk for Jaegers in combat, but its toxicity is a consideration when deciding where to engage the enemy. Fighting Kaiju before they make landfall is usually preferable, despite their advantage in the water.

Kaiju Bleeding

Whenever a Kaiju suffers ballistic, explosive, piercing, or slashing damage, and whenever it suffers system trauma from any attack, the area within 1 space (100 feet) of it becomes contaminated with Kaiju blue. When a Kaiju dies, the area within 2 spaces (200 feet) of its body becomes contaminated.

If left for more than 24 hours, Kaiju blue vaporizes into what Kaiju scientists call "bloodmist," which spreads throughout the surrounding area and contaminates the air in a radius of up to a few miles.

In the water, Kaiju blue remains toxic, but vaporizes slowly, giving cleanup crews time to contain the mess if it doesn't wash up on shore first.

Kaiju Blue Exposure

Kaiju blue functions as a poison. See Poisons in the *Everyday Heroes* Core Rulebook for rules on poisons. It is normally a contact poison, but once vaporized into bloodmist, it can be inhaled as well. Its effects depend on the toxicity level of the Kaiju it comes from; one of the measurements used to determine a Kaiju's category.

Neutralizing Kaiju Blue

Kaiju blue can be neutralized with CO₂, making it safe to touch and preventing it from vaporizing. Sanctioned cleanup crews and black-market harvesters alike use this method to allow safe removal of hazardous – or valuable – materials.

KAIJU TOXICITY

Kaiju Toxicity	Delivery	Effect	DC	Saves
Low	Contact or Inhaled	1d6 damage, 1d6 damage per turn, Sickened for 1 day	12	Save for Half, Save Ends
Moderate	Contact or Inhaled	2d6 damage, 2d6 damage per turn, Sickened for 3 days	14	Save for Half, Save Ends
High	Contact or Inhaled	3d6 damage, 3d6 damage per turn, Sickened for 5 days	16	Save for Half, Save Ends
Severe	Contact or Inhaled	5d6 damage, 5d6 damage per turn, Sickened for 10 days	18	Save for Half, Save Ends

Nuclear Explosions

Whether used as a final measure against a Kaiju when no Jaeger can fight it, or caused by a Jaeger's nuclear power core melting down, a nuclear

explosion is a devastating blast that causes the following effects:

- Anything of non-titanic scale within the blast's severe area is completely destroyed.



- ▶ Anything of titanic scale within the blast's severe area must make a DC 20 Constitution saving throw, taking titanic-scale explosive damage as determined by the KT of the explosion, ignoring armor, on a failed save, or half as much on a successful one. Anything that survives this damage is knocked Prone and exposed to deadly radiation. (See Poison in the *Everyday Heroes* Core Rulebook for more on radiation poisoning.)
- ▶ Anything within the blast's moderate area must make a DC 15 Constitution saving throw, taking explosive damage of its own scale as determined by the KT of the explosion, ignoring armor, on a failed save, or half as much on a successful one, and falls Prone if it failed its saving throw. Anything that survives this damage is exposed

to dangerous radiation (see the *Everyday Heroes* Core Rulebook for more on radiation poisoning).

- ▶ Anything within the blast's light area must make a DC 12 Constitution saving throw, taking 7 (2d6) explosive damage of its scale, ignoring armor, on a failed save, or half as much on a successful one. Glass is shattered, and anyone of non-titanic scale nearby a window or similar glass must also make a DC 15 Dexterity saving throw, taking 7 (2d6) slashing damage (PV 2) on a failed save. Anything that survives this damage is exposed to weak radiation (see the *Everyday Heroes* Core Rulebook for more on radiation poisoning).

The size of each area is determined by the power of the reaction, measured in kilotons (KT). Distance is measured in titanic-scale spaces, where each space is 100 feet.

Kilotons (KT)	Severe Damage	Severe Area	Moderate Damage	Moderate Area	Light Area
10 KT	3d6	10 spaces	2d6	20 spaces	60 spaces
20 KT	5d6	12 spaces	4d6	25 spaces	75 spaces
50 KT	10d6	15 spaces	8d8	30 spaces	90 spaces
100 KT	20d6	25 spaces	10d6	50 spaces	150 spaces
1,000 KT	20d6 + 100	50 spaces	20d6	100 spaces	300 spaces
5,000 KT	20d6 + 150	75 spaces	2d6 + 25	150 spaces	450 spaces
10,000 KT	20d6 + 300	100 spaces	20d6 + 50	200 spaces	600 spaces
50,000 KT	20d6 + 500	150 spaces	20d6 + 100	300 spaces	900 spaces

Targeted Strikes

Kaiju are living weapons, engineered and stitched together by the Precursors in much the same way that humans build Jaegers. As such, they are susceptible to system trauma much like Jaegers, though there are differences.

Kaiju don't count levels of trauma – one is enough to destroy a body part – and each Kaiju has a unique physiology that determines what damage to a body part means for it. But they all follow the

standard rules for how and when system trauma occurs, and a roll is made to randomly determine what is damaged. However, it is possible to target a specific body part if you know what you're doing. Unfortunately, Kaiju can do this as well.

Whenever a combatant makes an attack against a target that can suffer system trauma, they can choose to suffer disadvantage on that attack if they do not otherwise have disadvantage. If they do and the attack hits, it automatically causes system trauma to the component of the attacker's choice, in addition to dealing damage.

PART IV: GAME MASTER ADVICE

Foremost, *Pacific Rim* is about the bonds between people. Characters may disagree or even get into fights with one another, but this is always counter to their goal. Only by overcoming their differences and learning to rely on one another can they face the real enemy.

The Kaiju in *Pacific Rim* are like a force of nature. Kaiju are not creatures that can be reasoned with, or even spoken to. They don't have a different ideology or a tragic backstory to explain their behavior. They aren't even evil; they only do what they were made to do. Fighting the Kaiju is like fighting a hurricane or a volcanic eruption. A disaster to weather together.

If the enemy is human, then it is because they are selfish, taking advantage of others in the face of extinction, or because they have given up all hope. Complex questions of morality and justification are generally best left to other stories.

Adventuring with Jaegers

Most of the action for the main characters of the *Pacific Rim* films takes place inside their Jaegers, while secondary characters deal with problems on the ground. When running an adventure though, it is usually a good idea to include portions both in and out of the Conn-Pod. There are usually Kaiju, drone Jaegers, or perhaps rogue Jaegers to fight, but where possible, consider what else the players will need to accomplish.

You can also run an adventure set in the world of *Pacific Rim* without including piloting encounters. There is plenty to explore in the exclusion zones, an illegal market full of alien biology, and plenty of adventure to be had in a city under attack.



Adventure Ideas

Assault of the Clones

Era. Uprising Wars

Hook. A mad scientist has been cloning Kaiju, but as the Kaiju grow, they become uncontrollable and break loose.

Heroes. The heroes are PPDC Rangers or others in possession of Jaegers.

Action. The heroes must intervene when Kaiju suddenly appear far inland with no warning or Breach detected. After defeating these Kaiju, they investigate, learning of the mad scientist that cloned the monsters, who has labs set up across the world. It's only a matter of time before more cloned Kaiju break free, so the team must locate the labs first.

Battle of Rogues

Era. Post-War

Hook. The best local pilots are invited to pilot their rogue Jaegers built from scrap in a competition of speed, wits, and battle prowess.

Heroes. The players are rogue Jaeger pilots, whether they built their own Jaegers or pilot them for the owners. These Jaegers are all support Jaegers, which allow for single pilots, but the scarcity of materials and challenge of the competition might mean that pairing up is the way to go anyway.

Action. The players participate in a Jaeger battle, but the competition is raided by the PPDC! After escaping the authorities, the players learn that the raid was a cover for a crooked PPDC member to gather up Jaeger tech to sell on the black market. The players are asked, or hired, to steal back the stolen goods, which were, of course, stolen in the first place.

Furious Rescue

Era. Kaiju Wars

Hook. In 2020, the Mexican Jaeger Matador Fury falls to a Kaiju. Piloted by a pair of convicts who are assumed dead, and with the Kaiju still on the loose, rescue operations are not a priority.

Heroes. The heroes play the pilots of Matador Fury, in truth wrongfully imprisoned, as well as search and rescue operatives who have disobeyed orders, or friends and family of the pilots who refuse to leave them to die. They might also play civilians the pilots saved by sacrificing their Jaeger.

Action. The non-pilot heroes make their way into a Kaiju-torn Panama City, but getting in is the easy part, and we begin our story once they meet up with the downed pilots. The team must avoid notice by the Kaiju Insidia while making their way across the ruined city. Just when they think they're home free, the Panamanian Jaeger Puma Real arrives and enters battle with Insidia. As the ground shakes and buildings crumble, the team must run for it before the ground collapses underneath them!

Monster Cage Match

Era. Uprising Wars

Hook. Preserved Kaiju parts sold on the black market are being stitched together to create new horrors unleashed upon one another in brutal fights to the death, while high rollers bet on the results.

Heroes. The heroes are law enforcement, PPDC members, private investigators, or concerned citizens investigating an uptick in Kaiju black market activity, all funneled into one location.

Action. The heroes learn about the fights and infiltrate one. After witnessing a brutal fight, they look for the owner, but they've been made! The owner unleashes the remainder of tonight's entertainment on the players. If they survive the monsters (use Kaiju stat blocks, but at normal scale rather than titanic), the players will need to track the owner down at the lab where these horrors are made.

The Nest

Era. Uprising Wars

Hook. When a Breach opens on dry land, Jaegers scramble to protect nearby cities, but the Kaiju don't advance. What are they up to?

Heroes. The players are PPDC Rangers sent to discover what's going on with these Kaiju.

Action. When the Rangers arrive, they find the Kaiju patrolling the area like guards. They must fight their way into a gigantic cave system that the Kaiju protect, where they find something new: Kaiju eggs, guarded by an angry mother.

PART V: THE ADVENTURE THE FENRIS AURORA

Adventure Synopsis

Two PPDC scientists, Dr. Thomas West and Dr. Ísey Ketilsdóttir (pronounced ee-say kettles-daughter), have developed a cutting-edge system that supercharges heavy ions to power new Jaeger tech weapons, a technology the PPDC has code-named “Catalyst.”

The heroes’ initial mission: test the Catalyst systems in combat against an actual Kaiju threat. To that end, the player character Jaegers have had Catalyst systems installed, and they are ready to be tested against the Kaiju.

During the beta test, the Kaiju show unusual biological behavior: their bioluminescence turns from blue to red, and the creatures appear to go berserk. The player characters must discover the reason behind the new strength and power of the Kaiju, and meet it head-on with their Catalyst-powered Jaegers, to save their companions and defend the city of Lima, Peru from a monstrosity of the deep.

Heroes’ Gallery

The player characters are the main protagonists of the adventure, facing dangers and challenges, and battling the odds to save the day – in the world of *Pacific Rim*, that means undertaking adventures on the ground as well as within the massive technological behemoths known as Jaegers.

Regardless of their class, player characters are Jaeger pilots. They work for the PPDC as a multinational force of highly advanced robotic engineers, tacticians, and pilots whose mission is to push back the Kaiju threat and keep the world safe from destruction.

If you have an uneven number of players, the GM should choose one of the characters included in this packet (or create a unique character) as an NPC partner for one of the teams. Alternatively, a player can play the Bonded Twin class, controlling both pilots as a single character.

It’s likely that the characters have worked for the PPDC for some time—long enough to have proven their mettle and to be trusted with one of the massive Jaegers that are the heart and soul of the defense force.



They are officers among the Rangers, heroes to their homelands and to the world at large – most people recognize their names and the names of their Jaegers. Each Jaeger is sponsored by a country, and, typically, the pilots also hail from that country.

Three Jaegers have been included with this adventure. The player characters will pilot these machines. There are also rules for building your own Jaegers, so if the players prefer, they can create Jaegers of their own to use throughout this adventure – just be sure to modify the GM's spoken text to take that into account.

Most Jaegers are piloted by two people, but there are some exceptions. There are rules for both single-pilot support Jaegers and three-pilot Jaeger systems.

If you have four players, separate them into two pairs. One pair of player characters will pilot Samba Lancer and the other will pilot Comet Hyperion. A fifth player can play a pair of Bonded Twins piloting Rainbow Serpent.

If you have an odd number of players and no one is playing a Bonded Twins character, a single player can create their own support Jaeger, or the players can design a three-person Jaeger to replace one of the existing Jaegers.

Statistics for premade characters – including a pair of bonded twins – are available at the back of this book, so you can all jump right into the adventure – or feel free to have your players create their own heroes for the game.

Equipment carried by each character is described in further detail in the *Everyday Heroes* Core Rulebook, and is also integrated into their stat blocks, to make starting the game as quick and easy as possible. Like the Pacific Rim movies, we want to start the adventure quickly – and get right to the fun!

Catalyst-Enhanced Equipment

In this adventure, the heroes' Jaegers have been equipped with experimental Catalyst technology. This provides the Jaegers with the following special rules. If your players are building their own Jaegers, you decide which two options they each

have installed, and if they have Ionic Hard-Impact Weapon option, you decide which of their weapons is enhanced, usually their primary weapon or set of dual-wielded weapons.

Catalyst Enhancements. During the Jaeger's turn, the pilots of a Catalyst-enhanced Jaeger can choose to activate a Catalyst benefit. Each of the players' Jaegers has two of the following options installed:

- ▶ **Ionic Antiballistic Shields.** The Jaeger has special shields that can be activated to block attacks. Once before the Jaeger's next turn, when an attack hits it, it can gain a +5 bonus to its Defense against that attack, potentially turning the hit into a miss.
- ▶ **Ionic Hard-Impact Weapon.** Until the start of the Jaeger's next turn, all of its attacks with this weapon gain +1 Armor Penetration and their damage dice are improved by one step (d12s become 2d8 instead).
- ▶ **Ionic Reinforced Musculature.** The Jaeger's movement speed is increased by 2 spaces until the start of its next turn.

GM Notes

Whenever you come across text in call-out boxes, it is intended for you to paraphrase or read aloud to your players.

Text outside of call-out boxes is for the GM, so they can further understand what's going on in the adventure, or to illuminate things the player characters can discover with a little investigation.

It's best if the GM reads the adventure thoroughly before running it, so they are prepared for any curveballs the players throw into the mix. Be inventive when they ask questions or take actions not covered by the material in this booklet. Think large-scale and cinematic – and make sure that the player characters are always at the center of events.

Human NPCs in this adventure use statistics found in Chapter 15: Opponents and Allies of *Everyday Heroes* Core Rulebook. Statistics for all of the Kaiju that are part of this adventure can be found in Part 6: The Cast later in this book.

It should be noted that the common language of the PPDC and the Lima Shatterdome is English, but the primary language at the PPDC-Lima corporate headquarters is Spanish (although many people who work in the building speak English).

Act I

Summary of Act I

Scene I: A Bright Beginning

The team members are called together by their superiors. Their Jaeger(s) have been modified to include new technology: weapons powered by an innovative system that supercharges heavy ions. The PPDC has code-named this tech "Catalyst." Catalyst was created by two scientists, an Icelandic engineer named Dr. Ísey Ketilsdóttir, and an American technologist named Dr. Thomas West. The player characters are the beta test. The PPDC is tracking a small group of Category I and II Kaiju, and the heroes' mission takes them into the depths to engage.

Scene II: Beta Test

The player characters engage a group of three Category II and III Kaiju. The Catalyst tech is powerful, and the player characters initially have the upper hand. Then, midway through the battle, the Kaiju become enraged, gain more strength, and fight more aggressively. But the player characters come away victorious. The Pan Pacific scientist, Dr. West, celebrates the event as a successful launch of Catalyst tech.

Scene III: Returning, Victorious

After their victory against the Kaiju, two other pilots at the Shatterdome, Gia and Adriel Perez, challenge the player characters to Kwoon combat. The fight is a friendly one, but highly competitive, and Gia and Adriel are happy to test their rivals' mettle in the ring. After the challenge is over, the commanding officer of the Shatterdome, Marshal Lehman, tells the player characters to debrief the on-site scientific team about the unusual behavior that the Kaiju displayed during their combat.

Scene IV: Science at the Shatterdome

The player characters visit Dr. Winston "Stubbs" Stubastion, head of Kaiju science at the Shatterdome. There, they discuss the unusual changes the Kaiju underwent in combat, and propose theories as to what caused the Kaiju to become enraged and more powerful.



Backstory

The players should be aware of the backstory of the **Pacific Rim** setting. The following synopsis covers the events of **Pacific Rim** and **Pacific Rim Uprising**. This adventure is intended to take place after the events of **Uprising**.

Scene I: A Bright Beginning

The Lima Shatterdome is a PPDC compound on the largest of the Galápagos Islands, Isla Isabela. It is a gargantuan building housing six Jaeger, twelve pilots, and hundreds of military and PPDC staff. It is the central base for the defense of Central America and northern South America. It operates alongside

the PPDC's civilian science headquarters, in the city of Lima, Peru.

The commander of the Shatterdome is Marshal Caleb Lehman, an imposing man who served with Stacker Pentecost during the days of the original Breach. He runs a tight command, operating with military precision and a deep sense of duty.

The characters live amid the military personnel at the Shatterdome, piloting their Jaegers on missions to stop Kaiju rampages and protect cities of Central and South America. They are well known to the population of those areas, who consider them heroes, and follow their exploits with breathless excitement.

Today, the Rangers are called together by Marshal Lehman. They gather in the Shatterdome's Situation Room, the nerve center of Jaeger operations.

The Situation Room at the PPDC Shatterdome on Isla Isabela is a cold metal chamber wrapped around uncomfortable chairs. There's a steel table, a wall-sized communications screen, and a glass wall looking down into the LOCCENT Mission Control room, the Shatterdome's communications hub. Jaeger Pilots, military tacticians, engineers, and brilliant minds gather here to discuss missions, create strategies, and plan a defense against the Kaiju.

Cheery Lily Zhào, the Shatterdome's head communications engineer, waves at you from her seat at the table. You recognize several other pilots in the room, but two individuals are unknown. Marshal Caleb Lehmann, the military and strategic head of your Jaeger Division, clears his throat and stands.

"May I present Dr. Thomas West, head of R&D for PPDC, and Dr. Ísey Ketilsdóttir, an Icelandic

engineer with a challenging proposal for our program," says Marshal Lehmann.

"These fine folks have developed a new technology, code-named 'Catalyst.' Catalyst is a cutting-edge system that supercharges heavy ions. Your usual Jaegers, Samba Lancer, Comet Hyperion, and Rainbow Serpent, have been modified with Catalyst technology. Rangers, your mission is to test Catalyst against a group of Category II and III Kaiju sighted in the South Pacific Ocean.

"Consult with the good doctors, and then report to your Jaegers. I want you to give 'em a good, solid test, pilots. Really see what these systems can do.

"We'll be watching you from here," he says. "Now, move out."

he player characters can speak with the NPCs in the room, and ask any questions. Dr. West and Dr. Ketilsdóttir explain the Catalyst systems, and give basic information about how heavy ion technology works and how it will affect their Jaegers in combat.

Dr. West is eager, and wants the Rangers on their way as soon as possible. His answers are over-friendly, not overly descriptive, and always return to how great it is going to be once Catalyst systems are approved and installed in every PPDC Jaeger in the world.

Characters in the Room

Marshal Lehmann is a tough old military dog, with little patience for questions or explanations. That said, he also has great respect for the Rangers, and treats them as such – but he doesn't coddle. Lehmann uses the General stat block from the **Everyday Heroes** Core Rulebook.

If the player characters have no immediate questions of their superior officer, Lehmann

remains quiet, allowing the Rangers to ask the PPDC doctors anything they need to know.

Lily Zhào, the Shatterdome's head communications engineer, is a young Chinese national who speaks English with a slight drawl. She typically dresses in pinks and blacks, and has multiple brightly colored hair extensions clipped into her black hair. She's charming, expressive, and talented with computers of all kinds. She's also prone to snark and humor, deflecting any criticism with smarm and a bright smile. Lily uses the Civilian: Expert stat block from the **Everyday Heroes** Core Rulebook, with 14 Intelligence, +6 to Computers, and +4 to Perception.

Lily is excited to coordinate such a special mission, and she treats the Rangers as if they're her personal heroes – she's a little bit of a fangirl. She knows every Jaeger in the Shatterdome, as well as their pilots' names and reputations, and she keeps a log of the capabilities and history of each Jaeger.

If given the opportunity, Lily will happily discuss which Jaeger could beat up which other Jaeger, and punctuate her discussion with guesswork about various Kaiju-on-Jaeger possibilities from the past. She will also give player characters tips on how their Jaegers are best used in combat.

When Marshal Lehmann calls the Situation Room to order, he asks for Lily's report, and she activates a holographic display that shows three Kaiju approaching the coast.



Dr. Ketilsdóttir

The holographic display at the center of the steel table flickers to life, depicting three, semi-transparent images of Kaiju. The monsters are in motion, as if their movements are being replicated through a direct camera feed from their current location.

Lily, giddy to name the Kaiju, steps up and points, one by one, at each of the holographic forms.

"Crusherbone." She gestures to the first. It's a large, hammerhead Kaiju, lumbering along on heavy legs and snapping its massive jaws in the air. "Category II. Tough."

"Urchin. Nasty spikes." Lily points to the second Kaiju, a thick-bodied humanoid with webbed arms, spiked shoulders, and a long, thrashing tail. "Category II."

"And Tentacle-Maw." The third Kaiju is more of a shapeless mass, a jellyfish-like Kaiju with countless tentacles drifting through the water beneath and around the central body of the creature. "The spotter ships say it's leaving an acidic wake, so it's been judged a Category III. Be careful engaging with it."



As the player characters study the display, Lily provides more information about the group of Kaiju she's been tracking (see the initial category of statistics on these Kaiju for more information that Lily could provide).

These are relatively small Kaiju, Category II and III monsters, sighted only a few hours ago in the South Pacific Ocean, heading toward Peru. Lily provides the player characters with a map of the area where they can intercept the creatures, and she offers basic intelligence on the threat.

Dr. Ísey Ketilsdóttir is an Icelandic engineer working for the PPDC's science lab in Lima. She's a slender woman, blond, and shy but pleasant. She perks up and is eager to talk about the Catalyst system that she's designed with Dr. West. Dr. Ketilsdóttir is the mind behind the electrical and mechanical engineering of the project, while Dr. West provided the necessary software and computer know-how that integrated it seamlessly into Jaeger tech machines. Dr. Ketilsdóttir uses the Civilian: Expert stat block from the **Everyday Heroes** Core Rulebook, with 14 Intelligence and +6 to Mechanics and Natural Sciences.

Dr. Ketilsdóttir tells the player characters to call her Ísey (ee-say). She's excited about the beta test, and nervous about seeing the Catalyst technology get its first practical assessment in the field. She tells the player characters that Catalyst passed its in-house Aurora with flying colors, and that the systems are expected to provide a sizable upgrade to Jaeger weapons and armor.

She briefly explains the systems installed in the heroes' Jaegers:

- ▶ **Ionic Antiballistic Shields:** Shields that can be turned on and off; while on, kinetic damage from Kaiju (punching, etc.) is partially absorbed.
- ▶ **Ionic Hard-Impact Weapons:** Ionic chargers in the Jaegers' arms (the primary physical offense) increase the kinetic impact of strikes, causing more damage.
- ▶ **Ionic Reinforcements to Musculature:** Similar to the ionic chargers that cause the Jaegers' strikes to carry more impact, the Catalyst reinforcement on the Jaegers' leg musculature can be activated to provide a boost of movement.

Dr. Thomas West is a quintessential "company man," smooth, suave, and charming. He's the software developer for the Catalyst systems and lead scientist at PPDC headquarters in Lima. He's well known for having many friends among the rich and famous of North and South America, and he lives a lifestyle that seems more appropriate to a celebrity or cinema star than a scientist. Dr. West uses the **Civilian: Expert** stat block from the *Everyday Heroes* Core Rulebook, with 14 Intelligence and +6 to Mechanics and Natural Sciences.

He's happy to talk at length about "his" technology (Dr. Ketilsdóttir is an afterthought), and tells the player characters that he's looking forward to Catalyst revolutionizing Jaeger construction. "Kaiju are getting worse every day – and our Jaegers are getting older. Catalyst is going to provide the boost we need to keep up, and eventually drive back the Precursors forever."

Dr. West offhandedly mentions he has several interviews lined up to announce Catalyst's success – but he's holding off until after the beta test has proved the technology's effectiveness in combat.

However, he seems to have absolutely no doubt that Catalyst is the next step forward for Jaeger tech.

Thomas treats the player characters as equals (despite having never been a pilot), and downplays any difficulties he encounters. He shakes the heroes' hands and tells them that they're going to go down in history for being the first pilots to use the Catalyst systems.

Dr. West talks the player characters through the basic systems, stressing the safety and functionality of the systems. He ensures that the rangers understand they're a beta test and that he's relying on them to put the systems under stress so they can be "fully tested." He and the others will watch the action from the PPDC communications room here at the Shatterdome, where Lily will maintain coms with both Jaegers during their mission.

Rangers Adriel and Gia Perez are another set of Shatterdome Rangers. Adriel and Gia are a married couple from Puerto Rico. They typically pilot Capilla Futura, although that Jaeger is currently down for repairs after a devastating battle against some powerful Kaiju.

Adriel is a charming gentleman with expensive taste and an unshakable love for his wife. Although he's quick to praise her, and obviously thinks she's strong, capable, and amazing, he's just as quick to tease her and argue with her when necessary.

Gia is a spirited woman who has served with the PPDC all her adult life. Her father was a PPDC Ranger when the first Breach was discovered. He died fighting Kaiju, and Gia has followed in his footsteps. She's passionate about killing Kaiju, which makes her too eager to fight.

Both of these Rangers use the **Veteran** stat block from the *Everyday Heroes* Core Rulebook.

During this discussion, Gia is grumpy about having to sit back at the Shatterdome and play "backup" to the other Rangers. She may be a little aggressive to the player characters, but it's obviously out of jealousy – she wants to be the one in a Jaeger fighting Kaiju, instead of sitting and watching others fight. Adriel is more reasonable, and wishes the player characters well.

Scene II: Beta Test

Once the player characters are ready, technicians in a people-mover cart drive them through the Shatterdome toward the drivesuit room and the Jaeger bay.

After speaking with Dr. West and Dr. Ketilsdóttir, you get into a people-mover cart and are driven down wide corridors in the Shatterdome, past steam pipes and military training rooms, past the small apartments where the Rangers live, and into the heart of the Shatterdome: the tremendous warehouse of the Jaeger bay.

Here, the hustle and bustle of PPDC soldiers and the metallic grind of engineering is dwarfed by the pound and hiss of machinery. The hallway opens up into an incredibly large chamber: tall as a skyscraper and wider than an airplane hangar, with alcoves on both sides of the thoroughfare that house three astonishingly large robots - the Jaegers.

On the right, you see a small, agile-looking Jaeger with light weapons, its legs spring-loaded and backward-facing like the legs of a praying mantis. Painted in a magnificent shade of green with striking yellow details, Samba Lancer is a fresh, modern machine, benefitting from quickness and keen, fast-striking weaponry.

The Jaeger on the left side of the hallway, the hulking Comet Hyperion, is an entirely different sort of mechanical beast. Built with Australian ingenuity to withstand the full onslaught of Kaiju fury, Comet is stockier and slower than Samba.

Between them is the sleek, modern Rainbow Serpent. A study in efficiency, this blue and red marvel is aerodynamic, flexible, and designed to move in the exact ways that its pilots do. A true icon of humanity.

People around the world know the stories of these three Jaegers and their many victories. As their pilots, you are known and respected. Many times, you've risked your lives to save the countries of the Pacific Rim., and each time, you have been victorious.

This is your arena. These are your suits of armor.

In your Jaegers, you're not just pilots - you're gods.

The world is waiting.

Dr. West and Dr. Ketilsdóttir (and others, including Marshal Lehmann) will watch the fight on the main screen as it is captured by multiple flying camera drones. These drones follow the two Jaegers, recording every aspect of their fight against the Kaiju.

Several technicians are available to help the player characters into their drivesuits. The mechanics are excited to see the Catalyst upgrades in action, as they have been installing the technology on the heroes' Jaegers for several days. The Jaegers are fueled and ready for action. When dressed for battle, the Rangers are escorted to their Conn-Pods, the displaced "heads" of each Jaeger where the pilots' chamber is located. The Conn-Pods are then lifted to the shoulders of each Jaeger, and attached with mechanical and magnetic latches to the body.

In their newly elevated position atop the two Jaegers, the Rangers are eye-level with a wide glass window that looks out over the Jaeger bay. From up here, Lily Zhao operates the Shatterdome communications station, known as LOCCENT Mission Control. The LOCCENT Mission Control is in a massive room that is overcrowded with computers, maps, and holographic technology that allow Lily and her staff to track the Jaegers and oversee Kaiju attacks as they happen.

Perched on a rolling chair and typing at her computer keyboard with blinding speed, while shouting orders to her team, Lily orchestrates a small team of people.

Excited, she pauses for a moment to wave at the Rangers and give them a cheerful thumbs-up before they embark.

When the Rangers are safely in their Conn-Pods and the Jaegers are powering up, Lily's cheery voice chirps into their ears over their helmet-comms. She chatters excitedly as the pilots clamp their feet into the machinery that allows them to guide the Jaeger's movements.



"All right, Rangers, listen up!" Lily's voice beams cheerily through the helmets of your drivesuit. "Like I said in the Sitch-room, the PPDC has me tracking three smaller Kaiju – two Cat-II's and one Cat-III. Your mission is to engage and destroy."

You feel a sudden lurch as three jumphawk helicopters latch onto your Jaeger and begin to lift it from the Jaeger bay. They will airdrop you into position once you reach the area where the Kaiju were last seen.

"All right, you're on your way!" You can practically see Lily's bright smile. "I'm downloading the Kaiju's last known location to your maps riight – now! Remember, there are four PPDC 'spotter' ships in the area. They're tracking the Kaiju for you, but they'll disengage when you get there. Just watch out for 'em, and keep 'em safe." Static crackles through the channel as Lily continues, "Oh, and watch out for the coral reefs, Jaegers can get hung up on 'em if you aren't careful."

"Remember, you're on camera, and all the folks back in the city are counting on you to win this fight. Don't worry – I'll be here, in your ears, the whole way. Go get 'em!"



As noted in the call-out text, the Jaegers will be taken from the Jaeger bay by jumphawks, which air-lift the great robots out to sea. Once they are close to their destination, the jumphawks release the attachment cords, and the Jaegers are dropped into the South Pacific Ocean, just off the coast of the city of Lima, Peru.

The Drift

When the pilots of a Jaeger fully engage their drive, their movements align and their minds are fused together through the Drift control system. This neural connective system creates a perfect unison of movement between the two. While their minds are fused together, the Rangers are said to be experiencing "the Drift."

The Drift not only merges the conscious mind, but also allows the subconscious minds of the pilots to touch, creating some slippage where memories from one pilot are seen or experienced by the other. For this reason, the two pilots of a Jaeger come to know each other on a deep, personal level – piloting the Jaeger together means sharing their innermost selves and the memories that shaped them.

There is a storm over the South Pacific today, whipping the water into a froth. Amid the tossing waves, you see four sturdy-looking marine vessels flying PPDC colors. Ahead of them, you see a turbulent wake, and the creatures causing it: three hulking Kaiju, crossing the northern part of the sea – headed straight toward the city of Lima.

A computer-voice recites blankly on your helmet-comms, preparing you for the Drift.

...pilot hemispheres linked and ready to engage...

"There are the Kaiju!" Lily's voice echoes. "Drop away!" You feel a gut-wrenching lurch as the jumphawks disengage their lead-lines, and your Jaeger falls toward the sea. A rush, as water envelops you – and then, your Jaeger's legs slam into hard earth beneath the rolling waves.

As the Jaeger drive fully activates, the mental link between you and your partner engages.

...Neural handshake established...

...Neural handshake strong and holding...

An explosion of memories flood through your mind, and you are propelled into the Drift.



As the player characters enter the Drift, ask each player to create a single encapsulated memory from their character's background, and share a brief narrative of that memory with their Drift partner. This might be a childhood memory, one from the character's military history, or a more recent memory. Players are free to invent details of their character's background for this purpose.

Whatever each player decides, their memory should represent the character they are playing. It should describe something that shaped their character's personality, shows them at their best (or worst), and gives insight as to their character's history, family, emotional wounds, or ambitions.

Crusherbone, Urchin, and Tentaclemaw

The first challenge that the Jaegers must overcome is to free the **Santa Rosa**, one of the spotter ships. The ship is in danger, entangled helplessly in Tentaclemaw's corrosive limbs. The player characters must ensure that the ship gets away from the Kaiju threat, or it will be destroyed and all hands lost to the sea.

As you approach the three Kaiju, you see that one of the spotter ships – the **Santa Rosa** – has become fouled by a Kaiju, the one Lily’s calling “Tentaclemaw.” The sailors aboard scream as the Kaiju’s acidic grip corrodes and wears away the metal, threatening the ship’s integrity. More acid floats around the ship, greasing the surface of the tossing sea, threatening pain and death to any flesh that comes in contact with it. Another ship has veered toward it, firing all weapons – but doing very little to distract the Kaiju from its prey.

“You can’t wait till they clear the reefs – you’ve got to get in there, now!” says Lily.

The second Kaiju, code-named “Crusherbone,” is ponderous and beastly, snapping its massive, crushing jaws in the air, trying to capture another of the scattering ships. “Urchin,” the most ‘human-like’ of the three, rises up to its waist in the sea-waves. It snarls, releasing a loud roar of anger and challenge. Spikes jut from its limbs and shoulders like monstrous armor, and multiple glowing eyes glimmer on its broad, dished forehead. It leaps through the water toward you – and battle begins.

Statistics for all three of these Kaiju are located in **Part 6: The Cast**.

There are two smaller robots – human-controlled drones – remotely piloted into combat by Lily Zhao and the engineers back at the Shatterdome. Although they aren’t a match for even small Kaiju, they can provide assistance if the Rangers get in over their heads – or, alternately, the GM can use their destruction to show just how devastating the Kaiju are.

At first, the Jaegers should have an advantage over their three Kaiju adversaries. The player characters should be encouraged to use the Catalyst systems and “give them a proper beta test” – and that fight should feel epic, engaging, and over-the-top. The Catalyst systems should provide a significant advantage to the Jaegers at this point in the fight.

But then, at a high-point of excitement – or when the player characters are feeling assured of their victory over the Kaiju – something strange happens. The Kaiju bioluminescence suddenly shifts from blue to red, and the creatures become enraged. The GM should read the following text aloud:



Suddenly, the Kaiju lets out a withering, anguished roar, its body rippling and flexing as if wracked by seizures. It seems to become enraged, and its bright blue bioluminescence suddenly shifts dramatically across its body, turning blood red.

It is unexpected – and completely unknown. You’ve never seen a Kaiju reacting this way, its muscles rippling and flexing, body growing, armor thickening and spikes expanding, as the creature roars in pain and rage. The black pupils of its alien eyes dilate and roll wildly as the monster’s body lashes back and forth in agony.

Within moments, all Kaiju follow suit, the strange physical reaction spreading from one to the next until all of the creatures are glowing red and seemingly enraged. Their cries move from eager challenge to frenzied and agonized howls, their bodies swelling and enlarging. Kaiju flesh ripples and changes, tearing apart and reconnecting, wounds healing.

Their eyes, glowing like fiery coals, are wide and enraged.

If these monsters could be called “sane” before, they certainly couldn’t now.

In less than a breath, your advantage vanishes. The Kaiju hurl themselves back into the battle with a renewed fury and a maddened intensity, eager to tear your Jaeger apart.

At this point in the fight, the Kaiju are enraged. Each Kaiju is healed by an amount equal to half of its maximum hit points, and its expended limited-use abilities recharge. Dead Kaiju don’t come back to life, though. While enraged, a Kaiju has the following bonuses:

- ▶ Damage reduction 5 against all damage.
- ▶ +1 space of movement speed.
- ▶ Adds one damage die to all damage rolls.
- ▶ Advantage on Charisma (Intimidation) checks.
- ▶ Advantage on Strength checks and saving throws.
- ▶ Immunity to being Frightened.

Difficulty Adjustments

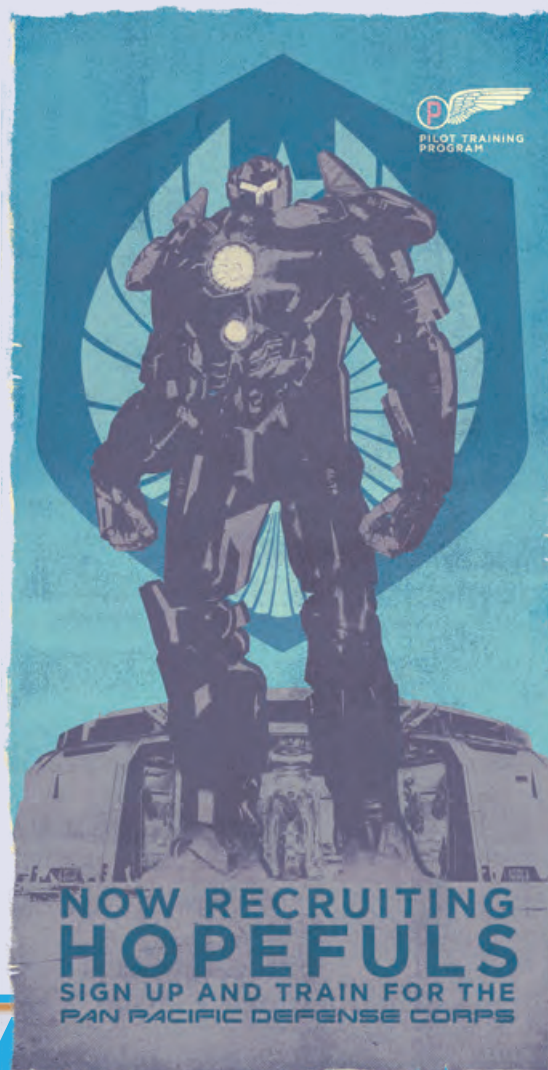
If your players’ team is smaller or lower level than this adventure assumes, you can make the encounter easier by reducing the effects of enragement. In this case, the Kaiju are not healed and deal no extra damage while enraged.

If you have extra players or they are higher level, you can instead make enragement more dangerous to compensate. In this case, each enraged Kaiju is fully healed, even if it was dead.

Battle Tactics

Crusherbone’s battle tactic is to wait until one of the other two Kaiju have engaged, and then grip an opponent from behind. Once it has gripped an opponent, it will try to crush limbs or tear off parts. Urchin likes to fight one-on-one with its opponent, using its spikes to inflict damage on anything it strikes

Meanwhile, Tentaclemaw keeps its distance until an enemy approaches, then tangles opponents in its tentacles, holding them out of normal melee range while it spits corrosive acid on them.





JAEGER'S
STARTING
POINT

Scene III: Returning, Victorious

The player characters return to the PPDC Shatterdome.

The clang and thunder of metal surrounds you as your Jaeger settles once more into its alcove within the Jaeger bay. Slowly, the Drift releases your thoughts, and you come back to yourself. The absence of your partner's thoughts is palpable, like the hole left in your jaw after losing a tooth.

The Conn-Pod of your Jaeger is detached and lowered to the ground. The hatch hisses, and then cracks and pops open with a whoosh of air. Blinding light streams into your eyes, and you hear the sound of cheering.

As you reach the floor of the bay, you are surrounded by engineers, technicians, soldiers – the crew of the PPDC Shatterdome – celebrating your victory. They thump your back, wave their fists in the air, and chant the names of your Jaegers. Here and there, you see PPDC-authorized TV cameras among the crowd, broadcasting everything to the world.

You see Dr. West pushing through the crowd. Dr. Ketilsdóttir follows timidly behind him, her arms filled with notes and other papers. Tossing an arm around the shoulder of one of the pilots, Dr. West raises his voice and calls the throng to attention.

"Today, these brave heroes didn't just save the city of Lima. They also tested an extraordinary new weapons system named Catalyst – one that will revolutionize the war against the Kaiju. Thanks to their extraordinary efforts, I'm pleased to announce that we've received the green light to move forward! I'd like to be the first to thank these brave Rangers for their service.

"Well done, Rangers!"

Dr. West then steps away to speak with Marshal Lehman.

For a short period, the Rangers are celebrated by the people at the Shatterdome and treated like champions and victors. PPDC employees and military staff chatter excitedly about the battle, reciting parts blow by blow – clearly, they were all glued to the screen, watching every twist and turn.

At this point, Rangers Adriel and Gia Perez approach the player characters:

Gia Perez pushes through the crowd and stands before you, hands on her hips. She's smiling, but her eyes hold a challenge. "Good work, defeating those Kaiju," she says. "I'll admit, you're good. But I don't think you're as good as we are."

"If you think you're the best, then, let's see you prove it. Adriel and I challenge you all to a friendly round-robin tournament in the Kwoon combat room. Meet there tomorrow morning, and we'll have a little good old-fashioned fun, Ranger on Ranger." She smiles, but there's a definite edge to her words. "Let's see who's the best partnership in the Shatterdome."

All around you, the crowd breaks into cheers, excited at the prospect.

The crowd's excitement should help push the PCs to accept Gia's challenge, if they are at all reluctant to accept.

The PCs can then go to their rooms in the Shatterdome – simple, efficient apartments with spartan, military-issue furnishings. There is a bed, a table with chairs and a desk-lamp, and lockers by the door for the Rangers' personal belongs.

If the player characters want to spend some time roleplaying with one another, or wandering around the Shatterdome, they can feel free to spend some



Gia Perez

“downtime” doing these things before the GM moves on to the events of the next morning.

Kwoon Combat

The next morning, the player characters meet Gia and Adriel in the Kwoon combat room.

The Kwoon combat room is a specialized area in the Shatterdome where Rangers and cadets practice their martial arts and learn new fighting techniques for use against the Kaiju.

The Kwoon combat room is a specialized arena in the Shatterdome where Rangers are taught to fight, and where they face challenges and hold friendly duels to amplify their proficiency in combat situations. Challenges range from various martial arts, MMA, Greco-Roman or Sumo wrestling, Krav Maga, and boxing to more psychological hurdles. Here, Rangers are pushed to their physical and mental limits. Such combat allows the Rangers to utilize their skills in Jaeger combat during the Drift.

Marshal Lehmann steps up and explains the challenge. “Today’s challenge will be round-robin. Each combatant will face four Rangers. They will not fight their own partner. Each victory will be worth one point. At the end of all challenges, the Ranger pair with the largest point total will be declared the victors of the day’s events. Fight fair – and fight well.”

Rather than full combat, Kwoon challenges can be run as simple ability contests between participants, using their bonus to attack with a large wooden club – a Basic melee weapon with the versatile property – or a quarterstaff – a Historical melee weapon with the two-handed and finesse properties – as their bonus. Matches are generally best two out of three; winning an ability contest earns a point, and first to 2 points wins.

If they are defeated, Gia and Adriel are gracious, not resentful. They celebrate their opponent’s victory with rueful smiles and genuine handshakes of goodwill. If they are victorious, Gia and Adriel are friendly, celebrating their opponent’s best moves and thanking them for participating and being good sports.

While some characters are in the ring, other characters might be engaged with the throng of cadets watching the contest. These “quick encounters” might occur here, or elsewhere during any part of the adventure that occurs in the

Shatterdome. Like this encounter, the stakes don’t need to be terribly high, but could give the player characters an opportunity to roleplay and make some choices.

Examples:

- ▶ *Some cadets are bullying a new recruit. The player characters can get involved, rough up the bullies, de-escalate the situation, ignore it, etc.*
- ▶ *The PCs witness someone stealing something (nothing hugely critical). They could turn in the thief, let them get away with it, chastise them but not turn them in, extort them, etc.*
- ▶ *An argument breaks out between some of the NPCs about whether Kaiju cultists should just be stepped on by Jaegers or if they should be treated fairly. An opportunity for some philosophies to come out.*

After the Contest

In either case, after the fight, Gia and Adriel buy the Rangers a round of beer at the Shatterdome’s cantina. They are happy to recount the fun parts of the Kwoon challenge, and eager to hear the heroes’ personal stories about their fight with the three Kaiju and the utility of the Catalyst systems.



Adriel Perez

When talk turns to yesterday's big combat, Adriel tells the player characters the following:

"While you were out there fighting, I heard Lehmann talking to those doctors from the PPDC – West and Ketilsdóttir? Apparently, they're already working on a new Jaeger that's totally decked-out with Catalyst systems," says Adriel.

Gia adds, "They're pushing Catalyst tech forward, and fast. I think that means something. Those Kaiju you fought – whatever happened to them wasn't normal. You saw it yourselves. They got bigger and meaner during the fight, like – I don't know. They just got mad or something.

"But here's the thing. I've heard rumors about this kind of thing happening in other places.

"I think the Kaiju are changing. I think the Precursors have paid attention to the kinds of weapons we have, the strategies we use, and they're adapting. And I think the PPDC is afraid to tell people the truth," Gia says. "They might be pushing this new tech ahead because the Kaiju are getting tougher, and we're standing still. We need a new advantage, and we need it now."

Adriel seems thoughtful. "Our Jaegers are pushed to the limit every time we go out there. When we face a Category V, it takes three – maybe four! – of us to stop it. What happens if the Kaiju are getting stronger? What if the Precursors are trying to make another Mega-Kaiju? With so few Jaegers, we won't be able to protect the Rim. This Catalyst tech may be the only hope we've got."

Gia and Adriel don't know what's happening, but they have lots of questions – these questions, and the two NPCs, should serve as a place for the player characters to get more information about the world, an explanation of the term "Mega-Kaiju," and hear stories drawn from the events of **Pacific Rim Uprising**.

After the player characters talk to Gia and Adriel, they hear an intercom request for the player character Rangers to report to Marshall Lehmann's office, right away. Gia and Adriel are friendly and say goodbye, letting the Rangers proceed to Lehmann's office.

Lehmann's Office

The player characters have been summoned to their commander's office to speak with Marshal Lehmann about the details of yesterday's Kaiju battle.

Marshal Lehmann's office is simple, and spartan in its furnishings. There's a large metal desk and a short side-table for a coffee machine, along with a laptop on the desk, a printer, and several reams of paper. The commander sits behind the desk, absently poking at his computer keyboard with a pencil. Beside him, you see a variety of mind-numbing forms regarding resource dispersal, monthly rations and supplies, and updated Kaiju positioning throughout the Pacific Rim.

When you enter, Lehmann puts down the paperwork and fixes you with a stern, appraising stare. "I've read the report on your battle yesterday, and I saw the fight. The Catalyst tech seems to have performed well – but what happened to the Kaiju you were fighting doesn't fall within our understanding of the species." He shakes his head.

Seriously, he continues. "I spoke with Dr. West, and he said the PPDC 'isn't ready to elaborate on new evolutions of Kaiju at this time.' That's a load of horse-crap, and he knows it, but I can't push it up the chain unless I have more to go on.

"The minute that fight was over, those scientists shuttled back to the Lima headquarters like there was a fire lit under their asses. Whatever happened to those Kaiju is important – and if we're going to keep fighting these things, I think we need to know more.

"I want you to go down to the Kaiju science labs and talk to our field analyst, Dr. Stubastion – Stubbs. If anyone here can cook us up a workable theory, it's him. Get down there and tell him everything you know. See if he can give us insight as to how the Kaiju are evolving – and why."

Marshal Lehmann is straightforward; if the Kaiju have new abilities, he needs to know about it. He's frustrated that the PPDC scientists were unwilling to talk to him about the oddities of yesterday's combat, but his hands are tied by bureaucracy.

He asks the player characters to give him the real truth about what happened out there – he saw the Kaiju renew their attacks in the fight, and was

keeping a close eye on their gauges. Those were Category II and III Kaiju; they shouldn't have been such a threat, and yet the heroes' Jaegers were pushed to the limit trying to fend them off.

At this point, the player characters shouldn't have all the information. They know that the Kaiju did "enrage" and become more powerful halfway through the fight, but the apparent answer is that something inside the Kaiju seemed to activate, and the creatures responded with increased ferocity and power.

Lehmann reminds the PCs that Kaiju are engineered biological creatures, strange and otherworldly but deliberately created. As living war machines, they have unique biology and internal chemistry that humanity has yet to even begin to understand. These specific Kaiju may have an altered biology, something engineered into them that increased their strength and reinforced their healing capability under the pressures of the fight.

Lehmann tells the player characters to speak with Stubbs, the Shatterdome's science team lead and resident Kaiju expert. He understands Kaiju biology

better than anyone else. If these Kaiju are more advanced, Stubbs might be able to figure out what's changed – and how to defeat them.

Lehman also mentions that Dr. West asked Lily to keep an eye out for something larger than the Category II and III Kaiju that the player characters fought. West is hoping to have another test soon, and this time, he wants an even greater push of the Catalyst systems. "It almost seemed like he was worried that we wouldn't get more upgrades in time to face 'em," Lehmann muses, but he won't speculate further.

Scene IV: Science at the Shatterdome

The player characters are sent down to a lower floor of the Shatterdome, the scientific research laboratory where Dr. Winston Stubbs' research team is located. The lab is massive, with 10 to 15 scientists working under Stubbs, the head of the on-site science division for the Shatterdome.



Dr. Winston Stubastion ("Stubbs" to his friends) works in a long, hangar-like laboratory within the PPDC Shatterdome. Unlike other areas of the military complex, the laboratory is bright white, well-cared for, and has walls covered with poster-sized diagrams of famous Kaiju with biological and anatomical information denoted on each. Several scientists work here, under Stubbs's supervision, trying to unlock the secrets of these incredible creatures.

You've met Stubbs before; he's a short, stocky fellow with a pronounced limp, whose cane features the glossy steel head of a dragon. Bright eyes behind thick glasses shine when you approach, and his bellowing laughter brightens the cold, sanitary lab. "Rangers!" he says. "I heard you had some action yesterday. Any injuries? Need some patching up?" He gives you a broad smile.

"What can I do you for?"

Stubbs is friendly to the PCs. He's willing to talk at length about the Kaiju, their history, and their biology. This is an excellent opportunity to fill the player characters in on any deeper world lore they might not yet know. Stubbs uses the Civilian: Expert stat block from the **Everyday Heroes** Core Rulebook, with 14 Intelligence and +6 to Medicine and Natural Sciences.

Stubbs is a thinker, and a conspiracy nut. He has plenty of wild theories about why Kaiju look and act like they do. If the player characters let him, he will babble on about whether Kaiju are mutations of pre-existing creatures in the Anteverse, or whether they are created from new strands of created DNA. He wonders whether the Precursors have ever come to Earth, if they understand Earth's culture, and what they intend to do with the Earth if they conquer it.

Stubbs can go on for hours, tossing out wild hypotheses and strange thoughts.

Stubbs was watching when the player characters attacked the Kaiju, so he doesn't need the overall description of the fight. Instead, he asks detailed questions - from what the Kaiju looked like up close to how they fought - and he is particularly interested in the second half of the fight, when the Kaiju appeared to enrage.

Dr. Stubastion knows a lot about Kaiju. He talks about the "change" that happened when three smaller Kaiju merged together during the attack on Sydney, and

created the first known Mega-Kaiju. Stubbs believes this evolution was possible, and possibly even pre-planned by the Precursors - and he wonders if every Kaiju has the capacity to merge with others, under the right conditions. Kaiju biology is radically different from anything that evolved on Earth, and this means that almost anything is possible.

Stubbs tells the player characters:

"Kaiju are a whole different ball game. They're biological creatures, with unique neuropathy, brain chemistry, nervous systems, adrenal and hormonal systems, bioluminescence, musculature, skeletal structure - there's far more to Kaiju than humanity yet has the science to understand. They're not like anything that has ever evolved on our world.

"If these Kaiju frenzied, somehow, during the fight - that could be an adrenal reaction," Stubbs considers. "The Kaiju are made on another world, and the two worlds aren't the same. It's possible that prolonged exposure to something on our world - maybe our magnetic field, maybe oceanic pressure - could cause Kaiju to have a stress reaction that is similar to the human fight-or-flight adrenaline response. Something that makes them mutate when their hormones are running high. If that's true, then, bigger, higher-category Kaiju might have an even more extreme reaction.

"I'd need to study the Kaiju you defeated, to understand exactly what happened." He looks uncomfortable, and rushes on. "You'll need to talk to West and Ketilsdóttir. They work at the PPDC corporate offices in Lima, and they can release samples for me to study. I don't ... usually get things first-hand..." he trails off.

Stubbs is happy to theory-craft with the PCs and come up with many reasons why the creatures might have frenzied the way they did during the fight. After some conversation, Stubbs focuses on the alteration of the Kaiju's bioluminescence from blue to red during the combat. He puts forward a theory about the adrenaline systems of the Kaiju.

Stubbs is a conspiracy-theory guy, who loves thinking big picture, and developing wild ideas about what's happening (in the PPDC, and around the world). Some of his theories include:

- ▶ The PPDC is hiding the possibility of a complete collapse of the Jaeger system; they aren't even making new Jaegers anymore, because

they don't have the materials and workforce to maintain Jaeger construction, given how many were recently destroyed in the Kaiju attack on Sydney, Australia.

- ▶ The head of the PPDC is an escaped Precursor. He came to Earth on a scouting mission, and he's fallen in love with the people and the culture here. Now, he's hiding his real nature, and fighting nobly to protect his new home.
- ▶ The Kaiju are mind-controlled slaves of the Precursors; if we could just break that mind control, they'd fight on our side against their former "masters."
- ▶ Smaller Kaiju have come through the Breaches – smaller than Category I – and they're interbreeding with Earth's native ocean species. Eventually, the Earth will be overrun by Kaiju that were born here, and serve no master at all. It's happening in the deep trenches even as we speak!

Moving Forward

Stubbs tells the Rangers that the PPDC is having a formal fundraiser gala to celebrate the successful beta test of the Catalyst systems. He recommends that they go to Lima and speak with Dr. West, maybe make an appearance at the gathering. He wants them to discover what Dr. West knows about the Kaiju "changing," and try to get West's approval to bring back the data Stubbs wants. "The PPDC isn't going to turn away the heroes of the hour," Stubbs says.

Shuttles leave from the PPDC Shatterdome regularly, and the player characters can easily catch a ride to the Peruvian city.

If the player characters ask, Marshal Lehman approves their visit to Lima if they tell him they want to attend the gala. He does not approve of bothering Dr. West, nor does he confirm or deny that the Kaiju turning red is unusual or a problem. It isn't that Marshal Lehman doesn't realize the Kaiju have been exceptionally dangerous, but he believes that the scientists studying the effect have everything well in hand. He scolds the Rangers, and tells them not to bother the scientists – but he won't prevent them from going to the gala.

If they ask Lily about going to Lima, Lily is excited that they're going to a glitzy party with famous, fabulous people. She confirms there are no Kaiju on the radar right now – though that could change, as Kaiju are unpredictable. The heroes' Jaegers are being repaired from damage sustained during their earlier fight, so even if there is a threat, they wouldn't be called to duty again until the mighty machines are service-ready.



Act II

Summary of Act II

Scene I: The Good Doctor

The player characters go to PPDC headquarters in Lima to speak with Dr. West. The doctor is sympathetic, and agrees that the Kaiju are acting strangely – but he's unwilling to turn over any sensitive data or samples (especially if Stubbs is involved). Dr. West tells the player characters that his team has been researching Kaiju "frenzies," and that he believes the Jaeger program is falling dangerously behind on the power curve.

Scene II: The Glitterati

The player characters attend a celebratory gathering at the PPDC corporate offices in Lima, Peru. There, they meet celebrities, speak with the Vice President of Operations for PPDC-Lima, and learn more about Dr. West and the future of Catalyst tech. During the celebration, a new Jaeger is unveiled by the PPDC with big promotion and fanfare: Fenris Aurora, sponsored by a joint alliance of Nordic countries. The PCs speak with Dr. West, and discover that Dr. Ketilsdóttir was removed from the program shortly after they returned from the PPDC Shatterdome.

Scene III: Fears

After the party, the player characters meet secretly with Dr. Ketilsdóttir. She tells them she had concerns about the Catalyst tech release, and pressed Dr. West to move more slowly. She was told to stand down; when she was strident about delaying Fenris Aurora's launch, Dr. West transferred her off the project. She's willing to help the PCs get data on the Catalyst systems – but they must do so without Dr. West's knowledge or consent.

Scene IV: A Subtle Situation

The player characters go on a brief spy/recon mission into a PPDC laboratory to acquire data from their fight. After dealing with the obstacles involved in sneaking into the lab, the player characters get the data and samples of the Kaiju they fought during the beta test.

Scene V: Trouble on the Horizon

The player characters return to the Shatterdome, and face Dr. West, revealing his ambition and the flaws in Catalyst tech to Marshal Lehman. It's too late to stop Fenris Aurora from going into battle, piloted by their friends and fellow Rangers, Adriel and Gia Perez. As the player characters watch on live feed, the fight is a catastrophe: two escort Jaegers are destroyed, and an enraged Category V Kaiju tears Fenris apart, scattering scrap and parts along the edge of a deep ocean trench.

Scene I: The Good Doctor

The player characters go to PPDC headquarters in Lima to speak with Dr. West.

The PPDC corporate office in Lima is a tall, streamlined glass building that shines in the late-day sun. The letters "PPDC" glow in golden light atop the building, and a statue of the famed Jaeger, Gipsy Avenger, stands proudly in the courtyard at the front of the building.

From below, you can see a garden at the top of the building, built on a deck that looks out over the sea. That is the Crystal View Lounge, a restaurant at the top of the skyscraper featuring a gorgeous view of the city and the bay.

Inside the building is the lobby, where crisp white couches form small waiting areas, and two elevators go up the center toward the various floors of the busy corporate building. A big desk sits in the center of the room, where two fashionably dressed receptionists direct the traffic of people headed to various meetings, interviewing for jobs, and carrying bouquets of flowers for tonight's gala. You can see, deeper into the lobby, a door marked "Security," where two guards chatting and drinking coffee.

Once you identify yourselves as Rangers and say you'd like to meet with Dr. West, the receptionist's stern frown warms considerably. "Rangers!" she says excitedly. "I'm sure he'll make some time to chat with you. Have a seat, I'll call him and tell him you're here."

The wait is short; Dr. West quickly tells the receptionist to send the Rangers up to his office on the fourteenth floor (see map, later in the adventure). The PCs get visitor keycards on lanyards to wear around their necks, and they are escorted by a security officer named Larry Ellis, who works on the fourteenth floor. He's not particularly chatty.

Dr. West's office is right across from the elevator, and beyond it, the player characters can hear the chatter and movement of people working in the laboratory down the hall.

Dr. West's office is decorated in a dark, masculine style, with burgundy carpet, tall wooden bookshelves, and a heavy mahogany desk with three drawers. Texts on software design, biology, and engineering pack the bookshelves. There is a computer monitor on the desk, and several trophies and scientific awards shine amid the books. There's a gold plate on the desk that reads "Dr. Thomas West," and a large abstract painting hangs just behind the leather chair.

Dr. West rises from his desk as you enter, a broad smile on his face. "Rangers – heroes of the day. Welcome, welcome. Here for the gala? Wonderful. What can I do for you?"



Dr. West

Dr. West listens thoughtfully to the heroes' concerns, and he hears them out about Stubbs's theories – although he has a lot of skepticism about Stubbs. The player characters may have learned Stubbs' background from talking to him at the Kaiju science lab back at the Shatterdome. Whether they did or not, Dr. West gives the player characters that background, as well as his perspective on it, during this meeting.

"I don't know if you know this," Dr. West says, "But Dr. Stubastion started his career at Shao Industries. He was part of the team that helped Newton Geiszler design the drone Jaegers that created the Mega-Kaiju. The same man that tried to end the world."

Dr. West looks sad. "Dr. Stubastion had a bright future when he started at Shao. At one point, he was even considered for my job, leading the PPDC team here in Lima. But after Newt did what he did – after it was discovered that he and his team were working with a Precursor, and that Newt was actually drifting with a Kaiju brain ... well, you can understand how that tainted the company's prospects."

"I'm sure Dr. Stubastion is doing the best he can, and I'm sure he's a great help in the onsite Kaiju science lab there at the Shatterdome. But the simple fact is – we can't prove that he didn't know about Newt's collaboration with the Precursors. We can't prove that it didn't infect him, too. The knowledge Newt discovered and passed on might have any number of hidden 'bombs' in it, traps laid by the Precursors to make us assume things that benefit them – items that we don't have the capacity to know, based on our scientific and technological capacity. Dr. Stubastion says he was never part of Newt's experiments, but how do we know that? Because he tells us?"

"Dr. Newt Geiszler was a brilliant man – but under the influence of the Precursors, he was also a deceptive one. He, and the Precursors, would do anything to give us a weakness that they could exploit. We can't risk that. And that's why Stubastion is there, where his knowledge can be useful in the short-term, and not here, where we're creating new technology and breakthroughs that will end the Kaiju threat once and for all."

Dr. West listens to the heroes' concerns, and is sympathetic but firm. He reiterates that Dr. Stubastion can't be allowed to have any data or samples from the primary lab here in Lima. It's simply too dangerous to let that man have

any detailed information that might be used against the program.

When the player characters talk to him about the “changes” they saw happening in the Kaiju they fought, Dr. West says that he, too, noticed. He says that on several occasions recently, he saw Kaiju suddenly become more powerful and more dangerous – like they did during the beta test with the player characters – and that he and his team already have a theory about what’s happening. He tells them that Stubbs’s instincts are correct: the Kaiju are experiencing adrenal overload, likely programmed into them by the Precursors.

When under great stress – or possibly, when they gather in large numbers, like the pack of three that the player characters fought – the Kaiju’s bioluminescence shifts to red, and their adrenal systems kick in, giving them a “boost” of strength, energy, and toughness.

Dr. West says that this is dangerous, and they don’t know why it’s happening or how dangerous it could be if it happens in a Category IV or V Kaiju. The PPDC is afraid that people will panic if they realize the problem, and especially if they realize that the PPDC doesn’t yet have an answer.

Dr. West explains that the Jaeger program is aging; many Jaegers were built before the Kaiju Uprising, back when the first Breach was still open. These Jaegers are old tech, outdated, kept running by shoestrings and dedicated engineers – and now, the PPDC has discovered that the Kaiju are getting more powerful. Without new technology and greater power for Jaeger weapons and fight systems, the Kaiju will win the war. The cities of the Pacific Rim (and the world) are in great danger, and Dr. West is doing everything he can to try to create better tech before humanity is overcome.

“PPDC technology is old, outdated. When the original Breach was sealed, people stopped needing the Jaegers – so, the PPDC stopped updating them. Scientists moved on to other things.” He shrugs. “After the Breaches opened again, the Kaiju started coming through – and the Jaegers weren’t ready. Everyone saw what happened in Sydney. Those pilots – those cadets – they did their best, but it was a stroke of luck that the Jaegers managed to fight off the threat.”

“We have to be stronger. We have to develop better technology and more powerful weapons, and to train the best pilots – heroes like you.” Dr. West taps a

pencil on the desk, trying to hide genuine concern behind a calm smile. “Or else, the next time the Precursors get an advantage – Earth won’t survive. That’s the battle we’re facing. That’s the reason why I’m pushing Catalyst so hard and why I’m worried that people like Dr. Stubbs are fighting to stop these advances for the same reason. They say it’s in the name of caution... but their caution will leave us unable to defend ourselves if this ‘adrenal response’ turns out to be the next weapon in the Precursors plot to destroy the world.”

Dr. West should at first appear to be a sympathetic character, with big ambitions and a genuine interest in keeping the Kaiju threat from overcoming the world. If a character chooses to make a DC 15 Wisdom (Insight) check to determine the truth of Dr. West’s beliefs and intentions, they discover that Dr. West is hiding something – he knows more about what’s causing the Kaiju to enrage than he’s saying. However, that alone isn’t enough to challenge Dr. West, nor to force him to answer questions he doesn’t want to answer.

If pressed, Dr. West becomes stern, but not aggressive. He understands why the Rangers would want more information, and he empathizes with their situation – but it’s simply impossible for him to break classified security protocols and tell them unsubstantiated information they’re not cleared to know.

He reassures the Rangers, encouraging them to be patient and trust in the scientists of the PPDC, who are doing their best to make sure the Rangers are armed with everything they need to protect the cities of the Pacific Rim.

Moving Forward

After their conversation winds down, or if he becomes frustrated with the player characters, Dr. West disengages from the meeting by saying that he’s needed in the lab. He hopes to see the player characters at the gala tonight, and he assures them that they have a room at a local posh hotel, so they can stay late and not worry about having to go back to the Shatterdome.

Dr. West makes the arrangements, and tells the player characters that he’s looking forward to seeing them tonight at the party. “There’s going to be a big announcement,” he tells them. “You won’t want to miss it!”

Scene II: The Glitterati

The player characters attend a celebratory gathering at the PPDC headquarters in Lima, Peru.

The event is semi-formal, so if the player characters are wearing their jumpsuits or military uniforms, they will be awkwardly out-of-place among the crowd. With a successful DC 13 group Charisma (Persuasion) check, the player characters can convince their PPDC hosts to bring them suitable clothing for the event, which is delivered to their hotel room in time for them to dress for the party. Remember, as with all group checks, if at least half of the heroes pass, the check succeeds.

The Crystal View Lounge is a four-star restaurant, filled with some of the city's most important and wealthy people. The main dining area is open only to the party, and tables are decorated with white-linen tablecloths, ice sculptures of various Jaegers, and colorful balloon pillars.

Many people here want to talk to you. Some are actively interested in Jaeger piloting – others are fans, wanting an autograph or a quick selfie with the heroes of the day. Among the crowd, you see Dr. Thomas West, shaking hands and moving easily among the rich and famous.

The party is a glittering, expensive affair, with hors d'oeuvres carried on plates by white-gloved servers, and an open bar with the most expensive wine and drinks.

At the party, the player characters are treated like heroes, and have the opportunity to hob-nob with the rich and famous, from stunning young movie stars to the wealthy elite of Lima.

Player characters can learn rumors and information by chatting with members of the crowd. Players should be encouraged to roleplay to gather this information, but you can instead have each hero make a DC 13 Charisma (Persuasion) check, learning one piece of information on a success.

- ▶ Dr. West is much farther along integrating Catalyst into Jaegers than he had implied at the Shatterdome.
- ▶ There have been several arguments between Dr. West and Dr. Ketilsdóttir. After her complaints were passed up the chain, PPDC executives forced the scientific team on the Catalyst project

to go back and do a beta test before unveiling any further advancements.

- ▶ Dr. Ketilsdóttir was fired after she and West returned to Lima, although the reason for her termination is unknown.
- ▶ Dr. West has an astonishingly advanced command of engineering, and has often said he hopes to leave the PPDC and start his own company – once he has a major achievement to make his reputation.
- ▶ Dr. Ketilsdóttir is “known” to be overly emotional, and overly cautious. As she hails from Iceland (a non-Pacific Rim nation), she clearly doesn't understand the actual threat posed by the Kaiju. Her knowledge is purely theoretical, and she is too “soft” to know that sometimes you have to cut corners to save lives.

The GM should feel free to create rumors of their own, to give the player characters theories about what happened to the Kaiju during their fight, or about the two doctors squabbling, or about the Catalyst tech. In the end, the player characters should feel as though they have gained a lot of information – but they aren't sure what to trust, or where the exact truth of the matter lies.

Dr. West is friendly and sociable, but unwilling to get into a deep conversation with the player characters at this time. He begs off, claiming that the party is no place to talk about such details, and instead turns the conversation to the heroes' victories, reputation, and background, in an attempt to steer them away from asking further questions about the tech.

Margarita Vasconcelos

One of the most significant people at the party is a PPDC executive named Margarita Vasconcelos. She is a leader at the Lima headquarters, responsible for the success of the global enterprise in this region. She uses the Officer stat block from the **Everyday Heroes** Core Rulebook, except she has 16 Wisdom and +7 to Insight.

Margarita is not a snobbish woman; she is understated and quiet about her achievements, preferring to blend into the crowd and get to know people on their own merits without the distraction of titles and authority. When the player characters meet her, she is sitting with a group of guests, talking about musical theater, pop culture, and television shows popular in Peru.

Margarita is also a good judge of character, and she easily smells deceit.

She's also a woman with a kind heart and a sharp mind. If a player character is uncomfortable at the party, she might step in to get them out of a social jam. If a hero is inappropriately dressed (and seems uncomfortable about it), Margarita deliberately spends time with them, and might comment that their military fatigues are "hero's garb," and always welcome at the PPDC.

In general, Margarita won't talk about her position at the company or her responsibilities, and she won't reveal that she's an authority until the end of the party – when Dr. West reveals Fenris Aurora. If player characters discover her position at the company or press her with questions, skip to the section below, after the reveal, and use that information to inform her behavior.

Distractions

There are many rich and important people at the party – wealthy investors, owners of corporations whose tech funnels into Jaeger projects, and celebrities who want to see and be seen with the heroes of the Pacific Rim. Feel free to create NPCs who will flatter the player characters or try to use them for various reasons, installing subplots that will be fun for the player characters to deal with while they are in the city.



Margarita Vasconcelos

A few possible distractions might include:

- ▶ A wealthy influencer/socialite (**Jessa Del Var**) who wants to be seen with one of the Rangers so she can share their pictures together and claim that the two of them are in a "secret relationship" to bring fans to her social media pages.
- ▶ A military arms company owner (**Felix Boule**) who wants to hire one of the Rangers to retire from their "dangerous job" to join his company as an "advisor," essentially paying them for their reputation. The company is super shady, and probably breaking various international laws with their arms deals.
- ▶ The head of a Japanese tech corporation (**Tatsuno Zeshin**) that wants to get involved with Jaeger construction, and thinks that getting a Ranger to speak to the PPDC for them might help solidify a contract.
- ▶ A fan of Jaegers (**Jasper Best**) recognizes the Rangers by name. He is super-informed, follows their careers at length, and knows their history and their Jaegers' histories. Jasper follows them around the party, popping up during their conversations and peeping in on their activities. He wants to hear all about their fights from a first-person perspective, monopolizing their time and fawning over their every word. If the player characters ask him to do anything to help them (even if he doesn't know why), he gladly does as they ask.

Charlotte Brown, a reporter from the Lima Herald, is among the crowd. She's happy to interview the player characters about their experiences as Jaeger pilots – but if they try to engage her help in spreading information that the PPDC considers "proprietary" (such as how the Catalyst systems work, or the unknown reason that the Kaiju enraged), she's only cautiously interested in publishing any of it. She can't afford to spread unfounded rumors, but she's willing to listen to the player characters "off-the-record." If they should gain any concrete, documented information on why the Kaiju are acting so strangely, they can contact her – and she gives them her card. Charlotte uses the Intelligence Agent stat block from the *Everyday Heroes* Core Rulebook.

The Announcement

Near the end of the celebration, Dr. West gets up onto the band stage and rings a knife against his glass to gather everyone's attention. "I'd like to thank everyone for coming tonight, and I hope you all have had a good time!" he says proudly.

"Right now, I'd like to make one further announcement – something I'm very proud to be able to reveal tonight. You've seen how the Catalyst systems performed in pre-existing PPDC Jaegers – but now, I'm proud to present the next step in Catalyst technology, and a new era of defense and protection for all the countries of the Pacific Rim – a fully-Catalyst Jaeger, Fenris Aurora!"

"And more – you won't have to wait years to see this beauty in action. She's fully functional, and being moved to the Auckland Shatterdome even as we speak – and I'd especially like to thank Vice-President Margarita Vasconcelos for signing off on that particularly big check!" Everyone laughs, and Dr. West raises his glass to a trim woman with a gray stripe in her dark hair, sitting on a couch at one side of the room.

Dr. West addresses the crowd once more, smiling, "So, everyone! Here's to the PPDC, and here's to the final nail in the coffin of the Kaiju threat – Catalyst!"

Dr. West raises his champagne glass and gestures as a holographic representation of the Fenris Aurora lights up beside him on the stage. The light-based model turns slowly to show its tremendous size and specialty features as the crowd cheers and claps in enthusiasm.

Margarita Vasconcelos acknowledges Dr. West's salute with good humor, and she seems pleased about the reveal of Fenris Aurora. If the player characters speak with her about Catalyst tech, she says that she's read the reports forwarded to her from Dr. West and his assistant – whose name she doesn't know (Dr. West has been significantly downplaying Dr. Ketilsdóttir's contributions) – and she's pleased at how well the new tech is coming along. She's friendly to the player characters, and takes their concerns seriously, but she refers to Dr. West on any details of the tech.



If the player characters outright ask Margarita about the strange behavior of the Kaiju they fought, she says that she's seen the reports, but doesn't have an answer. If they press, she promises to look into it, and to speak with Marshal Lehmann if she discovers anything more. Player characters can make DC 15 Wisdom (Insight) checks to determine further information during such a conversation:

- Does Margarita know anything about the Kaiju's strange behavior? (**No.**)
- Is she serious about looking into the situation now that they've brought it to her attention? (**Yes, but she's not concerned.**)
- Is she hiding anything from them, or is she acting guilty about anything? (**Margarita is serious about looking into it, but she doesn't feel any urgency about the situation – she thinks things are well in hand with Catalyst coming along so quickly.**)
- Does she trust Dr. West? (**Mostly. She realizes he's an ambitious man.**)

After the announcement, player characters overhear Dr. West speaking with reporter Charlotte Brown in a secluded alcove at the party. She asks him a few questions “on-the-record” about Fenris Aurora, and he answers them with a sense of swelled pride in his accomplishments.

The heroes must make a **DC 13 group check**, using their choice of Wisdom (Perception) to hear the conversation over the crowd, or Charisma (Stealth) to non-nonchalantly stand nearby. On a success, they learn a few more pieces of information from the conversation:

- ▶ Dr. West does not mention, nor credit, Dr. Ketilsdóttir in any way, and if she is brought up, he minimizes her contribution to the Catalyst project.
- ▶ Dr. West says that pilots have not yet been officially chosen for Fenris Aurora (but he smiles as if he already knows who will be given the job).
- ▶ Fenris Aurora boasts a lot of Catalyst tech: ion cannons, a full Catalyst shield system, Catalyst thrusters incorporated into the leg engines for greater propulsion at deep depths, and Catalyst-propelled hand joints to crush Kaiju plating more effectively.
- ▶ No mention is made of any possible flaws in the Catalyst system.

If the player characters ask Dr. West about Dr. Ketilsdóttir, he says only that she was “removed from the program” shortly after they returned from the PPDC Shatterdome. He gives no reason, and if pressed, he will say that it's rude and inappropriate for him to speak poorly of a former employee.

Moving Forward

As the party ends, the GM has several methods to guide the player characters toward the next section of the adventure (a meeting with Dr. Ísey Ketilsdóttir). This should, if possible, feel like a natural extension of the heroes' own interests.

For example:

- ▶ Player characters might seek out Dr. Ketilsdóttir on their own to get her side of the story about what happened between her and Dr. West. In this case, they can get her contact information through a member of the PPDC, or with a DC 15 Dexterity (Stealth) check to sneak into the security office on the first floor and find her address on the PPDC roster without being discovered.
- ▶ Player characters might be encouraged to seek out Dr. Ketilsdóttir by the reporter, Charlotte Brown, who gives them Dr. Ketilsdóttir's phone number to contact the Icelandic doctor. “Dr. Ketilsdóttir has refused to give a comment to the press, but maybe you can do better.”
- ▶ If all else fails, Dr. Ketilsdóttir tries to meet with the player characters after the party by sneaking into their hotel and knocking on the door of their suite of rooms. A friend who still works for the PPDC told her that the player characters had come to the party, and where they were staying. She seized the opportunity to come and speak with them.

Scene III: Fears

After the party (or the next day), the player characters meet secretly with Dr. Ketilsdóttir.

Depending on the player's actions, the setting for this scene might be at the heroes' suite of rooms in a posh Lima hotel, at Dr. Ketilsdóttir's small house near the beach, or at a simple coffee shop hidden deep within the twists and turns of the city. The GM should roll with the heroes' actions, and ensure that this scene fits with their choices.

Ísey looks weary, worried, and clearly hasn't had a lot of sleep. Carefully, in a small, quiet voice, she tells you the story – from her point of view.

"I brought the prototype Catalyst tech to Dr. West a few years ago, and he was impressed by it. We worked together for a while – my hardware and his software. But in the last few months, as the project's gotten attention, he's seized control – and the credit. I didn't even know he'd given approval to build the Fenris Aurora until just before your beta test."

"I told him that I had concerns about the tech, but he convinced me to support moving ahead with the beta. Then, during your fight, I saw what happened to the Kaiju. I didn't understand it, but I saw it – and when I talked to Dr. West on the way back to Lima, I became convinced that he knew what was happening. But when I pushed him about it – or about holding back a formal release of the tech – he absolutely refused. Then, he fired me."

Ísey sighs. *"I believe that Dr. West knows what's happening to the Kaiju, and I believe he's pushing out Catalyst because we need the added firepower if we're going to successfully fight the Kaiju when they enrage. That's why he's pushing out the tech so fast. If the public finds out that we've got another Mega-Kaiju event on the horizon, with no way to fight it, there will be riots. Panic. People will get hurt – and the Kaiju may destroy even more cities."*

"But I don't think Catalyst is ready, and if we rely on it and it fails – all hope may be lost."

Ísey wanted to study the Kaiju samples brought back from the heroes' fight, but she wasn't allowed to go into the lab after they reached Lima. Dr. West had all of her credentials revoked and her keycards turned off. She's considered going to the press, but is reluctant to do so – if she's right, and the Kaiju are mutating, that will only frighten people.

She's willing to help the heroes get the data Stubbs needs – but they must do so without Dr. West's knowledge or consent. That means finding a way onto the floor of the PPDC corporate office in Lima that serves as R&D's primary laboratory, getting the data they need, and getting out without alerting security.

Ísey tells the player characters that they will need to retrieve two things from the laboratory:

1. A zipped data file containing all updated information on Catalyst, from her computer or

Dr. West's. The file is titled "Catalyst 3.4 Beta Test Result Log."

2. A sample of Kaiju blood from the heroes' fight, stored in the cold storage cabinet of the high-sec laboratory. There are several vials; the heroes must bring her two or three vials – no more, or it will quickly become obvious that they are missing.

Ísey provides the player characters with all the information she can about the fourteenth floor, from a map to the security systems to information on the people that work there, but she can't go to the PPDC building with them. She's been walked off the premises, and isn't allowed to return.

As pilots, the player characters are allowed to be in the corporate building (but they are not allowed on the fourteenth floor).

Ísey no longer has her keycard for the lab (it was taken from her when she lost her position), but she has suggestions to help the player characters find ways around this.

Here's what she can tell them:

- ▶ The laboratory area is on the fourteenth floor, and entrances are locked with a keycard. Only people who work at the lab, executives of the PPDC, and janitorial staff have keycards that open the doors. Dr. Ketilsdóttir no longer has her key, but she stole a scientific intern's key before she was escorted out of the building. It will get the PCs onto the floor – but it will open nothing else.
- ▶ The information they need is in a zipped computer file on the high-sec computer, which can be accessed only by computers in three places: Dr. Ketilsdóttir's office, Dr. West's office, or the high-sec lab. Ísey gives them her password – it's "Alab4st3r" – and says that it takes several days for IT to wipe a login from the airlocked high-sec computers, so it should still work to get them into the system from any of those three locations.
- ▶ There are only two ways into the fourteenth floor, and both require a keycard – the elevator in the east, and the fire exit stairs in the west. A keycard is also needed to get into Dr. West's office or the high-sec lab, but Dr. Ketilsdóttir's office isn't protected by keycard.
- ▶ Approximately twenty people work on the fourteenth floor, primarily working from 8:00 a.m. to 6:00 p.m. Ísey recommends that the player characters attempt to get the data after 8:00 p.m., when nearly everyone will have gone

home. She'll tell them that Dr. West often works late, and there might be a couple of other people working on the floor, even after hours.

- ▶ After hours, there are security guards on the premises, but only two they need to worry about: one security guard on the fourteenth floor, and one at the front desk. The guard at the front desk is Horace Venata. The guard watching the fourteenth floor is Larry Ellis. Both are good men, dedicated to their jobs. They'll be on the ball.
- ▶ There are cameras in only four places. These cameras are watched over by the security guard at the front desk of the PPDC, on the first floor, and have their own fuse-box in the building's power center on the third floor – pretty impenetrable. Ísey tells the player characters that their best bet to get past the cameras is to either create a distraction that will prevent the guard at the front desk from paying attention for a short while, or to carefully dodge the cameras (which rotate back and forth) as they move around the lab.
- ▶ The four camera locations:
 - Covering the elevator entrance and the door to Dr. West's office.
 - Covering the hallway and the door to the high-sec lab.
 - Covering the door to the fire escape stairs.
 - Covering the primary lab area.
- ▶ Ísey can provide earbuds that operate on a secure channel, so the player characters can communicate among themselves during the mission, even if separated.

Scene IV: A Subtle Situation

The player characters go on a mission into the PPDC laboratory to get important data about the Kaiju they killed during the beta test of the Catalyst systems.

To succeed, the player characters must retrieve two things:

1. The zipped data file "Catalyst 3.4 Beta Test Result Log," on Dr. West's computer.
2. A sample of Kaiju blood from their fight, located in the cold-storage cabinet of the high-sec laboratory.

Players are encouraged to come up with their own plan to sneak into the fourteenth floor, bypass the guards and the cameras, and get the data file.

Because this is a complex scene, the GM should make sure that everyone in the party has something to do.

- ▶ A **persuasive** character might be a good distraction, keeping Horace Venata (the downstairs guard) busy so he doesn't look at his camera screens.
- ▶ A **stealthy** character might be responsible for breaking into the janitorial closet, stealing the key, and moving around the offices without being noticed.
- ▶ A **computer-oriented** character might hide in the executive meeting room, and move into Dr. West's office after the key's been acquired. From there, they can use their skill to break into Dr. West's computer.
- ▶ A character with a background in **athletics** might be able to engage Larry Ellis (the guard on the fourteenth floor) in an active conversation about tonight's soccer game, keeping him talking and excited, so he doesn't even think to ask why the heroes are on the floor.

This is an opportunity for players to be creative, come up with interesting strategies, and have engaging and dramatic roleplay. The GM should be ready to encourage their ideas and make it challenging – but, in the end, allow them to come away successful (or, at least, mostly successful), so the adventure can proceed to Act III.

Locations, individuals, and events have been described in the following pages, so the GM will be prepared for most eventualities.

The Front Desk

In the evening, the PPDC building is largely quiet, its tall glass windows dark and still. Inside the front doors, you see the big entranceway of the building, punctuated at the center by a tremendously large reception desk. Seated at a security desk in a side office, you see a single, bored-looking guard through protective glass. The door to the security office is open, and you can hear the sounds of a televised soccer game playing inside. The guard is male, of Peruvian descent, and in his late 50s.



He's got a muscular build, tanned skin, dark hair, and hazel eyes. There's a handheld radio lying on the desk, and a security keycard dangling from a retractable cord at his waist. He has several small screens arrayed in front of him, covering security in the PPDC building – and one open laptop playing the Peru vs. Mexico series final.



The guard at the front desk is Horace Venata. He's bored, with his feet up on the desk, absent-mindedly watching a small bank of security cameras covering several floors, the entrances to the building, and the parking area. Horace uses the Elite Security stat block from the **Everyday Heroes** Core Rulebook.

The player characters can choose any of number of methods to get past Horace (or they can creatively invent their own):

- ▶ With a successful **DC 15 Charisma (Deception)** check, they convince Horace that they are supposed to be there, so he ignores their presence in the building – so long as they don't trip any alarms.
- ▶ With a successful **DC 15 group Dexterity (Stealth)** check, the heroes sneak past Horace, and try to avoid all of the cameras in the building. This check is made at advantage if the heroes cause some kind of distraction.
- ▶ If the player characters can get Horace away from his station for a few minutes, a **DC 20 Intelligence (Computers)** check can loop the camera feed for the cameras in the elevator and on the fourteenth floor, ensuring that Horace has no reason to know anything is going on in the laboratories even while he's at his desk.
- ▶ The player characters may "think outside the box" and cause a distraction that keeps Horace from paying attention to the cameras. Their mission on the fourteenth floor will likely take them about 30 minutes, so they must arrange something that will keep him busy for that amount of time.

The walkie-talkie on the desk is tuned to the security channel, and does not work outside of the corporate building.

Horace has a security keycard on a thin retractable wire clipped to his belt loop.

The Elevator or the Stairs?

Both the elevator and the fire escape stairs require a key card; the janitorial key card that Ísey has given the player characters will work well here. The player characters can simply hit the button marked 14 (or go up the stairs), and gain access to the fourteenth floor.

Cameras

There are multiple obvious cameras, positioned at ceiling-height, on the fourteenth floor. Each camera moves slowly back and forth, to cover territory. Because of their positioning, none of the cameras can see anything standing directly below them – but there's only enough space in that position for one person to be hidden.

If the player characters have not already disabled these cameras or distracted Horace, they must pay attention to the camera motion, and succeed on a group DC 13 Dexterity (Stealth) check to avoid being seen while moving around the office.

Locations

1. Hallway

The hallway is long and softly lit, with three small tables on the north wall where people can take a break or have a short phone call. There are four doors on the south wall. According to the map Ísey showed you, those doors open to the offices, the main laboratory, the high-sec laboratory, and the group meeting room.

2. Office Space

The primary office space of the fourteenth floor is tidy, surrounded by clear glass that makes it easy to see inside. There, behind the glass, are multiple small cubicles and desks, each with its own personality. Some have small posters pinned to the walls, others have family pictures, mugs, or other trinkets, as well as a nameplate identifying the occupant of each station. Of course, most of those occupants aren't here now, and the room is semi-dark, with only a few lights here and there. One desk is the exception. Close to the door, a bright light shines down on a desk where a man with glasses, a bright red tie, and brown skin is typing rapidly on his computer. Bouncy reggae music plays softly from his speakers, and he hums along, deeply engrossed in his work.

The man at the desk is Dr. Tyree Raboteau, a Jamaican scientist. Tyree uses the Civilian: Expert stat block from the **Everyday Heroes** Core Rulebook, with 14 Intelligence and +6 to Medicine and Natural Sciences.

Tyree's scientific specialty is forensic medicine and Kaiju anatomy; notably, Kaiju nervous and reproductive systems. He is in the office area unless something has occurred to draw him out into the main office area. His keycard works to get into the fourteenth floor, but it does not open the high-security laboratory. Tyree keeps his keycard on a lanyard, but leaves it on his desk – he doesn't need it except when he enters or leaves the fourteenth floor.

Dr. Raboteau is a super-fan of Rangers and their Jaegers, able to quote statistics and eagerly argue whether one particular Jaeger is "better" than another in specific types of Kaiju fights. If he sees a player character, he recognizes them, but is confused as to why they're on the fourteenth floor. However, he's willing to accept almost any excuse they give him, and might even help them (so long as they don't ask him to personally help them break into the high-sec lab or Dr. West's office). He's willing to give them information, or turn a blind eye, and all he asks in return is that they sign a poster of their Jaegers so he can take it home to his daughters. He warns them to avoid Dr. Mamani at all costs – she'll call the guard in if she sees them here.

3. Laboratory

The low-security laboratory is dimly lit, filled with the soft whirr and hum of machines. Black countertops glisten, and white cabinets give the lab a compact, sterile appearance. There are microscopes, centrifuges, and low-hanging robotic arms above the tables, along with row upon row of empty beakers and clean vials. The north wall of the laboratory is half-glass, and in the south are full-wall windows looking out over the beauty and glistening lights of the city of Lima. On the east wall is a long whiteboard covered in mathematical formulae, and a tall glass cabinet where cold-frozen samples are stored.

The low-security laboratory has nothing on the Kaiju fight, but it does have a lot of data about Kaiju, and several samples from various Kaiju fights around the world. Nothing here is of use to the player characters in their search for data on Catalyst or why the Kaiju from their battle enraged and grew stronger during the fight.

Dr. Dayana Mamani is a scientist who works at PPDC-Lima headquarters, specializing in botany, bioluminescence, and photosynthesis. Dayana uses the Civilian: Expert stat block from the **Everyday Heroes** Core Rulebook, with 14 Intelligence and +6 to Medicine and +4 to Survival.

She is primarily working at a station in the low-security laboratory. She wears her keycard on a lanyard around her neck; this key unlocks the fourteenth floor and the high-security laboratory, but it does not unlock either Dr. West or Dr. Ketilsdóttir's offices.

Dr. Mamani is strict in her adherence to the codes of conduct, and will certainly report the presence of the pilots to the security guards if she becomes aware of their presence on the fourteenth floor. She can be stalled for a brief time, or even convinced that there is an emergency in the building with good roleplay and a successful DC 15 Charisma (Deception or Persuasion) check.

4. High-Sec Laboratory

The high-sec laboratory can only be opened with the custodial keycard, or the high-sec keycard possessed by Dr. Mamani. The security keycard cannot open this door.

The high-security door beeps happily as the keycard swishes in and out of the lock. Inside, the high-security laboratory is well lit, even at night, and closed off with solid walls on three sides. The fourth, to the south, consists of full-length windows looking out over the city of Lima. Long white rows of counters, topped with black countertops, make a rectangle at the center of the room.

The area is broken into five clear workstations, four of which are maximized for use with scientific machines. The fifth, on the southern end of the table, is a computer desk with monitor and keyboard. There are cabinets with glass doors on either side of the office, each door sealed with a small key-lock. There's also an area separated from the main room by bulletproof plastic glass: a smaller room, about 10 feet square. Inside the glass chamber is a strange machine; it looks like a large generator, churning and spinning, with flickering energy rippling all around it.

In the drawer of the computer desk is a small key on a keyring with a pink, fuzzy ball. The key opens glass cabinets on the east and west sides of the room. Inside those cold-storage cabinets are samples of

Kaiju, from small vials with cotton swabs and petri dishes with cellular clusters to larger hunks of Kaiju flesh and organs.

When the player characters open the cabinets, they discover that the contents inside are samples from various Kaiju that have attacked around the world. There are sixteen vials of blood from the Kaiju they fought; those vials are clearly marked. The player characters can easily take up to three without making a sizable dent in the racks of vials.

Although the player characters can access the computer on the table at the end of the room with the password "Alab4st3r," there is no sign of a zipped file named "Catalyst 3.4 Beta Test Result Log." A successful DC 15 Intelligence (Computers) check shows a data trail; the file was on this computer, but it's been removed. There is data that implies the file now resides only on the computer in Dr. West's office.

If the player characters investigate the glassed-in room that holds the ionic generator:

There's a warning on the sliding, transparent door of the small room-within-a-room, identifying the machine inside as the primary Aurora prototype for Catalyst systems. It is an ionic generator, the first-generation basis for the weapons, shielding, and other equipment built thereafter – and the earliest prototype for the Catalyst technology you beta-tested, tech that makes up the majority of the new Fenris Aurora's systems.

The warning on the door says that ionic radiation can be hazardous to your health, and that if the door to the chamber is opened, a building-wide alert will sound.

The generator isn't, in itself, important – other than that it's here, it's large, and it's running.

If the Kaiju samples from the cabinets are brought close to the ionic generator, characters realize that the faint bioluminescent glow emanating from the Kaiju samples have an odd property: the glow turns from blue to red when a sample is brought close to the Catalyst machine.

If player characters attempt to get into the room, an alarm sounds, and the guard is alerted to their presence in the high-sec lab. Under those circumstances, see "Scene IV-A: Busted."

5. Meeting Room

The meeting room is dark and empty, decorated with modern furniture, all curves and clean lines. The center table has a basket of pipe cleaners and another of white-erase markers, and the entire western wall is a gigantic white board covered in lists of bullet points, mathematic formulae, Kaiju physical structure, and other data. The table is surrounded by chairs, and a few loose pieces of paper lie scattered about. There's a large television screen mounted on the eastern wall. The area next to the door is glass, and allows for a view of the hallway – though it's difficult to see from the hallway inside, so long as the meeting room's lights are off.

If the player characters look closely at the papers on the table, they will discover that some are from a meeting between Dr. West and other scientists working at the fourteenth floor. It mentions the beta test as being “scheduled to occur within days,” and discusses bullet points for publicity releases after the fact. The papers also discuss the Fenris Aurora's construction, which began several months before the beta.

6. Remote Meeting Terminals

Three computer terminals are placed within small cubicles, cut off from the hallway behind small walls serving as blinders, baffling both sound and vision. These computers are for specialist scientists based in Lima to attend remote meetings with other PPDC offices around the globe. On the small desks within the cubicles are computer monitors, headsets, notepaper and pencils, and other items needed for remote work.

If a player character needs to, they can duck into one of these small, closet-like terminal cubicles and hide from passers-by. The camera in the hallway cannot see them when they are in these cubicles, and individuals in the hallway don't pay attention to the dark cubicles unless something actively draws their attention.

7 & 8. Break Area & Kitchenette

The break area of the fourteenth floor is bright, and colored with blues, greens, and other cheery tones. There are many soft chairs here, suitable for resting and chatting with others, or sitting around a long, bar-like table drinking lattes or eating lunch. There is a small kitchenette, with refrigerator, sink,

microwave, and two-burner stove. A few beanbags are scattered about. There is a large television screen on the eastern wall, next to a door with Dr. Ketilsdóttir's name.

If Larry Ellis is in this area (as he will likely be), read this description, as well:

A burly man in a security guard's uniform sits on the couch in the break room, eyes transfixed by the soccer game playing out on the large-screen television on the eastern wall, where Peru is playing Mexico in the series finale. He has a security keycard on a thin retractable wire clipped to his belt loop.

Larry Ellis is the security guard assigned to the night shift on the fourteenth floor. He's a gambler, and has placed a sizable bet on the Peruvian national soccer team, who are playing their rivals, the Mexican national team. Because of this, he spends most of his time sitting on the couch in the break room, watching the game (and occasionally yelling at the television set). He does not move unless some disturbance gets his attention, or unless Horace Venata buzzes him on the radio. Ellis uses the Elite Security stat block from the *Everyday Heroes* Core Rulebook.

Larry notices if someone walks past him through the break room, but will generally not notice or investigate noises throughout the office or the laboratories unless such noises are loud, obviously out-of-place, or surprising.

9. Dr. Ketilsdóttir's Office

Dr. Ketilsdóttir's office is empty and dark, with no personal items remaining on the desk or the bookshelves. There is a computer on the desk. The password that Ísey gave you still works to access the computer's files, but the system reveals no files entitled “Catalyst 3.4 Beta Test Result Log,” – in fact, there are no files regarding Catalyst at all. Someone has already wiped the computer clean.

The door to Dr. Ketilsdóttir's office is locked, but through the glass of the door, player characters can see a darkened, simple office decorated in the Icelandic-modern style. The door is closed, but not locked, and no keycard is needed to enter.

A successful DC 15 Intelligence (Computers) check shows a data trail; the file was on this computer, but it's been removed. There is data that implies the file now resides only on the computer in Dr. West's office.

10 & 11. Bathroom & Janitorial Closets

The door to the bathroom of the fourteenth floor is on the left side of a small hallway. Inside is a unisex bathroom, extremely clean, with two stalls, a trash can, a paper towel roll, and a simple pedestal sink.

The door on the right side of the hallway is labeled "Janitorial Closet." That door is locked with a simple, manual key lock.

There is nothing of use in the bathroom, but it may serve as a convenient location in which to hide if either Larry Ellis or Dr. Mamani are walking through the area.

The janitorial closet can be unlocked with a successful DC 15 Intelligence (Security) check. It can also be broken open with a successful DC 12 Strength, but the sound alerts anyone in the break room unless special precautions are taken (such as breaking it open when Peru misses a goal and Larry is screaming at the television).

Inside the janitorial closet, the walls to the east and west are filled with shelves that contain various cleaning agents, as well as special agents for dealing with any chemical spills or fires that might occur in the laboratories. There's also a yellow handcart stuffed with rolls of garbage bags, a few cleaning towels, various brushes and scrubbing sponges, and other tools of the trade. Clipped to the side of that cart is a custodial keycard for the fourteenth floor.

The custodial key unlocks any door on the fourteenth floor.

12. Dr. West's Office

Dr. West's office can be opened with the custodial keycard or the security keycard. The high-sec keycard does not open this door.

Dr. West's office is decorated in a dark, masculine style, with burgundy carpet, tall wooden bookshelves, and a heavy mahogany desk with three drawers. Texts on software design, biology, and engineering pack the bookshelves. There is a computer monitor on the desk, and several trophies and scientific awards shine amid the books. There's a gold plate on the desk that reads "Dr. Thomas West," and a large abstract painting hangs just behind the leather chair.

The three drawers of the desk are a pencil drawer and two large side drawers. The side drawers are packed with file folders, various employee contracts, subsidiary contracts, and other business paperwork. There is a file on Catalyst, but it's older data (including specs on the Fenris Aurora and a timeline of that Jaeger's construction marked as "completed"). There's nothing newer than a month ago on the Catalyst systems.

The computer is password-protected, and Dr. Ketilsdóttir's password does not grant access. A successful DC 20 Intelligence (Security) check unlocks the computer. On the computer, the player characters can find the file they're looking for ("Catalyst 3.4 Beta Test Result Log"). The file can easily be downloaded onto a USB stick or other device, but it cannot be emailed off the computer (the computer is on an internal system).

They can also find specifics about the Fenris Aurora's capabilities, Catalyst-propelled weapons and shield systems, and so forth. Aurora has Catalyst cannons, a full Catalyst shield system, Catalyst thrusters incorporated into the leg engines for greater propulsion at deep depths, and Catalyst-propelled hand joints, to crush Kaiju plating more effectively. No mention is made of the flaws in the Catalyst systems that the player characters have identified.

There's also a folder on Dr. West's computer entitled "Personal," which contains his plans and information on projected success outside of PPDC; he's clearly planning to take the Catalyst research and start his own company – with no mention of Dr. Ketilsdóttir's contributions.

13. Executive Meeting Area

The executive meeting area isn't designed for scientists to spend hours discussing their theories and cross-checking their work. It's a plush, expensive-looking room, with a red couch, low table, and liquor bar off to one side. Here, executives from the upper levels of the PPDC – or visiting board members and patrons – are informed of the latest developments and exciting advances being brought about by the team that has been assembled in Lima.

There is nothing of particular use or interest in the executive meeting area, but as the door isn't locked, player characters may find it a convenient room in which to hide.

14. The Fire Escape Stairs

Walking up (or down) fourteen stories of stairs is exhausting, but sometimes, it's preferable to taking the elevator. These stairs are white, clean, and rarely used, with locked doors on every level. The doors are black, with large white numbers denoting each floor.

There are no cameras on the fire escape stairs, and each floor requires a different key card to open. The janitorial key from the fourteenth floor does not open these doors, nor will Larry Ellis's security key or Dr. Mamani's high-sec key. The front desk guard's security key can open these doors.

Moving Forward

Even a cursory glance through the data from Dr. West's computer reveals the secret he's been keeping: the Kaiju's adrenaline systems are responding to elevated levels of ionic radiation. The Catalyst systems themselves are responsible for the frenzies.

Dr. West's notations on the data reveal that he's aware of the problem, but he hopes that it can be fixed in successive generations of the Catalyst project:

Notes in the comment field say:

In a final review of the Catalyst systems, re: Kaiju adrenal response, I determined that the Catalyst weapons and shielding can hold out against an enraged Kaiju. Therefore, the situation can be considered a non-issue; not even important enough to report up the chain. Despite Dr. Ketilsdóttir's complaints, I am certain that we can solve this problem in future iterations of the Catalyst project – and until then, there is minimal risk that the Kaiju's adrenal response will cause significant danger to pilots or their Jaegers. It is simply a minor side-effect of a fully operational and ready-to-adopt system – one that I can perfect after I found West Industries.

Of course, the heroes' fight with the Kaiju should be proof enough (for them) that the Kaiju's adrenal response is anything but "a minor side effect." Dr. West's decision not to "report up the chain" implies that the PPDC executives are unaware that Catalyst has any such side effects.

The rest of the document implies that Dr. West is planning to found his own technology company (West Industries), based on the Catalyst project – giving no credit or share to Dr. Ketilsdóttir.

Scene IV-A: Busted?

If the player characters are caught, or their shenanigans discovered during their adventure in the PPDC lab, read the following text when they return home to the Shatterdome:

Marshal Lehmann is angry as hell, and wants to make sure you know it. "What the hell were you doing at the PPDC lab? Don't you know that area's classified? You don't have permission to be in there! I got an earful from the execs at headquarters. You're damn lucky we need Jaeger pilots, or I'd have you scrubbing floors for the rest of your careers!"

When he calms down a bit, he continues, "The people in Lima aren't pressing charges – but they probably should, and Dr. West is mad as hell. Do me a favor and keep your heads down for a while – or the next time, I will turn you over!"

The player characters are effectively grounded by Marshal Lehman, who assigns them hard labor, grunt work, and nonstop physical training sessions as punishment for their misbehavior.

Under these circumstances, the player characters may not have gotten the information from Dr. West's computer, and so they may not have proof that Dr. West is hiding the flaw in Catalyst from his superiors at the PPDC. Don't worry, we'll cover that possibility in the next section.

Scene V: Trouble on the Horizon

When the player characters return to the Shatterdome, the alarm is sounding. Lights are flashing through the hallways, and people are rushing around, preparing for an immediate Jaeger launch.

A young corporal meets the heroes as they get off their shuttle from Lima. He has a long golf cart ready to carry them through the bay to the meeting rooms – Marshal Lehman wants the Rangers to

meet with him in the Situation Room immediately upon their return to the Shatterdome.

Alarms sound across the Shatterdome – another group of Kaiju have been sighted, heading toward the Peruvian coastline. As you ride the golf cart through the Jaeger bay and toward the Situation Room, you see a small flock of jumphawk helicopters lifting three Jaegers out of the bay.

The first two, Anubis Fortress and Aditya Hornet, are small, escort Jaegers, well-known to you. They're usually sent in as scouts and not as front-line fighters, piloted by cadets and younger, untested Rangers.

The third Jaeger is a mighty behemoth, painted in fresh blue and white. Its arms and legs show clear flickers of Catalyst tech, and its hull has the immaculate sheen of "newness." Fenris Aurora is huge, one arm shaped like a mighty, mace-like drill, and the other capable of flicking out a thickly armored shield. It is a brute, created for one purpose alone: kill Kaiju. As the helicopters carry it out of sight, you catch flashes of sunlight reflecting off multiple camera drones following in its wake, eager to capture every minute of the Jaeger's first excursion.

When you arrive, the Situation Room is packed. Marshal Lehmann and Dr. West are sitting at the long table, along with military officers, PPDC executives, and other top-level personnel. In the back corner is the reporter, Charlotte Brown, wearing a press badge and typing away on a laptop that controls the camera-drones. Through the glass, you can see Lily Zhào coordinating the Jaegers, and on a massive television screen that takes up the entirety of a wall, you see the live feed of three Jaegers moving into battle.

When the player characters get to the Situation Room, Marshal Lehman is there with several other officers and a few PPDC executives (whom the heroes might have met at the party).

Also present in the room is the reporter, Charlotte Brown, representing the Lima Herald. She is sitting in the back of the room, using a laptop to control the camera drones that are following Fenris Aurora. She doesn't comment much, preferring to capture the events as they occur.

Lily Zhào is manning LOCCENT Mission Control, visible through a wide glass window from the

Situation Room. Every word she says, as well as the Rangers' responses from their Jaegers' Conn-Pods in Fenris Aurora and its escorts, can be heard in the Situation Room – but only Lily can communicate with the Jaegers. Any orders from Marshal Lehman must be routed through Lily, and she is careful to ensure that the pilots know everything they need to know, and also that they aren't distracted by meaningless chatter.

While the player characters watch, Fenris Aurora is sent into battle, piloted by Adriel and Gia Perez, and escorted by two of the PPDC's smaller Jaegers: Anubis Fortress and Aditya Hornet. Lily is tracking three Kaiju currently rated at Category III and larger, a brutal test of the new Jaeger and its firepower.

In this moment, the player characters can reveal their findings: Dr. West knows full well that the Catalyst systems are the reason why the Kaiju are becoming enraged and more dangerous during their fights, and that he's purposefully withheld this information from the PPDC.

Although Dr. West protests, the player characters can prove the truth by turning over Dr. West's raw data file (with his notes), and if necessary, by taking the samples they stole from the PPDC lab in Lima and placing them close to the operational Catalyst systems on their own Jaegers.

Dr. West protests his innocence, and says this is all a misunderstanding – but he has little room to maneuver, considering the evidence against him. With the heroes' evidence in hand, Marshal Lehmann has PPDC security arrest Dr. West for knowingly endangering the Rangers under his care – and the PPDC officials absolutely do so.

Unfortunately, Fenris Aurora and its escorts cannot be recalled; they're already dropping to engage the small group of Kaiju that Lily has been tracking. Lily runs to her systems, and begins trying to warn the pilots – but it is unlikely that her efforts will change anything.

If They Were Busted

If the player characters were busted at the PPDC labs, and did not retrieve Dr. West's incriminating data file, this is the point where one of the player characters receives a call from Dr. Ketilsdóttir. This call occurs only after the Fenris Aurora leaves for its mission against the Kaiju.

Ísey tells the player characters:

"I've been going through my notes, trying to find any reason for the Kaiju's change. I found something! Oh, it's awful!"

"It's not the Kaiju. It's not a new ability, it's a triggered response in their adrenal systems. It's Catalyst! The ionic radiation is triggering the Kaiju's adrenal balance, flooding them with adrenaline."

I don't understand how Dr. West didn't realize this before I did. He had all of the documents, all of the research – I only had the engineering reports. He had to know. And if he didn't tell me, you can be sure he didn't tell anyone at the PPDC!" She sounds disgusted.

"It gets worse. The bigger the Kaiju, the more severe the adrenal reaction. You've got to stop the Fenris Aurora from launching – that Jaeger is filled with Catalyst tech. If it fights a particularly powerful Kaiju – there's no way those pilots are going to survive!"

The Fall of the Fenris Aurora

The player characters (and the rest of the world) watch a high-stakes battle in the South Pacific Ocean. Fenris Aurora, Anubis Fortress, Aditya Hornet fight a group of Category III Kaiju, and at first, the fight goes well.

You see the Fenris Aurora and its two escorts engage in combat against several Category III Kaiju: hulking, dangerous-looking creatures whose blue bioluminescence glitters through gigantic washes of sea spray. At first, the battle seems to go well. Fenris Aurora proves itself, slamming Kaiju back and forth with super-powered punches of its tremendous, mace-like fist. It defeats one Kaiju easily, leaving two still to fight. You hear murmurs of approval from the officer corps and PPDC executives as the first Kaiju falls, but Marshal Lehman's face is sober as he stares straight into the screen, eyes flickering over every detail of the fight.

Suddenly, an unexpected opponent rises from within the deep sea-trench. It is a tremendous Kaiju – Category V – a tall, wide-shouldered monstrosity with rows upon rows of teeth within a deep-jawed mouth, and thick, rock-like skin.

You hear Lily warning the pilots, struggling to keep her voice calm and clear while her hands flash over the communication controls.

Already, the newcomer's bioluminescence has turned as red as blood. Its first, unexpected strikes annihilate Aditya Hornet, knocking it aside. As Lily tries to organize the Jaeger response, one of the smaller Kaiju grapples the Anubis Fortress – and the leviathan takes the opportunity to rake it, the metal of the small Jaeger's frame tearing like paper beneath its claws.



The Situation Room falls dead silent. For a moment, it seems as though Fenris Aurora will escape, but the rage of its pursuers knows no bounds – and the eerie red glow of frenzy ripples along the Category V Kaiju's flesh. The monster roars and charges the last Jaeger...

... and the Fenris Aurora falls.

In the silence of the room, Marshal Lehmann orders the PC Rangers into their drivesuits and Jaegers. Rainbow Serpent and Samba Lancer are the only functioning Jaegers left in the Lima Shatterdome.

If the player characters can't stop the enraged Kaiju, the city of Lima will be devastated, and hundreds of thousands of people might die. Everything comes down to this: the Ranger's bravery, skill, and determination will be put to the test.

It's time to be heroes.

Follow-up with Stubbs

If the player characters wish to follow-up with Stubbs after they return from the city (and before they go on their mission to save the pilots of Fenris Aurora), or if they receive the call from Ísey Ketilsdóttir, they can go to Stubbs' workroom.

When you go down to Stubbs' workroom, you find a frenzy of activity – and, perhaps surprisingly, Dr. Ketilsdóttir. They are both eager to get the information you've acquired from the PPDC lab.

"We've been talking," Stubbs says eagerly. "And we think it's more than an adrenal reaction. I mean, it is an adrenal reaction, but..."

Ísey cuts in. "We think Catalyst is causing the reaction, and I hope that the information you've brought us will prove it. Were you successful?"

If the heroes were successful, Ísey and Stubbs will immediately start running data.

If the heroes were not successful, Ísey and Stubbs will talk to them about any information they did find, and help the player characters put together a basic theory on what's happening.

Ísey looks serious. "It's not the Kaiju. It's not a new ability, it's a triggered response in their adrenal systems. It's Catalyst! The ionic radiation is triggering the Kaiju's adrenal balance, flooding them with adrenaline.

"I don't understand how Dr. West didn't realize this before I did. He had all of the documents, all of the research – I had only the engineering reports. He had to know. And if he didn't tell me, you can be sure that he didn't tell anyone at the PPDC!" She sounds disgusted.

Stubbs jumps in, building off her words. "The bigger the Kaiju, the more severe the adrenal reaction. You've got to stop Fenris Aurora from launching – that Jaeger is filled with Catalyst tech. If it fights a particularly powerful Kaiju – there's no way those pilots are going to survive!"

Of course, Stubbs and Ísey weren't in the Situation Room; they don't know that Fenris Aurora has already launched. When the heroes tell them, they're horrified – and insistent that the heroes hurry to the rescue.

This is an opportunity for the player characters to get any last-minute questions about the technology, or the Kaiju's reaction, answered. Allow them to ask questions, and then remind them that they are needed in their Jaegers – the pilots of Fenris Aurora and the city of Lima desperately need their help.

While they are in combat, Stubbs and Ísey will take apart the information that the heroes brought back, in the hope of finding a solution. Until they do, the two can do nothing more than caution the player characters against using their Catalyst systems overmuch – or, at all – because those systems may empower the Kaiju in unexpected ways.

Stubbs and Ísey assure the heroes that, if they find anything helpful, they will tell Lily, and she will relay it to them in their Jaegers.

Act III

Summary of Act III

Scene I: Into the Darkness

The PPDC is scrambling; the entire situation is a fiasco. The Fenris Aurora's air supply is limited, and the capsule itself is in danger of falling to an unrecoverable depth – and the massive Kaiju is still haunting the deep trench, and might rise again. The player characters must respond immediately to save the stranded pilots.

One problem: the player characters' Jaegers still carry Catalyst systems from the beta test. Their weapons are powerful, but the more they use them, the more Kaiju they'll stir up, and the more likely it is that they will raise the very monstrosity that overcame the Fenris Aurora.

The player characters must reach the fallen Fenris Aurora through two, enraged, and deadly Kaiju, and save the pilots of the Fenris before they fall into the deep-sea trench and are lost forever.

Scene II: Lima

While the player characters fight two Kaiju, the unexpected Category V Kaiju that destroyed the Fenris Aurora rises up from the sea trench again – this time, heading for Lima. It's single-minded in its purpose: to reach and destroy the city. The player characters must finish their fight against the Category III and IV Kaiju, and then chase down and defeat the enraged Category V Kaiju as it crashes through the city streets, threatening the lives of hundreds of thousands of people – and the security of the Pacific Rim.

Scene III: The Conquering Heroes

Victorious, the player characters return to the Shatterdome, and are greeted by friends and companions. The city is saved, and Marshal Lehman says that Catalyst technology will be shelved – for now. The PPDC executives have contacted Dr. Ketilsdóttir, and invited her to take over the program now that Dr. West has been removed from his position. She'll do her best to make the technology functional – and she won't cut corners.

The city of Lima and the Shatterdome celebrates its heroes, the heroic and victorious Rangers of Rainbow Serpent, Comet Hyperion, and Samba Lancer!

Scene I: Into the Darkness

As the player characters don their drivesuits and enter their Jaegers, Lily Zhao's voice comes over the comms inside their helmets. She sounds cheerful, as always, but there's more than a hint of nervousness in her tone:

"Hey, Rangers. Can you hear me? Yeah? Are we on? Good, we're connected. Great."

"So, there's good news and bad news. Here's the good news: Adriel and Gia are alive. They managed to eject the Conn-Pod just before that big one – we're calling it 'Stonefish' – tore open Fenris Aurora. Problem is, they got hung up on some wiring, and the eject didn't completely release."

"And, uh ... here's the bad news. The Conn-Pod is lying on the edge of a trench, and Stonefish, along with two of those big ones – a Cat III and a Cat IV – are still in the area. You'll have to go through them to retrieve the Conn-Pod. Whatever you do, don't let it fall into the trench! The pressure down there will crush the pod like a walnut." Her voice breaks a bit.

"So, yeah. Great! You got this! Give 'em hell!"

The player characters should be encouraged to ask Lily questions about Stonefish's apparent abilities and strength, about the group of small Kaiju flanking the massive monster, and about getting to the Conn-Pod. Lily also flashes a map of the area onto their computer screens, previewing the situation.

There are two smaller robots – drones – being remotely piloted into combat by Lily Zhao and some engineers back at the Shatterdome. They aren't a match for even the small Kaiju, but they're valiantly fighting to keep the three Kaiju from destroying the Conn-Pod before reinforcements get there. As before, they can assist the player characters, or the GM can give them a timely cinematic-style destruction to show how devastating the Kaiju threat really is.

One issue of note: the player characters' Jaegers still retain the Catalyst systems put in place for the beta test. Using those systems too often will cause the Kaiju to gain strength and power, and make them far harder to defeat – but without their weapons and defense systems, the Jaeger won't be able to complete their mission, defeat the Kaiju, and rescue the pilots of Fenris Aurora. It's going to require a delicate balance between using their best weapons and holding back to keep the Kaiju's adrenaline systems from becoming overloaded.

As the team's Jaegers are dropped into the sea, the heroes' drivesuits activate.

"Drop away!" calls Lily over your headsets. In an instant, you once more feel the gut-wrenching lurch as the jumphawks shed their lead-lines, and your Jaeger falls toward the sea. Then, you feel a colossal jolt as your Jaeger crashes into the turbulent water – this time, sinking deep beneath the waves. Water envelops your Jaeger, and still you go down, down – until, at last, the Jaeger's legs slam into hard earth beneath the rolling waves.

As before, the Jaeger drive fully activates, engaging the mental link between you and your partner.

...Neural handshake established...

...Neural handshake strong and holding...

Then, memories flood your minds, and the Drift takes you.

As before, when the pilots of a Jaeger fully engage their drive, their movements align and their minds are fused together through the Drift control system, creating a perfect unison of movement between the two.

Each player should again create a single encapsulated memory from their character's background, and share a brief narrative of that memory with their partner. This might be a childhood memory, one from the character's military history, or a more recent memory. Player characters may invent details of their characters' backgrounds for this purpose.

The memory that each player chooses should be representative of the character they are playing. It should describe something that shaped their character's personality, shows them at their best (or worst), and gives insight as to their character's history, family, emotional wounds, or ambitions.

Encourage your players to show, in their choice of memories, the extreme pressure of the situation in which they find themselves. The situation is dire, and they may not survive this fight. This pressure should come out both in their roleplay and in the memory they each reveal to their partner.

Grimdark and Sliju

Once they have reached the area where Fenris Aurora and its escorts went down:

The player characters learn that Fenris Aurora's engines have collapsed, and the Fenris itself is in pieces, but the pilots are still alive in their Conn-Pod, precariously balanced amid the scrap at the edge of a deep ocean trench. As Lily noted, the Conn-Pod's air supply is limited, and the capsule itself is in danger of plummeting to an unrecoverable depth.

The player characters must fight a Category III and a Category IV Kaiju (Grimdark and Sliju), and save the Conn-Pod.

The player characters can jump over the trench, but cannot stand "within" it – their Jaegers have boost enough to cross, but no ability to "swim" or hover over the depths. The Kaiju, however, can float over the deep chasm, which they use to their advantage. Grimdark hovers there, using its ranged attack, and Sliju tries to grapple a Jaeger and drag it over the chasm. The player characters should be made aware that sinking too deep into the chasm puts their Jaegers at risk of sinking beneath a safe depth and being damaged by the ocean pressure.

Initially, the player characters engage only with Grimdark and Sliju.

During this phase of combat, be sure that the fight puts pressure on the player characters, and feel free to encourage them to use their Catalyst systems to save themselves or gain a momentary advantage. The mere presence of their Catalyst systems will eventually enrage the Kaiju, so time is of the essence, but using them too much could risk accelerating the process.

Ultimately, it is up to you to decide if and when these Kaiju enrage. Ideally, the player characters should feel as though the fight is balanced on a knife's edge. If things are getting too easy, you can describe the Kaiju as beginning to glow red, and threatening to fully enrage, and if the fight is going badly, you can describe the red light fading, giving the heroes an opportunity to use their Catalyst systems more aggressively.



Although the two Kaiju are beasts, fighting on instinct, they can still use primitive battle tactics against the player characters to make things more interesting and exciting. Think ahead as you play out the fight, and try to use the Kaiju's special features to their best advantage.

Statistics for these Kaiju are located in Part 6: The Cast.

Battle Tactics

Grimdark: the heroes might realize that Lily, who has a certain sense of humor, gave this Kaiju its name because it uses its swift movements to stay in range of its opponents and vomit sticky glue at them whenever they draw near—slowing their ability to give chase and damaging their systems with corrosive acid. If forced into close combat, it uses sharp, slashing claw attacks.

Sliju prefers to fight one-on-one with its opponent, punching with penetrating spikes and using knockback to push Jaegers into difficult terrain.

Moving Forward

The player characters' primary goal in this combat should be to rescue Gia and Adriel Perez before their Conn-Pod runs out of air or falls into the harrowing deep-sea trench, and deliver the Conn-Pod to the nearby PPDC "spotter" battleships.

As GM, you should gauge your heroes and their combat success. After they are fully engaged with their opponents, you should begin the first portion of the next scene. Read or paraphrase the box text at the start of the scene as Stone fish emerges. Let the players feel the fear of this massive monster, but then make sure they know it is moving beyond their engagement range, and it is traveling faster than they could hope to move.



JAEGER'S
STARTING
POINT

Scene II: Lima

When the fight with the initial Kaiju, Grimdark and Sliju, is deeply engaged, Stonefish rises from the depths and joins the combat.

Stonefish is a massive Category V Kaiju – the thing that nightmares are made of – and the effects of ion radiation from the Catalyst systems is already showing in the Kaiju's movements and enraged roars.

From the depths of the sea-trench, the enraged Category V Kaiju that Lily is calling "Stonefish" finally surfaces. From the moment the monster lunges out of the shadows of the deep-sea trench, it's clear from the red bioluminescence already illuminating the edges of its rough, dragon-like features that Stonefish is poised on the edge of a Catalyst-fueled adrenaline rage.

The beast seems impregnable, a granite fortress come to life, with thick, plated scales and heavy ridges along its back and around its small, beady, black eyes. It has huge, thick spines that cover its back, glistening with ichor, heavily muscled, lizard limbs, and a sweeping, eel-like tail. As it bounds upwards, its rear legs stomp down onto the ocean floor so hard that the impact shakes your Jaeger.

*It is massive, as big – or bigger – than any other Kaiju you've ever seen, and it is **angry**. Ignoring your fight against Sliju and Grimdark, Stonefish hurls itself forward, heading toward the lights of the city of Lima, glittering on the shore.*

Fighter planes and drones swirl through the sky, firing on the massive Kaiju in an attempt to slow it down, but there's no way they can stop it – you must hurry and get the Conn-Pod to safety, then catch up to Stonefish as it reaches shore.

When it first rises, Stonefish begins on the far side of the sea trench, outside of the heroes' area of effect. Heading directly toward the city of Lima, it ignores the battle, while the two, smaller (but still dangerous) Kaiju continue to circle the Conn-Pod and attack the heroes' Jaegers.

The player characters should first save the Conn-Pod, then chase Stonefish. Although Stonefish is definitely a concern, the Kaiju must be defeated – they can't afford to leave these two alive and mobile, or they'll do as much damage to the city of Lima as Stonefish will on its own.

Once the player characters have defeated Grimdark and Sliju, they can drop the pod on a nearby PPDC "spotter" – a battleship holding position nearby for exactly that purpose. After Gia and Adriel are safe, the player characters can chase Stonefish and engage in a final epic fight on the streets of the city.

This is the coastline of Lima where Stonefish will come ashore:

There are battalion gun emplacements at the Fortaleza del Real Felipe that provide some support fire for the Jaegers, but their weapons are no more than a minor inconvenience to Stonefish.

Part of the fun of *Pacific Rim* is the intense combat through the city streets, and this is where the fight with Stonefish occurs. The GM should feel free to cinematically describe the destruction: collapsing buildings, shattering glass, tall digital billboards exploding into flames, or other epic calamity.

During the fight, the GM should utilize many different obstacles to keep the fight fresh and exciting. Plan ahead, and incorporate these eventualities as they feel relevant to the action – and feel free to come up with several of your own:

- ▶ A helicopter is caught in the crossfire, and the Jaeger has a chance to catch it and place it carefully in a safe place.
- ▶ An overpass collapses, which allows one of the Jaegers to pick up a large piece of roadway and hurl it at the Kaiju as if it were a frisbee.
- ▶ The trailer of an 18-wheeler can be used as a club, in a pinch.
- ▶ One combatant gets a leg stuck when an underground parking garage collapses beneath them.
- ▶ An entire skyscraper shatters in half, raining blinding shards of glass down onto the combat field.
- ▶ Some idiot with a bazooka fires from an upper-story window, catching Stonefish in the eye and causing the Kaiju to take a round to bite the building in half, rather than attacking the Jaegers.
- ▶ A damaged power station explodes, creating a field of fire that damages anyone who enters.

The most important thing for the GM to do is to make sure the combat feels epic and cinematic, and to keep throwing the player characters curveballs that change up the balance of the fight.





Try to give the fight both rising and falling action – the player characters get ahead, and then, suddenly, lose the advantage; or, all seems lost, only to have a sudden opportunity for glory and success.

As with the other Kaiju, Stonefish's statistics are located in **Part 6: The Cast**.

Battle Tactics

Stonefish tries to assault a single target with full force and massive claws, while using its tail to push away any secondary targets until it has finished the first enemy.

Stonefish becomes fully enraged as soon as the heroes approach, giving it the following bonuses:

- ▶ Damage reduction 5 against all damage.
- ▶ +1 space of movement speed.

- ▶ Adds one damage die to all damage rolls.
- ▶ Advantage on Charisma (Intimidation) checks.
- ▶ Advantage on Strength checks and Strength saving throws.
- ▶ Immunity to being Frightened.

Difficulty Adjustments

If your heroes are weaker than normal, or they had a hard time with the last encounter, perhaps Stonefish has calmed down a little. Stonefish does not deal extra damage from being enraged.

If your heroes are more powerful than normal, or breezed through the last encounter, perhaps Stonefish is angrier than ever! Stonefish begins the battle with 20 temporary hit points and it adds two damage dice instead of one to all damage rolls, due to being enraged.

Scene III: The Conquering Heroes

The populace of the Shatterdome turns out in force to celebrate your victory and return. You hear Lily in your headset, telling you that thousands of people in Lima have come out into the streets, waving flags and chanting your Jaegers' names. Gia and Adriel are among the crowd, looking battered and bloodied, but grateful to be alive.

Marshal Lehman is there, watching as you are lowered to the concrete floor at the base of your Jaeger, surrounded by officers eager to hear the tale of your fight. He manages a brief smile – possibly the first smile you've ever seen on his face – and proud congratulations. "Rangers," he begins, then changes his mind. "No. Heroes of the Lima Shatterdome: your bravery today saved the city of Lima, and the security of the Pacific Rim. We all owe you a debt of gratitude." And then, slowly, he raises his arm and salutes.

The gesture is followed by every soldier in the area, all saluting you in respect and honor while the civilian crowd cheers wildly.

The player characters and their Jaegers return, victorious, to the Shatterdome.

The characters have defeated an extraordinarily dangerous enemy, and more, they have discovered a dangerous oversight in Jaeger tech – and now, moving forward, the PPDC can work to refine the Catalyst technology, so that it will no longer trigger these frenzies in Kaiju.

The player characters stepped in when all hope was lost, saving their fellow Rangers (hopefully!), and protecting a city full of people from destruction at the hands of the rampaging Kaiju.

When they return to the Shatterdome, they are celebrated, and their names become legend.

Final Conclusions

Margarita Vasconcelos is present at the Shatterdome when they return – as is Dr. West. While Dr. West expects to be given as much praise as the player characters, he's sadly mistaken. Depending on how the player characters got the information that Catalyst triggers the Kaiju adrenal

response, the conclusion of Dr. West's story will change, but only in the minor details:

- A. If the player characters brought back samples and data from the lab at PPDC headquarters that show that Dr. West intentionally covered up Catalyst's side effects, Margarita Vasconcelos and Marshal Lehmann will have PPDC military police present. These guards will arrest Dr. West on the spot (if he wasn't arrested in the earlier scene), and charge him with endangerment and tech fraud. He will be fired immediately, and will likely spend some time in prison.
- B. If the player characters did not succeed in getting the evidence from the lab at PPDC headquarters, then it's essentially Ísey's word against Dr. West's. If the player characters spent time befriending Margarita Vasconcelos at the PPDC party, she will rely on that connection, and trust them when they support Ísey's claim. Dr. West will be taken into custody by PPDC guards. Dr. West will proclaim his innocence loudly, blame Ísey, and act as if she, and not he, had hidden the side effects of the technology. If the player characters interact and roleplay with Dr. West, they can make a DC 15 Charisma (Deception or Intimidation) check to cause Dr. West to blurt out incriminating details in front of everyone. If they succeed, Dr. West will be taken into custody by PPDC guards. He will be fired immediately, and will likely spend some time in prison.

The Catalyst systems are removed from the heroes' Jaegers, at least until Dr. Ísey Ketilsdóttir has completed a new alpha pass on the technology, and has removed the side effects that it has on Kaiju.

Gia and Adriel Perez return to piloting their original Jaeger, Capilla Futura, and the player characters' Jaegers are repaired.

The city of Lima will rebuild, and prepare new defenses against the day when another Kaiju will storm out of the sea.

This conclusion would be a good place for the heroes to gain a milestone.

Conclusion

If the players wish to continue their campaign in the world of *Pacific Rim*, there are plenty of hooks in this adventure that can be followed.

Dr. Stubastion still wants to elevate his reputation by getting his hands on "real" Kaiju projects, not simply

on-site issues. There's always the danger, however, that he will follow in his mentor's footsteps and go too far.

The city of Lima is being protected by three Jaegers, and the Shatterdome was built to hold six. New Jaegers are expensive, difficult to build, and hard to pilot, but it's certain that the PPDC will try to fill those defensive voids as soon as possible. The player characters might be asked to train new cadets coming in to pilot the new Jaegers, and such a task might be more than a handful.

The Precursors know a lot about Earth technology (particularly after seeing it through Newt's eyes), and they are certain to be preparing even more dangerous Kaiju, which might be specifically designed to fight against the player characters, their Jaegers, and the current levels of Earth-tech.

Dr. Tyree Raboteau's young daughters (Emma and Jamala) might have been in the city when Stonefish attacked. Now, they're lost – and Dr. Tyree fears they have been kidnapped by a rogue tech company trying to extort Raboteau into giving them specs on Jaeger tech. If he had an opportunity to speak with the Rangers or help them during their mission on the PPDC's fourteenth floor, he will contact them and ask them for help getting his daughters back.

GM Notes

It's important for a GM to remember that, more than anything else, players want to do amazing things – and they want to describe their characters doing awesome things. *Pacific Rim* is a world with epic combatants – Kaiju and Jaeger – and larger-than-life risks and rewards.

Play on the things that interest your players. Build up their relationships with the NPCs they like, roleplay the villains they love to hate and always – always – reward their creativity. If your players come up with an inventive way to handle a situation described in this adventure, run with it. Keep it challenging, and allow them to tell you the story they want to hear.

Before the game begins, have each player think about the character they will play, and build up that character's personality and background in their mind. The memories unlocked by the neural drive are a great place to bring out more information about the character's background.

Remember that everything in the adventure, every challenge that you put in their way, should be built to empower your players to have their characters do awesome and heroic things.



PART VI: THE CAST

Kaiju

The massive Kaiju are the primary enemies of heroes in a *Pacific Rim* adventure.

Toxicity. In addition to the normal statistics present in all NPC stat blocks, Kaiju stat blocks include a Toxicity rating, which determines how toxic its blood is. (See Kaiju Toxicity in the Running Kaiju section in Part 4 for more on this.)

KAIJU BY CHALLENGE RATING

Name	Category	CR	Roles	Page
Trespasser	I	1 (titanic)	Melee, Killer	93
Ripper Swarm	Drone	2 (titanic)	Melee, Leader	109
Onibaba	II	2 (titanic)	Melee, Tank	93
Crusherbone	II	3 (titanic)	Melee, Support	94
Urchin	II	3 (titanic)	Melee, Tank	95
Drone Jaeger	Drone	4 (titanic)	Ranged, Killer	110
Grimdark	III	4 (titanic)	Support	96
Tentaclemaw	III	4 (titanic)	Ranged, Killer	96
Baby Kaiju	N/A	5	Melee, Hulk	112
Knifehead	III	5 (titanic)	Melee, Killer	97
Yamarashi	III	4 (titanic)	Melee, Hulk, Loner	98
Hakuja	IV	6 (titanic)	Melee, Shadow	99
Mutavore	IV	6 (titanic)	Melee, Hulk	100
Otachi	IV	6 (titanic)	Ranged, Killer	100
Raiju	IV	6 (titanic)	Melee, Shadow	101
Sliju	IV	6 (titanic)	Melee, Tank, Loner	102
Leatherback	IV	7 (titanic)	Melee, Shadow, Support, Loner	103
Obsidian Fury	Drone	7 (titanic)	Loner	111
Scunner	IV	7 (titanic)	Melee, Tank	104
Shrikethorn	IV	7 (titanic)	Ranged	104
Raijin	V	8 (titanic)	Melee, Tank	105
Ripper Drone	Drone	8	Melee, Killer	112
Stonefish	V	8 (titanic)	Melee, Loner	106
Slattern	V	9 (titanic)	Melee, Leader	107
Mega-Kaiju	Special	13 (titanic)	Loner	108

Category I Kaiju

Trespasser

CR I [titanic]

Large titan monster (Kaiju)

Defense 12

Hit Points 15 (2d10 + 4)

Armor Kaiju Hide (AV 3, save +2)

Speed 3 spaces, swim 4 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	4 (-3)	12 (+1)	14 (+2)

Skills Athletics +5, Endurance +4, Intimidation +4

Senses passive Perception 11, Nightvision

Roles Melee, Killer

Toxicity Low

Auxiliary Brain. Trespasser has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Trespasser can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Head weapon is destroyed. Cannot make axe head attacks.
- ▶ **Core.** Armored hide is torn. -2 to Defense.
- ▶ **Arm.** The arm is destroyed. Disadvantage on claw attacks if one arm is destroyed. Cannot make claw attacks if both arms are destroyed. This does not affect the auxiliary claws.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- ▶ **Equipment.** Auxiliary claws are disabled. Cannot make auxiliary claw attacks.

Bulky. Trespasser cannot dive for cover.

Actions

Axe Head. Melee Attack: +5 to hit, PV 3, reach 2 spaces, one target. **Hit:** 14 (2d10 + 3) slashing damage.

Claws. Melee Attack: +5 to hit, PV 2, reach 1 space, one target. **Hit:** 8 (2d4 + 3) slashing damage and

Trespasser can make a grapple attempt against the target as a free action.

Bite. Melee Attack: +5 to hit, PV 2, reach 1 space, one target. **Hit:** 8 (1d10 + 3) piercing damage.

Bonus Actions

Auxiliary Claws. Melee Attack: +5 to hit, PV 1, reach 1 space, one target Trespasser has grappled. **Hit:** 5 (1d4 + 3) piercing damage. This attack is made with advantage.

The first Kaiju ever encountered, Trespasser sports a gigantic axe-like blade on its head, allowing it to plow through everything in its path while its smaller, secondary pair of arms rend anything it grabs hold of.

Trespasser predates the Serizawa Scale, and therefore was not given a proper Category classification. Blood toxicity and ambient radiation levels were not measured at the time, but the creature has been retroactively classified as Category I based on congregated data.

Category II Kaiju

Onibaba

CR 2 [Titanic]

Small titan monster (Kaiju)

Defense 16

Hit Points 45 (7d6 + 21)

Armor Hard Shell (AV 4, save +2)

Speed 3 spaces, swim 3 spaces

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	16 (+3)	3 (-4)	16 (+3)	10 (+0)

Saves Wis +5

Skills Athletics +4, Endurance +5, Intimidation +2, Perception +5

Senses passive Perception 15, Nightvision

Roles Melee, Tank

Toxicity Medium

Auxiliary Brain. Onibaba has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Onibaba can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm separately), and the effects of trauma are as follows:

- ▶ **Head.** Head armor is cracked. -2 to Defense.
- ▶ **Core.** Toxic spines are severed. Cannot make toxic spine attacks.
- ▶ **Arm.** Pincer is destroyed. Cannot use multiattack if one arm is destroyed. Cannot make pincer attacks if both arms are destroyed.
- ▶ **Legs.** Legs are damaged. -1 space of movement speed and loses Stable trait. This component can be damaged only once, regardless of which leg was hit.
- ▶ **Equipment.** None.

Stable. Onibaba has advantage on saving throws made to avoid being moved or knocked prone.

Topple. Onibaba can move only up to 1 space when it dives for cover.

Actions

Multiattack. Onibaba makes a pincer attack, then it can make a second as a bonus action.

Pincer. Melee Attack: +4 to hit, PV 1, reach 1 space, one target. Hit: 5 (1d6 + 2) bludgeoning damage and Onibaba can make a grapple attempt against the target as a free action.

Toxic Spines. Melee Attack: +4 to hit, PV 3, reach 1 space, one target. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) acid damage.

Reactions

Spine Strike. When an enemy misses Onibaba with an attack, Onibaba can spend a reaction to make a toxic spines attack against that enemy if it is within reach.

This squat, crab-like Kaiju is small – for a giant monster – but it is heavily armored and sports gigantic pincers that it uses to make rapid strikes or crushing grabs, keeping its more dangerous enemies at bay and its weaker prey up close. The toxic spines lining its thick armor plating also make it difficult to approach. Highly defensive, Onibaba does not rush into a fight, preferring to continue its path of destruction while only defending itself from any attackers threatening it.

Crusherbone

CR 3 (titanic)

Large titan monster (Kaiju)

Defense 15

Hit Points 60 (8d10 + 16)

Armor Kaiju Hide (AV 3, save +2)

Speed 3 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	5 (-3)	14 (+2)	14 (+2)

Saves Str +5, Con +4

Skills Athletics +7, Intimidation +4, Perception +4

Senses passive Perception 14, Nightvision

Roles Melee, Support

Toxicity Low

Auxiliary Brain. Crusherbone has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Crusherbone can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Jaw is damaged. Cannot use the No Escape reaction.
- ▶ **Core.** Thick hide is torn. Disadvantage on armor saving throws.
- ▶ **Arms.** Arms are broken. -1 speed of swimming movement and -1 to Defense. This component can be damaged only once, regardless of which arm was hit.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- ▶ **Equipment.** Eye stalks are severed. Disadvantage on Wisdom (Perception) checks based on sight.

Topple. Crusherbone can move only up to 1 space when it dives for cover.

Actions

Maw. Melee Attack: +5 to hit, PV 2, reach 1 space, one target. Hit: 9 (1d12 + 3) bludgeoning damage and the target is grappled. The target is Restrained while grappled in this way. Crusherbone can grapple only

one enemy at a time, and it can attack only that enemy while grappling it.

Crush. Melee Attack: +5 to hit, PV 4, reach 1 space, one target grappled by Crusherbone. **Hit:** 22 (3d12 + 3) bludgeoning damage. This attack always causes system trauma on a hit.

Reactions

No Escape. As a reaction, when an enemy Crusherbone is grappling fails to break free of its grapple, Crusherbone can make a crush attack against that enemy.

Crusherbone is a large, muscular Kaiju with a flat-toothed maw. Once it has a hold, it uses its huge arms to crush its victim. It has glowing eyes on long stalks, and a strange pattern of blue bioluminescence spreading across its hunched back. It is slow but hulking, and its powerful grip is difficult to escape.

Urchin

CR 3 (titanic)

Medium titan monster (Kaiju)

Defense 16

Hit Points 60 (8d8 + 24)

Armor Hard Plating (AV 3, save +2)

Speed 4 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
14 (+3)	16 (-2)	16 (+2)	5 (-3)	14 (+1)	16 (+2)

Saves Str +4, Dex +5

Skills Athletics +4, Intimidation +5

Senses passive Perception 12, Nightvision

Roles Melee, Tank

Toxicity High

Auxiliary Brain. Urchin has advantage on initiative rolls, and it can take two reactions between each of its turns.

Churning Water. While Urchin is in the water, the water within 2 spaces of it is considered difficult terrain for non-Kaiju combatants.

Living Weapon. Urchin can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Neck is damaged. Disadvantage on headbutt attacks.
- **Core.** Glowing patterns are damaged. Cannot use hypnotic display bonus action.
- **Arm.** The arm is destroyed. Disadvantage on fist attacks if one arm is destroyed. Cannot make fist attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed. Cannot use standing leap trait if at least one leg is destroyed.
- **Equipment.** Tail is destroyed. Cannot make tail attacks and loses churning water trait.

Standing Leap. Urchin's long jump is up to 4 spaces and its high jump is up to 2 spaces, with or without a running start.

Actions

Fists. Melee Attack: +5 to hit, PV 2, reach 1 space, one target. **Hit:** 7 (1d8 + 3) piercing damage plus 10 (3d6) acid damage.

Tail. Melee Attack: +5 to hit, PV 3, reach 2 spaces, one target. **Hit:** 10 (2d6 + 3) piercing damage and if this attack was made as part of an opportunity attack, the target's movement speed is reduced to 0 until the end of its turn, preventing further movement.

Headbutt. Melee Attack: +5 to hit, PV 2, reach 1 space, one target. **Hit:** 10 (3d6) acid damage.

Bonus Actions

Hypnotic Display. Urchin chooses one enemy within 4 spaces that can see it and makes a Charisma (Intimidation) check against the target's Wisdom saving throw. On a failed save, a target is Distracted and suffers disadvantage on attack rolls against any target other than Urchin until the end of Urchin's next turn. If the target is a Jaeger, each pilot makes this save individually against Urchin's single roll.

Urchin is a thick-bodied, almost humanoid creature with a snub pig-like nose, webbed arms and three stubby fingers on each hand. Its shoulders, arms, and hands are broad, and covered with anemone-like spikes. The points of the spikes, and the ridges of its armored spine glow with phosphorescence, leaving strange lighted trails in the air as it moves. It has a long, thrashing tail covered in spikes that churns the water, making it difficult to approach.

Category III Kaiju

Grimdark

CR 4 (titanic)

Medium titan monster (Kaiju)

Defense 14

Hit Points 71 (11d8 + 22)

Armor Kaiju Hide (AV 2, save +2)

Speed 6 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	15 (+2)	14 (+2)

Saves Wis +4

Skills Athletics +6, Endurance +4, Perception +4

Senses passive Perception 14, Nightvision

Roles Support

Toxicity Medium

Auxiliary Brain. Grimdark has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Grimdark can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Teeth are broken. Bite attacks are made at disadvantage.
- ▶ **Core.** Internal glue sacs are ruptured. Glue spit attacks are made at disadvantage.
- ▶ **Arm.** The arm is destroyed. Cannot make fist attacks as part of multiattack action if one arm is destroyed. Cannot make fist attacks if both arms are destroyed.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- ▶ **Equipment.** None.

Actions

Multiattack. Grimdark makes an attack with its fist, then it can make another as a bonus action.

Glue Spit. Ranged Attack: +6 to hit, PV 2, range 6/12 spaces, one target. **Hit:** 18 (4d6 + 4) acid damage

and the target must make a DC 14 Dexterity saving throw or be Restrained by the goo. While Restrained in this way, a target can make a DC 14 Strength check as an action, ending the effect on a success.

Fist. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 10 (1d12 + 4) bludgeoning damage.

Bite. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 17 (3d8 + 4) piercing damage.

Reactions

Retreat. After Grimdark is hit by an attack, it can spend a reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

A slender, goblin-esque Kaiju with long fingers and a wide, hinged jaw, Grimdark is quick and can vomit an acidic compound at range upon its opponents. This compound is glue-like – sticky, corrosive, and capable of temporarily gumming up a Jaeger's systems.

Tentaclemaw

CR 4 (titanic)

Large titan monster (Kaiju)

Defense 13

Hit Points 68 (8d10 + 24)

Armor –

Speed 2 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	7 (-2)	16 (+3)	18 (+4)

Saves Str +3, Con +5, Int +0, Wis +5

Skills Athletics +5, Intimidation +6, Perception +5

Senses passive Perception 15, Nightvision

Roles Ranged, Killer

Toxicity High

Auxiliary Brain. Tentaclemaw has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Tentaclemaw can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part, and the effects of trauma are as follows:

- ▶ **Head.** Maw is damaged. Disadvantage on bite attacks.
- ▶ **Core.** Acid sacs are damaged. Acid spit no longer automatically causes system trauma.
- ▶ **Arm, Leg, or Equipment.** A tentacle is destroyed. -1 swim speed per tentacle destroyed. Disadvantage on tentacle attacks and on checks to keep an enemy grappled if two tentacles are destroyed. Cannot make tentacle attacks or grapple enemies if three are destroyed. This component can be damaged up to three times.

Fluid Movement. Tentaclemaw does not provoke opportunity attacks from enemies grappled by it or by one of its allies.

Jellyfish Form. Tentaclemaw cannot fall or be Prone.

Actions

Multiattack. Tentaclemaw makes an attack with its acid spit or tentacles, then it can make another as a bonus action.

Acid Spit. Ranged Attack: +6 to hit, PV 4, range 4/8 spaces, one target. **Hit:** 11 (2d6 + 4) acid damage. This attack always causes system trauma on a hit.

Tentacles. Melee Attack: +6 to hit, PV 1, reach 2 spaces, one target. **Hit:** 8 (1d8 + 4) bludgeoning damage and the target is grappled.

Bite. Melee Attack: +6 to hit, PV 3, reach 1 space, one target. **Hit:** 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage.

Reactions

Dizzying Display (1/Short Rest). As a reaction, when an enemy moves within 4 spaces of it, Tentaclemaw can cause its complex patterns to glow in a dizzying display. Tentaclemaw makes a Charisma (Intimidation) contest against that enemy's Constitution saving throw. If Tentaclemaw wins, the target is Sickened until the end of its next turn. If the target is a Jaeger, each pilot makes this save individually against Tentaclemaw's single roll.

Retreat. After it is hit by an attack, Tentaclemaw can spend its reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

This jellyfish-like Kaiju appears more delicate than other Kaiju of its size. Its body -- semi-translucent and floating, like a hemisphere of gelatin dancing across the surface of the waves -- glows with rippling, blue bioluminescence. Below hang countless

tentacles, drifting in the wake of the creature and pushing against the water to hurl the Kaiju forward. Tentaclemaw can walk on these tentacles, rising from the water for short periods to squirt out an acidic substance from the many-toothed mouth within its tentacular ring.

Knifehead

CR 5 (titanic)

Large titan monster (Kaiju)

Defense 17

Hit Points 68 (8d10 + 24)

Armor Kaiju Hide (AV 4, save +3)

Speed 4 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	5 (-3)	15 (+2)	14 (+2)

Saves Str +6, Dex +5

Skills Athletics +6, Endurance +6, Intimidation +5

Senses passive Perception 12, Nightvision

Roles Melee, Killer

Toxicity Medium

Auxiliary Brain. Knifehead has advantage on initiative rolls, and it can take two reactions between each of its turns.

Hard Head. Knifehead has advantage on saving throws against head system trauma.

Living Weapon. Knifehead can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Head weapon is destroyed. Cannot make knife head attacks.
- ▶ **Core.** Armored hide is torn. -1 to Defense.
- ▶ **Arm.** The arm is destroyed. Disadvantage on claw attacks if one arm is destroyed. Cannot make claw attacks if both arms are destroyed.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- ▶ **Equipment.** Tail is destroyed. -2 spaces of swimming speed.

Topple. Knifehead can move only up to 1 space when it dives for cover.

Actions

Knife Head. Melee Attack: +6 to hit, PV 3, reach 2 spaces, one target. **Hit:** 16 (2d12 + 3) slashing damage.

Bite. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 12 (2d8 + 3) piercing damage.

Auxiliary Claws. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 8 (2d4 + 3) piercing damage.

Bonus Actions

Claw. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 10 (2d6 + 3) piercing damage.

Reactions

Lockjaw. As a reaction, when an enemy within reach misses it with an attack, Knifehead can make a bite attack against that enemy. If the attack hits, it automatically causes system trauma on the limb used to attack Knifehead.

Knifehead is a heavily built Kaiju that uses its gigantic, blade-like head as its primary weapon while tearing into its enemies with its vicious claws. Deceptively well-defended, it will use its razor-sharp teeth to snap at anything that gets too close.

Yamarashi CR 4 (titanic)

Medium titan monster (kaiju)

Defense 12

Hit Points 93 (11d8 + 44)

Armor Hard Shell (AV 4, save +2)

Speed 4 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	5 (-3)	15 (+2)	16 (+3)

Saves Str +6, Wis +4

Skills Athletics +6, Endurance +6, Intimidation +5, Perception +4

Senses passive Perception 14, Nightvision

Roles Melee, Hulk, Loner

Toxicity Medium

Auxiliary Brain. Yamarashi has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Yamarashi can suffer system trauma much like a jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Neck is damaged. Cannot use No Escape reaction.
- **Core.** Back spines are damaged. Spine blade attacks are made at disadvantage.
- **Arm.** The arm is destroyed. Disadvantage on claw attacks if one arm is destroyed. Cannot make claw attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- **Equipment.** Tail is destroyed. Cannot make tail attacks.

Topple. Yamarashi can move only up to 1 space when it dives for cover.

Actions

Claws. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 15 (2d10 + 4) slashing damage and Yamarashi can make a grapple attempt against the target as a free action.

Bite. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 10 (1d12 + 4) piercing damage.

Spine Blades. Melee Attack: +6 to hit, PV 3, reach 1 space, one target. **Hit:** 13 (2d8 + 4) slashing damage and the target must make a DC 14 Strength saving throw or be pushed back 1 space and fall Prone.

Bonus Actions

Tail. Melee Attack: +6 to hit, PV 3, reach 1 space, one target grappled by Yamarashi. **Hit:** 9 (1d10 + 4) piercing damage. This attack always causes system trauma on a hit.

Frightening Display (Recharge 4-6). Yamarashi's many intricate patterns glow as it roars at one enemy that can see it within 6 spaces. Yamarashi makes a Charisma (Intimidation) contest against the target's Wisdom saving throw. If Yamarashi wins, the target is Frightened until the end of its next turn. If the target is a jaeger, each pilot makes this save individually against Yamarashi's single roll.

Reactions

Blade Curl. As a reaction, when an enemy within 1 space hits Yamarashi with a melee attack, Yamarashi can make a spine blade attack against that enemy.

No Escape. As a reaction, when an enemy Yamarashi is grappling fails to break free of its grapple, Yamarashi can make a bite attack against that enemy.

One of the largest category III kaiju, Yamarashi is covered in gigantic blade-like spikes that glow with intricate, strange patterns of bioluminescence. Rather than defend itself, Yamarashi prefers to let enemies strike its dangerous blades while outlasting them with incredible durability.

Category IV Kaiju

Hakuja

CR 6 (titanic)

Small titan monster (Kaiju)

Defense 15

Hit Points 97 (15d6 + 45)

Armor Hard Plating (AV 4, save +3)

Speed 5 spaces, swim 6 spaces, burrow 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	18 (+4)	12 (+1)

Saves Con +6

Skills Athletics +7, Endurance +6, Stealth +7

Senses passive Perception 14, Nightvision

Roles Melee, Shadow

Toxicity Low

Ambush. When Hakuja makes an attack while hidden from the target, all of its attacks have advantage until the end of its turn, even though the first attack reveals it.

Auxiliary Brain. Hakuja has advantage on initiative rolls, and it can take two reactions between each of its turns.

City Burrowing. Hakuja can burrow through solid rock and metal.

Living Weapon. Hakuja can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Jaw is damaged. Bite attacks are made at disadvantage.
- **Core.** Armored plating is damaged. Automatically fails armor saving throws.
- **Arm.** The arm is destroyed. Cannot make a second claw attack when using multiattack action if one arm is destroyed. Cannot make claw attacks if both arms are destroyed. Their front two legs count as arms.
- **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed. Cannot burrow if a total of at least four arms and legs are destroyed. Four of their limbs count as legs.
- **Equipment.** Tail is severed. Cannot make tail attacks.

Actions

Multiattack. Hakuja makes two attacks: one with its claws and one with either its bite or tail. Then it can make another claw attack as a bonus action.

Claw. Melee Attack: +7 to hit, PV 2, reach 1 space, one target. **Hit:** 9 (1d10 + 4) slashing damage.

Bite. Melee Attack: +7 to hit, PV 3, reach 1 space, one target. **Hit:** 15 (2d10 + 4) piercing damage. This attack scores a critical hit on a natural roll of 18-20.

Tail. Melee Attack: +7 to hit, PV 1, reach 1 space, one target. **Hit:** 10 (1d12 + 4) bludgeoning damage and the target must make a DC 15 Strength saving throw or be knocked Prone.

Bonus Actions

Vanish Underground. Hakuja can take the Hide action as a bonus action while underground.

Reactions

Molten Blood. When Hakuja takes ballistic, explosive, piercing, or slashing damage, it can spend a reaction to spray each combatant within 1 square of it with its molten blood. Each target must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage (PV 2) on a failed save, or half as much on a successful one. If the triggering damage was from a critical hit, saving throws against this reaction are made at disadvantage.

A six-limbed, armor-plated mole-like Kaiju, Hakuja can disappear into the ground, emerging to ambush vulnerable foes. Its orange, molten-hot blood burns its enemies when they strike back, making it an unpleasant target to attack.

Mutavore CR 6 (titanic)

Large titan monster (Kaiju)

Defense 12

Hit Points 152 (16d10 + 64)

Armor Hard Plating (AV 4, save +3)

Speed 4 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+4)	18 (+4)	5 (-3)	16 (+3)	14 (+2)

Saves Str +6, Dex +3

Skills Athletics +6, Perception +6

Senses passive Perception 16, Nightvision

Roles Melee, Hulk

Toxicity Low

Auxiliary Brain. Mutavore has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Mutavore can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm, leg, and tentacle separately), and the effects of trauma are as follows:

Head. Jaw is damaged. Bite attacks are made at disadvantage.

Core. Armored plating is damaged. Automatically fails armor saving throws.

Arm. The arm is destroyed. Cannot use multiattack action if one arm is destroyed. Cannot make hook claw attacks if both arms are destroyed.

Leg. The leg is destroyed. -1 space of movement speed per leg destroyed.

Equipment. Wing blades are severed. Cannot make wing blade attacks.

Topple. Mutavore can move only up to 1 space when it dives for cover.

Actions

Multiattack. Mutavore makes an attack with its hook claw, then it can make a second as a bonus action.

Hook Claw. Melee Attack: +6 to hit, PV 3, reach 1 space, one target. **Hit:** 10 (2d6 + 3) slashing damage. This attack scores a critical hit on a natural roll of 18-20.

Wing Blade. Melee Attack: +6 to hit, PV 2, reach 1 space, one target. **Hit:** 7 (1d8 + 3) slashing damage.

Bite. Melee Attack: +6 to hit, PV 3, reach 1 space, one target. **Hit:** 14 (2d10 + 3) piercing damage.

Reactions

Wing Counter. As a reaction, when an enemy within reach attacks it, before that attack, Mutavore can make a wing blade attack against that enemy.

Mutavore is a tank of a Kaiju, capable of withstanding incredible punishment while it uses its vicious, hooked claws to lay waste to Jaegers. It sports two huge, axe-like protrusions on its back, and while these resemble wings, their purpose is only to wreak more havoc on its opposition.

Otachi CR 6 (titanic)

Medium titan monster (Kaiju)

Defense 17

Hit Points 78 (12d8 + 24)

Armor Kaiju Hide (AV 2, save +3)

Speed 5 spaces, swim 6 spaces, fly 6 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	7 (-2)	18 (+4)	16 (+3)

Saves Con +5, Int +1

Skills Acrobatics +8, Athletics +6, Intimidation +6, Perception +7, Stealth +8

Senses passive Perception 17, Nightvision

Roles Ranged, Killer

Toxicity Severe

Auxiliary Brain. Otachi has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Otachi can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Tongue is destroyed. Cannot make tongue attacks and loses sensory tongue trait.
- **Core.** Acid sacs are ruptured. Cannot make acid spit attacks.
- **Arm.** Arm is severed. Cannot fly or use multiattack action if one arm is destroyed. Cannot make claw attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of non-flying movement speed per leg destroyed.
- **Equipment.** Tail is destroyed. Cannot make tail attacks.

Sensory Tongue. Otachi has advantage on Wisdom (Perception) checks.

Actions

Multiattack. Otachi makes two attacks with its claws or acid spit.

Claw. Melee Attack: +8 to hit, PV 2, reach 1 space, one target. **Hit:** 14 (2d8 + 5) slashing damage.

Acid Spit. Ranged Attack: +8 to hit, PV 4, range 4/8 spaces, one target. **Hit:** 22 (5d6 + 5) acid damage. This attack always causes system trauma on a hit.

Tail. Melee Attack: +8 to hit, PV 3, reach 2 spaces, one target. **Hit:** 11 (1d12 + 5) piercing damage and the target must make a DC 14 Strength saving throw or be knocked Prone.

Bite. Melee Attack: +8 to hit, PV 2, reach 1 space, one target. **Hit:** 18 (2d12 + 5) piercing damage.

Bonus Actions

Tongue. Melee Attack: +8 to hit, PV N/A, reach 2 spaces, one target. **Hit:** The target is grappled.

Reactions

Tail Lash. When an enemy moves into its reach, Otachi can spend a reaction to make a tail attack against that enemy.

Otachi is a lithe, toxic creature, capable of spitting acid alongside its many other weapons. Its tongue can snare enemies, but also splits into several sensory organs. Otachi walks on all-fours, but can

also unfurl wings along its arms, allowing it unheard of mobility among Kaiju.

Raiju

CR 6 (titanic)

Huge titan monster (Kaiju)

Defense 16

Hit Points 85 (10d12 + 20)

Armor Kaiju Hide (AV 3, save +3)

Speed 3 spaces, swim 7 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	7 (-2)	16 (+3)	14 (+2)

Saves Dex +7, Con +5, Wis +6

Skills Athletics +8, Perception +6, Stealth +7

Senses passive Perception 16, Nightvision

Roles Melee, Shadow

Toxicity High

Aquatic Mobility. Raiju does not fall Prone when it dives for cover in the water, but it can move only up to 1 space when it dives for cover while it is not in the water.

Auxiliary Brain. Raiju has advantage on initiative rolls, and it can take two reactions between each of its turns.

Hit and Run. Raiju does not provoke opportunity attacks from enemies it has hit with an attack during the same turn.

Living Weapon. Raiju can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm, leg, and tentacle separately), and the effects of trauma are as follows:

- **Head.** Jaw is damaged. Bite attacks are made at disadvantage.
- **Core.** Body is ruptured. -2 to Defense.
- **Arm.** The arm is destroyed. Cannot use multiattack action if one arm is destroyed. Cannot make hook attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of walking movement speed per leg destroyed.

- **Equipment.** Tail is destroyed. -2 spaces of swimming movement speed.

Actions

Multiattack. Raiju makes one attack with its claw, then it can make a second as a bonus action.

Bite. Melee Attack: +7 to hit, PV 4, reach 1 space, one target. **Hit:** 31 (4d12 + 5) piercing damage. This attack always causes system trauma on a hit.

Claw. Melee Attack: +7 to hit, PV 2, reach 1 space, one target. **Hit:** 18 (3d8 + 5) slashing damage.

Bonus Actions

Into the Depths. Raiju can take the Hide action as a bonus action while in the water.

Even more at home in the water than other Kaiju, Raiju is a sleek, alligator-like creature capable of swimming at great speeds. It torpedoes out of the depths, using its massive jaw to rip pieces off its prey before disappearing into the darkness once again.

Sliju

CR 6 (titanic)

Large titan monster (Kaiju)

Defense 17

Hit Points 95 (10d10 + 40)

Armor Hard Plating (AV 4, save +3)

Speed 3 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	4 (-3)	14 (+2)	16 (+3)

Saves Con +7, Wis +5

Skills Athletics +8, Intimidation +6

Senses passive Perception 12, Nightvision

Roles Melee, Tank, Loner

Toxicity Medium

Auxiliary Brain. Sliju has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Sliju can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm, leg, and tentacle separately), and the effects of trauma are as follows:

- **Head.** Jaw is damaged. Bite attacks are made at disadvantage.
- **Core.** Energy-absorbing armor is damaged. Cannot use kinetic shock reaction.
- **Arm.** The arm is destroyed. Disadvantage on fist attacks if one arm is destroyed. Cannot make fist attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- **Equipment.** A tentacle is destroyed. Cannot restrain targets with tentacles if one is destroyed. Cannot make tentacle attacks if both are destroyed.

Topple. Sliju can move only up to 1 space when it dives for cover.

Actions

Fist. Melee Attack: +8 to hit, PV 3, reach 1 space, one target. **Hit:** 18 (2d12 + 5) bludgeoning damage and the target must make a DC 16 Strength saving throw or be pushed away 2 spaces and fall Prone.

Bite. Melee Attack: +8 to hit, PV 2, reach 1 space, one target. **Hit:** 11 (1d12 + 5) piercing damage. This attack always causes system trauma on a hit.

Bonus Actions

Tentacle. Melee Attack: +8 to hit, PV 1, reach 2 spaces, one target. **Hit:** 10 (1d10 + 5) bludgeoning damage and the target is grappled. If Sliju already has the target grappled, and it is the only combatant Sliju has grappled, the target is also Restrained while grappled in this way.

Reactions

Kinetic Shock. As a reaction, when an enemy hits it with an attack, Sliju can force each combatant within 1 space to make a DC 15 Dexterity saving throw, taking 7 (2d6) electrical damage (PV 2) on a failed save.

Sliju is a heavily armored Kaiju with the face of a viperfish and a long, eel-like tail behind its wide, bowed legs. It is chunky, heavy on its feet. Its hands are thick and armored with spikes, and its punches pack a mighty wallop that can knock even a Jaeger backward. It has two tentacles, one rising from each shoulder, which it uses to grapple its prey, and its armor can absorb kinetic energy, using it to create short-range sparks of electricity.

Leatherback

CR 7 (titanic)

Large titan monster (Kaiju)

Defense 14

Hit Points 126 (12d10 + 60)

Armor Hard Plating (AV 4, save +3)

Speed 4 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	5 (-3)	12 (+1)	14 (+2)

Saves Wis +4

Skills Athletics +7, Endurance +8, Intimidation +5, Stealth +5

Senses passive Perception 11, Nightvision

Roles Melee, Shadow, Support, Loner

Toxicity Low

Ambush. When Leatherback makes an attack while hidden from the target, all of Leatherback's attacks have advantage until the end of its turn, even though the first attack reveals it.

Auxiliary Brain. Leatherback has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Leatherback can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Jaw is damaged. Bite attacks are made at disadvantage.
- ▶ **Core.** Armor plating is damaged. Automatically fails armor saving throws.
- ▶ **Arm.** The arm is destroyed. Cannot use multiattack action if one arm is destroyed. Cannot make fist attacks or use heavy throw action if both arms are destroyed.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed. Cannot use standing leap trait if at least one leg is destroyed.

▶ **Equipment.** EMP organ is destroyed. Cannot use Electromagnetic pulse action.

Standing Leap. Leatherback's long jump is up to 4 spaces and its high jump is up to 2 spaces, with or without a running start.

Actions

Multiattack. Leatherback makes two fist attacks. It can replace one attack with the heavy throw action.

Fist. Melee Attack: +7 to hit, PV 2, reach 1 space, one target. **Hit:** 15 (2d10 + 4) bludgeoning damage and Leatherback can make a grapple attempt against the target as a free action.

Heavy Throw. Leatherback throws one enemy grappled by it. That enemy must make a DC 15 Strength saving throw. It is thrown up to 8 spaces away and falls Prone on a failed save, or is thrown up to 4 spaces away on a successful one.

Electromagnetic Pulse (Recharge 5-6). Each robot within 10 spaces must make a DC 16 Constitution saving throw or be Paralyzed until the end of Leatherback's next turn. An energy cell powered Jaeger – before the Battle of the Breach in 2025 – that fails this save cannot restart and is Paralyzed until repaired. Non-robot electronics within the area are automatically disabled until repaired.

Bonus Actions

Bite. Melee Attack: +7 to hit, PV 2, reach 1 space, one target grappled by them. **Hit:** 9 (1d10 + 4) piercing damage. This attack always causes system trauma on a hit.

Reactions

Retreat. After Leatherback is hit by an attack, it can spend a reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

A gorilla-like Kaiju that prefers hit and run tactics despite its brutish appearance, Leatherback is equipped with a glowing organ that can unleash electromagnetic pulses to disable electronics like Jaegers. It uses its heavy fists to smash its enemies, and it can use its immense muscles to hurl them across the battlefield.

Scunner

CR 7 (titanic)

Huge titan monster (Kaiju)

Defense 18

Hit Points 126 (12d12 + 48)

Armor Hard Plating (AV 4, save +3)

Speed 4 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	14 (+2)	18 (+4)

Saves Dex +3, Wis +5

Skills Athletics +8, Endurance +7, Intimidation +7

Senses passive Perception 12, Nightvision

Roles Melee, Tank

Toxicity Low

Auxiliary Brain. Scunner has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Scunner can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Patterned head plates are destroyed. Cannot use frightening display bonus action.
- ▶ **Core.** Armored plating is damaged. -2 to Defense.
- ▶ **Arm.** The arm is destroyed. Cannot use multiattack action if one arm is destroyed. Cannot make claw attacks if both arms are destroyed. This does not affect the auxiliary claws.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- ▶ **Equipment.** Auxiliary claws are disabled. Cannot make auxiliary claw attacks.

Ram. If Scunner moves at least 4 spaces straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 19 (3d12) bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked Prone.

Topple. Scunner can move only up to 1 space when it dives for cover.

Actions

Multiattack. Scunner makes two claw attacks.

Claw. Melee Attack: +8 to hit, PV 3, reach 1 space, one target. Hit: 10 (1d10 + 5) slashing damage.

Headbutt. Melee Attack: +8 to hit, PV 2, reach 1 space, one target. Hit: 11 (1d12 + 5) piercing damage.

Tail. Melee Attack: +8 to hit, PV 3, reach 2 spaces, one target. **Hit:** 10 (1d12 + 4) piercing damage and if this attack was made as part of an opportunity attack, the target's movement speed is reduced to 0 until the end of its turn, preventing further movement.

Bite. Melee Attack: +8 to hit, PV 2, reach 1 space, one target. Hit: 14 (2d8 + 5) piercing damage and the target is grappled.

Bonus Actions

Auxiliary Claws. Melee Attack: +7 to hit, PV 2, reach 1 space, one target. Hit: 10 (2d4 + 5) slashing damage.

Frightening Display. Scunner's many intricate patterns glow as it roars, frightening one enemy that can see it within 6 spaces. Scunner makes an opposed Charisma (Intimidation) check against the target's Wisdom saving throw. If Scunner wins, the target is Frightened until the end of its next turn. If the target is a Jaeger, each pilot makes this save individually against Scunner's single roll.

This massive Kaiju slams into Jaegers like a charging bull, bashing them with its heavily armored skull. Once up close, Scunner will lay into its prey with its four claws arms, using its heavy tail to keep its victim from escaping. As if that weren't bad enough, the creature is covered in bright patterns that, when combined with its awful roar, leave even the bravest Rangers shaken.

Shrikethorn

CR 7 (titanic)

Large titan monster (Kaiju)

Defense 14

Hit Points 114 (12d10 + 48)

Armor Kaiju Hide (AV 3, save +3)

Speed 4 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

Saves Dex +4, Wis +5

Skills Athletics +7, Intimidation +6, Perception +5

Senses passive Perception 15, Nightvision

Roles Ranged

Toxicity High

Auxiliary Brain. Shrikethorn has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Shrikethorn can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Jaw is damaged. Bite attacks are made at disadvantage.
- ▶ **Core.** Hide is ruptured. -2 to Defense.
- ▶ **Arm.** Arm is severed. Makes one fewer fist attack when using the multiattack action if one arm is destroyed. Cannot make fist attacks if both arms are destroyed.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- ▶ **Equipment.** One tail is destroyed. Makes only one plasma spine attack when taking multiattack action if one tail is destroyed. Cannot make plasma spine attacks if both are destroyed. Shrikethorn has two tails that can be destroyed.

Actions

Multiattack. Shrikethorn makes an attack with its fists or its plasma spines, then it can make a second attack of either type as a bonus action.

Plasma Spine. Ranged Attack: +7 to hit, PV 4, range 6/12 spaces, one target. Hit: 9 (1d10 + 4) piercing damage plus 11 (2d10) fire damage.

Fist. Melee Attack: +7 to hit, PV 1, reach 1 space, one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Bite. Melee Attack: +7 to hit, PV 2, reach 1 space, one target. Hit: 17 (2d12 + 4) piercing damage.

Reactions

Retreat. After Shrikethorn is hit by an attack, it can spend its reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

Hunched and porcupine-like, Shrikethorn's primary form of attack is the spines it can launch at high velocity from its two tails. It can coat these spines in plasma, causing them to melt through armor like butter. Vulnerable up close, Shrikethorn prefers to keep its distance, peppering its enemies with its plasma spines.

Category V Kaiju

Raijin

CR 8 (titanic)

Huge titan monster (Kaiju)

Defense 17

Hit Points 125 (10d12 + 60)

Armor Hard Plating (AV 5, save +3)

Speed 4 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	7 (-2)	18 (+4)	18 (+4)

Saves Str +8, Dex +4, Int +0

Skills Athletics +8, Endurance +9, Intimidation +7, Perception +7

Senses passive Perception 17, Nightvision

Roles Melee, Tank

Toxicity High

Auxiliary Brain. Raijin has advantage on initiative rolls, and it can take two reactions between each of its turns.

Energy Charge. Raijin has a store of energy that can gain charges with the absorb energy reaction. Whenever Raijin hits with a claw attack, it can cause that attack to deal an additional 10 (3d6) electrical damage per charge it expends.

Living Weapon. Raijin can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Head armor is damaged. Absorb energy reaction no longer causes the attack to deal half damage.

- **Core.** Jaw is damaged. Disadvantage on bite attacks.
- **Arm.** Arm is severed. Cannot use the multiattack action if one arm is destroyed. Cannot make claw attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of movement speed per two legs destroyed. Raijin has four legs that can be destroyed.
- **Equipment.** Tail is destroyed. Cannot make tail attacks.

Topple. Raijin can move only up to 1 space when it dives for cover.

Actions

Multiattack. Raijin makes an attack with its claws, then it can make a second as a bonus action.

Claw. Melee Attack: +8 to hit, PV 3, reach 2 spaces, one target. Hit: 16 (2d10 + 5) slashing damage.

Bite. Melee Attack: +8 to hit, PV 4, reach 1 space, one target. Hit: 27 (4d10 + 5) piercing damage plus 14 (4d6) electrical damage.

Tail. Melee Attack: +8 to hit, PV 2, reach 2 spaces, one target. Hit: 24 (3d12 + 5) bludgeoning damage.

Reactions

Absorb Energy. When an attack hits it, Raijin can spend a reaction to take half damage from that attack. If it does, Raijin generates 1 energy charge. It cannot use this reaction during the same turn in which it made a bite attack.

Like a tyrannosaurus rex with a flat, armor-plated head, Raijin is not the largest category V, but its nearly impenetrable armor and ability to turn kinetic energy into electrical power that it unleashes on its foes makes it incredibly dangerous.

Stonefish

CR 8 (titanic)

Huge titan monster (Kaiju)

Defense 16

Hit Points 126 (11d12 + 55)

Armor Kaiju Scales (AV 4, save +3)

Speed 5 spaces, swim 7 spaces

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	7 (-2)	16 (+3)	18 (+4)

Saves Str +9, Dex +4

Skills Athletics +9, Intimidation +7, Perception +6

Senses passive Perception 12, Nightvision

Roles Melee, Loner

Toxicity High

Auxiliary Brain. Stonefish has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Stonefish can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Jaw is damaged. Bite attack does not automatically grapple the target anymore.
- **Core.** Poison spines are damaged. The save DC against Electro-Poison Spines becomes 11.
- **Arm.** The arm is destroyed. If one is destroyed, they cannot use their multiattack action. They cannot make attacks with their claws if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- **Equipment.** Tail is destroyed. Cannot make tail attacks.

Topple. Stonefish can move only up to 1 space when it dives for cover.

Actions

Multiattack. Stonefish makes two attacks with its claws.

Claws. Melee Attack: +9 to hit, PV 2, reach 1 space, one target. Hit: 15 (2d8 + 6) slashing damage.

Titan Stomp (Recharge 6). Each combatant within 4 spaces that is touching the ground must make a DC 17 Constitution saving throw, taking 28 (8d6) bludgeoning damage (PV 3) on a failed save, or half as much on a successful one. A combatant that fails this save also falls Prone and is Stunned until the end of its next turn.

Bonus Actions

Bite. Melee Attack: +8 to hit, PV 2, reach 1 space, one target. Hit: 9 (1d6 + 6) piercing damage and the target is grappled.

Tail Sweep. Stonefish sweeps its tail in a 3-space cone. Each combatant in the cone must make a DC 17 Dexterity saving throw or take 9 (1d6 + 6) bludgeoning damage (PV 2) and be knocked Prone.

Reactions

Crushing Jaws. As a reaction, when an enemy it is grappling attempts to break free of its grapple, Stonefish can make a bite attack against that enemy before that attempt.

Electro-Poison Spines. When an enemy hits it with an attack, Stonefish can spend a reaction to force that enemy to make a DC 16 Constitution saving throw. On a failed save, the attacker suffers disadvantage on attack rolls until the end of its next turn. A living target also takes 10 (3d6) poison damage (ignoring armor) on a failed save.

A thick, lizard-like Kaiju with a long, sweeping tail and sharp, thick claws. Stonefish's bite is small, but its jaw can lock and hold any target it bites, causing them to damage themselves to break away. It is faster than it appears, and its tail can attack with sweeping, cone-like swipes. Its back has multiple sharp spines covered in a poisonous goo – the poison won't hurt metal Jaegers, but the toxin is faintly electromagnetic and can compromise magnetic systems and electronics within Jaegers where the spikes penetrate.

Slattern

CR 9 (titanic)

Gargantuan titan monster (Kaiju)

Defense 17

Hit Points 148 (9d20 + 54)

Armor Kaiju Hide (AV 4, save +4)

Speed 4 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	9 (-1)	16 (+3)	20 (+5)

Saves Dex +4, Int +2, Wis +8

Skills Athletics +9, Endurance +9, Intimidation +8, Perception +6

Senses passive Perception 16, Nightvision

Roles Melee, Leader

Toxicity High

Auxiliary Brain. Slattern has advantage on initiative rolls, and it can take two reactions between each of its turns.

Living Weapon. Slattern can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Jaw is damaged. Bite attack does not automatically cause system trauma anymore.
- **Core.** Chest spike is destroyed. Cannot make chest spike attacks.
- **Arm.** The arm is destroyed. Cannot make claw attacks as part of multiattack if one arm is destroyed. Cannot make claw attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. -1 space of movement speed per leg destroyed.
- **Equipment.** One tail is destroyed. Makes one less tail attack per tail destroyed when using multiattack action, and cannot make tail attacks if all three are destroyed. This component can suffer trauma up to three times.

Topple. Slattern can move only up to 1 space when it dives for cover.

Actions

Multiattack. Slattern makes two attacks with its claws or three with its tails.

Claw. Melee Attack: +9 to hit, PV 2, reach 2 spaces, one target. Hit: 13 (2d6 + 6) slashing damage and Slattern can make a grapple attempt against the target as a free action.

Tail. Melee Attack: +9 to hit, PV 3, reach 3 spaces, one target. Hit: 10 (1d8 + 6) piercing damage. This attack scores a critical hit on a roll of 18-20.

Bite. Melee Attack: +9 to hit, PV 2, reach 2 spaces, one target. Hit: 24 (4d8 + 6) piercing damage. This attack always causes system trauma on a hit.

Bonus Actions

Chest Spike. Melee Attack: +9 to hit, PV 4, reach 1 space, one target grappled by Slattern. Hit: 15 (2d8 + 6) piercing damage.

Roar (Recharge 5-6). Slattern lets out a terrifying roar that shakes the world around it, intimidating all enemies and bolstering all allies within 10 spaces that can hear it. This has two effects:

- ▶ Slattern makes an opposed Charisma (Intimidation) check against each affected enemy's Wisdom saving throw, rolling once against the saves of each enemy. If Slattern wins, a target is Frightened until the end of its next turn. If a target is a Jaeger, each pilot makes this save individually.
- ▶ Each affected ally gains advantage on its next attack roll.

The largest and strongest single Kaiju encountered at the time of its emergence, Slattern is a terrifying opponent. Its three long, powerful tails can strike opponents at considerable distance, and if it gets its claws into a Jaeger, it can pull them into the gigantic spike on its chest. Its terrifying roar frightens foes while whipping allies into a frenzy.

Special Kaiju

Mega-Kaiju

CR 13 (titanic)

Gargantuan titan monster (Kaiju)

Defense 17

Hit Points 192 (11d20 + 77)

Armor Hard Plating (AV 5, save +5)

Speed 4 spaces, swim 4 spaces, burrow 3 spaces

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	24 (+7)	9 (-1)	18 (+4)	22 (+6)

Saves Str +12, Dex +4, Int +4, Wis +9

Skills Athletics +12, Endurance +12, Intimidation +11, Perception +9, Stealth +4

Senses passive Perception 19, Nightvision

Roles Melee, Loner

Toxicity High

Bulky. The Mega-Kaiju cannot dive for cover.

Energy Charge. The Mega-Kaiju has a store of energy that can gain charges with the absorb energy reaction. Whenever it hits with a claw attack,

it can cause that attack to deal an additional 10 (3d6) electrical damage per charge it expends.

Living Weapon. The Mega-Kaiju can suffer system trauma much like a Jaeger can, but it can suffer only one level of trauma on each body part (treating each arm and leg separately), and the effects of trauma are as follows:

- ▶ **Head.** Head armor is damaged. Absorb energy reaction no longer causes the attack to deal half damage.
- ▶ **Core.** Jaw is damaged. Disadvantage on bite attacks.
- ▶ **Arm.** Arm is severed. Makes one fewer claw attack when using the multiattack action if one arm is destroyed. Cannot make claw attacks if both arms are destroyed.
- ▶ **Leg.** The leg is destroyed. -1 space of movement speed for every two legs destroyed. It has four legs.
- ▶ **Equipment.** One tail is severed. Makes one fewer plasma spine attack when taking multiattack action if one tail is destroyed. Cannot make plasma spine attacks if both are destroyed. It has two tails that can be destroyed.

Reengineered. The Mega-Kaiju has advantage on armor saving throws against system trauma.

Triple Auxiliary Brains. The Mega-Kaiju has advantage on initiative rolls, and it can take four reactions between each of its turns.

Actions

Multiattack. The Mega-Kaiju makes two attacks with its claws or plasma spines.

Claw. Melee Attack: +12 to hit, PV 3, reach 2 spaces, one target. Hit: 14 (2d8 + 7) slashing damage.

Bite. Melee Attack: +12 to hit, PV 4, reach 1 space, one target. Hit: 27 (4d10 + 7) piercing damage plus 14 (4d6) electrical damage.

Bonus Actions

Plasma Spine. Ranged Attack: +12 to hit, PV 4, range 6/12 spaces, one target. Hit: 12 (1d10 + 7) piercing damage plus 9 (2d8) fire damage. This attack does not suffer disadvantage from adjacent enemies as long as The Mega-Kaiju is attacking a non-adjacent enemy.

Thundering Roar (Recharge 5-6). The Mega-Kaiju lets out a terrifying roar, intimidating all enemies within 30 spaces that can hear them. The Mega-Kaiju makes an opposed Charisma (Intimidation) check

against each affected enemy's Wisdom saving throw, rolling once against the saves of each enemy. If The Mega-Kaiju wins, a target is Frightened until the end of its next turn. If a target is a Jaeger, each pilot makes this save individually.

Vanish Underground. The Mega-Kaiju can take the Hide action as a bonus action while underground.

Reactions

Absorb Energy. When an attack hits The Mega-Kaiju, it can spend a reaction to take half damage from that attack. If it does, The Mega-Kaiju generates 1 energy charge. The Mega-Kaiju cannot use this reaction during the same turn in which it made a bite attack.

Molten Blood. When The Mega-Kaiju takes ballistic, explosive, piercing, or slashing damage, it can spend a reaction to spray each combatant within 2 squares with its molten blood. Each target must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage (PV 2) on a failed save, or half as much on a successful one.

Retreat. After The Mega-Kaiju is hit by an attack, it can spend a reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

Stitched together from the Kaiju Hakuja, Shrikethorn, and Raijin by mechanical drones, The Mega-Kaiju is a force unlike any other. It possesses the deadliest traits of its three component Kaiju, and its incredible size makes it a devastating beast.

Drones

These drones are built using a technology that secretly employs cloned secondary Kaiju brains to control them, and Kaiju flesh weaved into their musculature to make them more agile than other machines. While remote systems can be used to control them, once their Kaiju brains are fully active, they act autonomously.

Ripper Swarm

CR 2 (titanic)

Medium titan robot (Kaiju)

Defense 13

Hit Points 35 (8d8)

Armor –

Speed 6 spaces, climb 6 spaces

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	12 (+1)	3 (-4)

Senses passive Perception 11, Nightvision

Roles Melee, Leader

Toxicity Low

Mechanical Swarm. The ripper swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a tiny titan. It can't regain hit points or gain temporary hit points, and cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, Sickened, or Stunned, and it cannot gain Exhaustion or Intoxication. Halve all ballistic, bludgeoning, piercing, or slashing damage against the ripper swarm. It is immune to poison damage.

Actions

Rip Apart. Melee Attack: +5 to hit, PV 1, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm is at half its hit points or fewer.

Modify Flesh. The ripper swarm repairs or re-engineers a Kaiju in its space, choosing one of the following effects. Regardless of the effect chosen, the swarm takes 4 (1d8) damage, which cannot be reduced or prevented in any way.

- ▶ The target heals hit points equal to twice the damage the swarm deals to itself.
- ▶ The target recovers from 1 level of system trauma.
- ▶ The target has advantage on attack rolls until the end of its next turn.
- ▶ The target has +2 to Defense until the end of its next turn.

Stitch Together. The ripper swarm stitches together the flesh of friendly adjacent Kaiju, tearing them apart and putting them back together. This allows the swarm to combine multiple Kaiju into a single, monstrous Mega-Kaiju. After using this action, the ripper swarm dies.

These drones were built with the purpose of stitching Kaiju flesh, allowing them to combine the creatures into even larger monstrosities. In large numbers, though, they can do serious damage to a Jaeger with their many tearing claws and vicious teeth.

Stitch Programming

Rippers must be programmed with the details of the Kaiju they are to stitch. The example Mega-Kaiju above can be created by stitching together Hakuja, Shrikethorn, and Raijin, as it was in *Pacific Rim Uprising*.

Drone Jaeger

CR 4 (titanic)

Medium titan robot (Jaeger, Kaiju)

Defense 14

Hit Points 58 (9d8 + 18)

Armor Armor Plating (AV 3, save +2)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

Skills Athletics +6

Senses passive Perception 11

Roles Ranged, Killer

Toxicity Low

Mechanical Nature. The drone Jaeger cannot be Frightened or Sickened, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

System Trauma. The drone Jaeger can suffer system trauma much like a piloted Jaeger can, but it can suffer only one level of trauma on each body part

(treating each arm and leg separately), and the effects of trauma are as follows:

- **Head.** Head damaged. Stunned until the end of its next turn. This component can be damaged any number of times.
- **Core.** Particle charger destroyed. Cannot make particle charger attacks.
- **Arm.** The arm is destroyed. Cannot make a second unarmed strike when using multiattack if one arm is destroyed. Disadvantage on unarmed strike attacks if both arms are destroyed.
- **Leg.** The leg is destroyed. Falls Prone and cannot stand up if either leg is destroyed.
- **Equipment.** Missile launchers destroyed. Cannot make sidewinder missile attacks.

Topple. The drone can move only up to 1 space when it dives for cover.

Actions

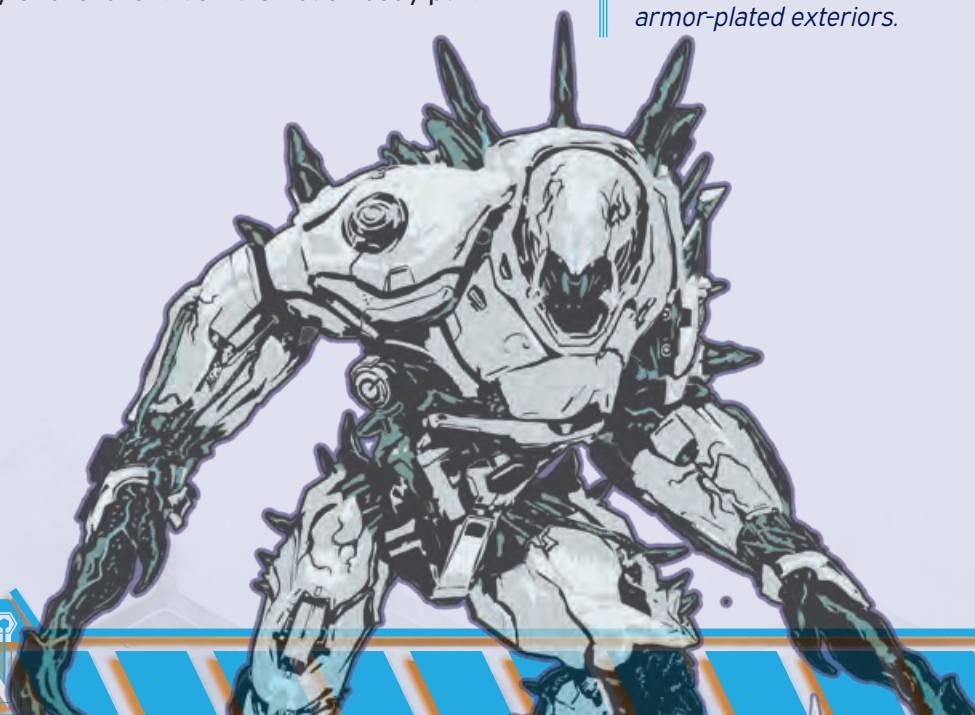
Multiattack. The drone Jaeger makes an unarmed strike or a sidewinder missile attack, then it can make a second attack of either type as a bonus action.

Unarmed Strike. Melee Attack: +6 to hit, PV 1, reach 1 space, one target. Hit: 9 (2d4 + 4) bludgeoning damage.

Particle Charger. Ranged Attack: +5 to hit, PV 3, range 6/12 space, one target. Hit: 25 (4d10 + 3) fire damage.

Sidewinder Missiles (4/Long Rest). Ranged Attack: +5 to hit, PV 4, range 12/24 space, one target. Hit: 16 (3d8 + 3) explosive damage.

Controlled by Kaiju brains, these Jaegers bulge with Kaiju muscles underneath their armor-plated exteriors.



Obsidian Fury CR 7 (titanic)

Medium titan robot (Jaeger, Kaiju)

Defense 17

Hit Points 103 (11d8 + 44)

Armor Obsidian Chrome Shielding (AV 5, save +3)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	12 (+1)	16 (+3)	17 (+3)

Skills Athletics +7, Intimidation +6, Perception +6

Senses passive Perception 16

Roles Loner

Toxicity Low

Mechanical Nature. Obsidian Fury cannot be Frightened or Sickened, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Signal Jamming. Radio signals within 30 spaces of Obsidian Fury are jammed and cannot function.

System Trauma. Obsidian Fury can suffer system trauma much like a piloted Jaeger can, but the effects of trauma are as follows:

- ▶ **Head.** Three levels of trauma:
 1. Dizzy. Disadvantage on attack rolls until the end of its next turn.
 2. Head damaged. Stunned until the end of its next turn.
 3. Head destroyed. Killed instantly.
- ▶ **Core.** Three levels of trauma:
 1. Particle charger destroyed. Cannot make particle charger attacks.
 2. Energy core is damaged. Stunned until the end of its next turn.
 3. Energy core destroyed. Killed instantly.
- ▶ **Arm.** Two levels of trauma:
 1. Energy sword on that arm is destroyed. Cannot make a plasma chainsword attack when using multiattack if one sword is

destroyed. Cannot make plasma chainsword attacks if both swords are destroyed.

2. The arm is destroyed. Cannot make a second claw or particle gun attack when using multiattack if one arm is destroyed. Cannot make claw or particle gun attacks if both arms are destroyed.

▶ **Leg.** Two level of trauma:

1. Leg is damaged. -1 space of movement speed per leg damaged.
2. The leg is destroyed. Falls Prone and cannot stand up if both legs are destroyed.

▶ **Equipment.** The following equipment can be destroyed:

1. Two salvo launchers. AKM salvo-launcher attacks deal 23 (3d12 + 4) damage if one launcher is destroyed. Cannot make AKM salvo-launcher attacks if both launchers are destroyed.
2. Back-mounted jamming device. Loses signal jamming trait if destroyed.

Actions

Multiattack. Obsidian Fury makes a plasma chainsword, claw, or particle gun attack, then it can make a second attack of any of these types as a bonus action.

Plasma Chainsword. Melee Attack: +7 to hit, PV 4, reach 1 space, one target. **Hit:** 20 (3d10 + 4) slashing damage.

Claw. Melee Attack: +7 to hit, PV 2, reach 1 space, one target. **Hit:** 17 (3d8 + 4) slashing damage.

Unarmed Strike. Melee Attack: +7 to hit, PV 1, reach 1 space, one target. **Hit:** 11 (3d4 + 4) bludgeoning damage.

Particle Charger. Ranged Attack: +7 to hit, PV 3, range 6/12 space, one target. **Hit:** 37 (6d10 + 4) fire damage.

Particle Gun. Ranged Attack: +7 to hit, PV 2, range 4/8 space, one target. **Hit:** 20 (3d10 + 4) fire damage.

AKM Salvo-Launcher (4/Long Rest). Ranged Attack: +7 to hit, PV 4, range 30/60 space, one target. **Hit:** 43 (6d12 + 4) explosive damage.

This drone Jaeger was specially designed in secret to carry out missions before its brethren could be activated.

Non-Titans

These stat blocks represent creatures of normal scale: a baby Kaiju and a single ripper drone.

Baby Kaiju

CR 5

Huge monster (Kaiju)

Defense 12

Hit Points 117 (15d12 + 32)

Armor Kaiju Hide (AV 3, save +0)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	15 (+2)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8, Nightvision

Roles Melee, Hulk

Toxicity Low

Auxiliary Brain. The baby Kaiju has advantage on initiative rolls, and it can take two reactions between each of its turns.

Kaiju Blue. Whenever the baby Kaiju takes ballistic, explosive, piercing, or slashing damage, each combatant within 5 feet of it must pass a DC 13 Dexterity saving throw or be exposed to low toxicity Kaiju blue.

Actions

Bite. Melee Attack: +5 to hit, PV 5, reach 1 space, one target. **Hit:** 31 (4d12 + 5) piercing damage and the target is grappled. Until this grapple ends, the target is also Restrained and the baby Kaiju cannot bite another target.

Swallow. The baby Kaiju makes a bite attack against a medium or smaller combatant it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and Restrained, it has total cover against attacks and other effects from outside the Kaiju, and it takes 10 (3d6) acid damage at the start of each of the Kaiju's turns. The baby Kaiju can have only one target swallowed at a time. If the Kaiju dies, a swallowed combatant is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting Prone.

Tiny compared to a full-sized Kaiju, this baby Kaiju is still a serious danger to anyone not inside of a giant robot, towering over regular humans and capable of swallowing them whole.

Ripper Drone

CR 8

Huge robot (Kaiju)

Defense 15

Hit Points 95 (10d12 + 30)

Armor Metal Plating (AV 3, save +3)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	3 (-4)

Senses passive Perception 11, Nightvision

Roles Melee, Killer

Toxicity Low

Mechanical Nature. The ripper drone cannot be Frightened or Sickened, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Skitter. The ripper drone can take the Dash or Disengage action as a bonus action. It can also travel at speeds of up to 70 mph while running, allowing it to participate in high-speed vehicle chases.

Actions

Multiattack. The ripper drone makes three attacks: two with its claws and one with its bite.

Claw. Melee Attack: +8 to hit, PV 5, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) slashing damage. This attack scores a critical hit on a natural result of 18-20.

Bite. Melee Attack: +8 to hit, PV 5, reach 5 ft., one target. **Hit:** 23 (4d8 + 5) piercing damage.

A single ripper drone poses no real threat to a Jaeger, but it remains a truck-sized hybrid of machine and monster, with razor-sharp claws and gigantic teeth, making it a terrifying monster to any normal person.

Key Characters

Presented here are statistics for the most important characters from *Pacific Rim* and *Pacific Rim Uprising*. You might include these characters as NPCs in your game, use them as player characters, or simply use them as reference or inspiration.

Raleigh Becket

"All I have to do is fall. Anyone can fall."

– RALEIGH BECKET (PACIFIC RIM)

Raleigh and his brother Yancy were scouted as PPDC Rangers due to their Drift compatibility. As pilots of Gipsy Danger, they succeeded in taking down several Kaiju, but when Yancy was killed by the Kaiju Knifehead, Raleigh finished the monster off on his own. Without his co-pilot, Raleigh quit the Rangers and took on construction jobs working on the Wall of Life.

During the Battle of the Breach, Raleigh was brought back into the PPDC and piloted Gipsy Danger once again with co-pilot Mako Mori. Together they defeated several Kaiju and ultimately set Gipsy Danger to self-destruct as it passed through the Breach, causing a nuclear explosion that closed the Breach for good.

[Strong | MMA Fighter] Level 7

Background Ordinary

Profession Trades/PPDC Ranger

Wealth 4

Defense 18

Hit Points 57

Hit Dice 7d10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	12 (+)

Proficiency Bonus +3

Equipment Proficiencies Basic

Save Proficiencies Str +8, Dex +5

Skill Proficiencies Arts and Crafts +6, Endurance +5, Insight +6, Mechanics +4, Streetwise +6

Skill Expertise Athletics +11

Talents Reckless Attack, Power Attack, Heavy Hands, Pin, Submission Move, Jab, Advanced Combat Training, Master Grappler

Feats Ability Score Training: Strength +4, Ability Score Training: Wisdom +1, Resilient

Weapons

Unarmed. *Melee Attack:* +8 to hit. *Damage:* 1d8+5 bludgeoning, PV 1. *Properties:* light, finesse.

Equipment

Clothes. PPDC Uniform

Vehicle. None

Gear. Pocket stuff

Weapons. None.

Mako Mori

"It's not obedience, Mr. Becket; it's respect."

– MAKO MORI (PACIFIC RIM)

Born in Tanegashima, Japan, Mako Mori's family was killed in the attack by the Kaiju Onibaba. After Stacker Pentecost stopped the Kaiju, he took her in as his daughter. A veritable genius, Mako later worked in the Jaeger tech division of the PPDC, but longed to be a Ranger. A dream she realized when she co-piloted Gipsy Danger with Raleigh Becket during the Battle of the Breach.

[Agile | Martial Artist] Level 7

Background Disaster Survivor

Profession Jaeger Technician/PPDC Ranger

Wealth 5

Defense 17

Hit Points 49

Hit Dice 7d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	18 (+4)	12 (+1)	10 (+0)

Proficiency Bonus +3

Equipment Proficiencies Basic, Historical

Save Proficiencies Str +5, Dex +8

Skill Proficiencies Athletics +5, Computers +7, Endurance +5, Perception +4

Skill Expertise Mechanics +10

Talents Fast Reflexes, Quickness, Martial Arts, Lightning Strikes, Parkour, Advanced Combat Training, Evasion, Advanced Martial Arts

Feats Ability Score Training: Dexterity +4, Advanced Skill Training: Mechanics

Weapons

Unarmed. Melee Attack: +8 to hit. **Damage:** 1d8+5 bludgeoning, PV 1. **Properties:** light, finesse.

Equipment

Clothes. PPDC Uniform

Vehicle. None

Gear. Pocket stuff

Weapons. None.

Newton "Newt" Geiszler

"Well, that's classified. So I couldn't tell you, even if I wanted to. But it is pretty cool. So I might tell you. I'm gonna tell you."

— NEWTON GEISZLER (PACIFIC RIM)

A scientist leading the Kaiju science vision of the Hong Kong Shatterdome, Newt used Drift technology to learn about the Precursors by drifting with a piece of a Kaiju brain. When he did this a second time with a more intact brain, he learned the Breach would only open for a Kaiju, leading to Gipsy Danger riding the body of the Kaiju Slattern through the portal before overloading its nuclear reactor on the other side.

During the Uprising, it was discovered that Newt had continued to Drift with the original piece of Kaiju brain, putting him in contact with, and under the

control of, the Precursors. He co-opted the Shao Industry drone Jaeger project, installing cloned Kaiju DNA inside of the machines and modifying their energy projectors to open new Breaches.

[Smart | Scientist]

Level 3

Background Technophile

Profession Kaiju Scientist

Wealth 4

Defense 14

Hit Points 16

Hit Dice 3d6

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	9 (-1)	14 (+2)

Proficiency Bonus +2

Equipment Proficiencies Basic

Save Proficiencies Con +3, Int +6

Skill Proficiencies Computers +6, Investigation +6, Mechanics +6

Skill Expertise Medicine +8, Natural Sciences +8

Talents Genius, Mental Refresh, Dangerous Stuff

Feats Ability Score Training: Intelligence +2

Plans (4 Genius) Adrenaline Shot, Expect the Unexpected, Know the Layout, The Right Tool, When A Plan Comes Together

Weapons

Unarmed. Melee Attack: +4 to hit. **Damage:** 1d4+2 bludgeoning, PV 1. **Properties:** light, finesse.

Dangerous Stuff. Ranged (40/80) Attack: +7 to hit. **Damage:** 1d6+4 acid, PV 1. **Properties:** thrown.

Equipment

Clothes. Yesterday's business suit

Vehicle. Sports car

Gear. Kaiju tattoos, pocket stuff, lab equipment

Weapons. Dangerous chemicals

Stacker Pentecost

"Haven't you heard, Mr. Beckett? The world is coming to an end. So where would you rather die? Here? Or in a Jaeger?"

– STACKER PENTECOST (PACIFIC RIM)

Stacker Pentecost was one of the earliest PPDC Rangers, piloting Coyote Tango into battle against a variety of terrifying Kaiju. Ultimately the unshielded reactor of the Mark-1 Jaeger left him and his co-pilot Tamsin Sevier with terminal cancer. Pentecost continues to serve in the PPDC, hiding his condition, but took on a leadership position until the Battle of the Breach, where he and co-pilot Chuck Hensen sacrificed themselves and the Jaeger Striker Eureka to defeat the category V Kaiju Slattern with a nuclear detonation.

[Tough | Bodyguard] Level 8

Background Military Tradition

Profession PPDC Officer

Wealth 4

Defense 15

Hit Points 73

Hit Dice 8d12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	18 (+4)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Str +6, Dex +5

Skill Proficiencies Insight +6, Endurance +5, Perception +6, Streetwise +6

Skill Expertise Intimidation +10

Talents Payback, Tough as Nails, Get Down, Take a Bullet, Come Get Some, Friendly Fire, Advanced Combat Training, Pin Them Down, Vigilance

Feats Ability Score Training: Constitution +2, Ability Score Training: Charisma +4, Neural Fortitude, Drift Master

Weapons

Unarmed. *Melee Attack:* +6 to hit. Damage: 1d4+3 bludgeoning, PV 1. *Properties:* light, finesse.

9mm Service Pistol (21 rounds; bonus reload). *Ranged (100/200) Attack:* +5 to hit. Damage: 1d10+2 bludgeoning, PV 2. *Properties:* loud, semi-auto.

Equipment

Clothes. PPDC Uniform.

Vehicle. Helicopter.

Gear. Pocket stuff, medals of honor.

Weapons. 9MM service pistol.

Jake Pentecost

"I'm not a hero like he was."

– JAKE PENTECOST (PACIFIC RIM UPRISING)

After washing out of the PPDC academy due to his anger issues, Jake moved to the exclusion zone where he scavenged old Jaeger parts to make a living. But when he was brought in after fleeing the PPDC in Amara Namani's rogue Jaeger, he was asked to help train a new generation of cadets. After drone Jaegers attack and bring three new Kaiju to Earth, Jake leads a team to stop these new enemies in Gipsy Avenger.

[Agile | Scoundrel] Level 7

Background Juvenile Delinquent

Profession Tech Scavenger/PPDC Ranger

Wealth 4

Defense 16

Hit Points 49

Hit Dice 7d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Dex +7, Cha +4

Skill Proficiencies Deception, Investigation, Mechanics, Stealth, Vehicles

Skill Expertise Security, Sleight of Hand, Streetwise

Talents Fast Reflexes, Quickness, Vital Strike (4d6), In the Shadows, Surprise Attack, Roll with It, Covert Expertise

Feats Ability Score Training: Dexterity +2, Ability Score Training: Intelligence +1, Fast Feet, Jack of all Trades, Neural Fortitude

Weapons

Unarmed. Melee Attack: +7 to hit. **Damage:** 1d4+4 bludgeoning, PV 1. **Properties:** light, finesse.

Equipment

Clothes. Street clothes

Vehicle. None

Gear. Pocket stuff, burglar's tools, cutting tools

Weapons. None

Armor. Leather jacket (AV 1).

Amara Namani

"Look what you did to my Jaeger, you jerk!"
— AMARA NAMANI (PACIFIC RIM UPRISING)

After her family was killed in a Kaiju attack, Amara vowed to never be so vulnerable again, and became obsessed with building her own Jaeger for when the Kaiju inevitably returned. She built the support Jaeger Scrapper, but was arrested and asked to become a PPDC cadet. She was instrumental in the defeat of the Kaiju that arrived when drone Jaegers opened new Breaches, first as a pilot of Bracer Phoenix, then Gipsy Avenger.

[Smart | Engineer] Level 5

Background Disaster Survivor

Profession Tech Scavenger/PPDC Ranger

Wealth 4

Defense 15

Hit Points 25

Hit Dice 5d6

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	18 (+4)	14 (+2)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic

Save Proficiencies Dex +6, Int +7

Skill Proficiencies Arts and Crafts +5, Investigation +7, Natural Sciences +7, Perception +5, Security +7, Streetwise +5

Skill Expertise Computers +10, Mechanics +10

Talents Genius, Mental Refresh, Mechanical Companion, Field Repairs, Fine Tuning

Feats Ability Score Training: Intelligence +2, Advanced Skill Training: Computers, Neural Fortitude

Plans (5 Genius) Calculated Trajectory, Expect the Unexpected, Know the Layout, My Robot Can Do That, Overload, Shocking Blow

Weapons

Unarmed. Melee Attack: +6 to hit. **Damage:** 1d4+3 bludgeoning, PV 1. **Properties:** light, finesse.

Equipment

Clothes. PPDC Cadet Uniform

Vehicle. None

Gear. Pocket stuff, mechanics tools

Weapons. None.



Key Jaegers

Several Jaegers appear in the *Pacific Rim* films, and while you can always make your own, you can also pick one of the following Jaegers that suits your needs. You can modify it however you like, or you could use one of these as inspiration for your own Jaeger, in the same way Gipsy Avenger is inspired by Gipsy Danger.

Cherno Alpha [Mark-1]

Bulk. 10 (max 6 + all pilots' proficiency bonuses)

Neural Load. 2

Chassis. Heavy Jaeger

Energy Core. Nuclear

Weapons. Incinerator Turbine x2 (1 NL; 1 Bulk each), Pneumatic Fists (2 NL; 2 Bulk), Bolt Fists (2 NL; 2 Bulk)

Upgrades. Core-Integrated Conn-Pod (0 NL; 0 Bulk), Foot Spikes (1 NL; 1 Bulk), Superdense Armor Plating (2 NL; 4 Bulk)

The longest lived of the Mark-1s, the Russian-built Cherno Alpha is a tank of a Jaeger. Capable of roasting Kaiju with its incinerator turbines and stunning them with electrically charged fists, its pilots traditionally preferred to finish off Kaiju with its pneumatic fists, an attack nicknamed "Roll of Nickels."

Gipsy Danger [Mark-3]

Bulk. 8 (max 4 + all pilots' proficiency bonuses)

Neural Load. 2

Chassis. Medium Jaeger

Energy Core. Nuclear

Weapons. Elbow Rocket (1 NL; 1 Bulk), GD6 Chainsword (1 NL; 1 Bulk), I-19 Plasmacaster (2 NL; 2 Bulk)

Upgrades. Agility Upgrade (1 NL; 2 Bulk), Burst Foils (2 NL; 2 Bulk)

Gipsy Danger was the last of the Mark-3s during the Battle of the Breach, and was ultimately responsible for closing the Breach by detonating its nuclear core after passing into the Anteverse.

Crimson Typhoon [Mark-4]

Bulk. 10 (max 4 + all pilots' proficiency bonuses)

Neural Load. 2 (4 with two or fewer pilots)

Chassis. Medium Jaeger

Energy Core. Power Cell

Weapons. IB-22 Plasmacaster (2 NL or 4 NL with two or fewer pilots; 4 Bulk), Thunder Saws (2 NL; 2 Bulk)

Upgrades. Arm Trifecta (1 NL; 1 Bulk), Burst Foils (2 NL; 1 Bulk), OSIH Achilles Shock Absorbers (2 NL; 1 Bulk), Three-Pilot Conn-Pod (0 NL; 1 Bulk)

This Chinese Jaeger pioneered the technology that allows three pilots to Drift at once, allowing two to perform basic motions while a third controls auxiliary equipment. This made Crimson Typhoon a dynamic fighter using three whirling saw blades in melee and a devastatingly powerful plasma cannon at a distance.

Bracer Phoenix [Mark-5]

Bulk. 15 (max 6 + all pilots' proficiency bonuses)

Neural Load. 3

Chassis. Heavy Jaeger

Energy Core. Power Cell

Weapons. Anti-Kaiju Missile Launcher (3 NL; 4 Bulk), M-19 Morningstar (3 NL; 4 Bulk), Vortex Cannon (Third Pilot; 3 NL; 4 Bulk)

Upgrades. Three-Pilot Conn-Pod (0 NL; 1 Bulk), X-211 Light Carbon Body Work (3 NL; 2 Bulk)

The last Mark-5 in operation during the Uprising, Bracer Phoenix was nicknamed The Shanghai Shield. After drone Jaegers destroyed most of the Shatterdome, Bracer Phoenix's arm was retrofitted with the M-19 Morningstar arm of the destroyed Titan Redeemer.



BRACER PHOENIX

Striker Eureka [Mark-5]

Bulk. 10 (max 4 + all pilots' proficiency bonuses)

Neural Load. 3

Chassis. Medium Jaeger

Energy Core. Power Cell

Weapons. Anti-Kaiju Missile Launcher (3 NL; 4 Bulk), Stingblades (3 NL; 1 Bulk)

Upgrades. Burst Foils (2 NL; 2 Bulk), RG-18 Light High Tensile Limbs (3 NL; 2 Bulk), T-16 "Angel" Wings (1 NL; 1 Bulk)

The first – and what was meant to be the last – of the Mark-5s, Striker Eureka is a beast in combat, capable of intense bursts of speed and power and able to engage Kaiju at any range.

Guardian Bravo [Mark-6]

Bulk. 10 (max 4 + all pilots' proficiency bonuses)

Neural Load. 2

Chassis. Medium Jaeger

Energy Core. Energy Cell

Weapons. Elec-16 Whip (2 NL; 1 Bulk), Gatling Chest (2 NL; 2 Bulk), Wrist Blasters (1 NL; 1 Bulk)

Upgrades. Burst Foils (2 NL; 2 Bulk), X-200 Carbon Body Work (2 NL; 4 Bulk)

A mobile, long-range specialist, Guardian Bravo is equipped with an electrified whip with considerable reach in addition to its primary gatling cannon and secondary wrist blasters.

Gipsy Avenger [Mark-6]

Bulk. 10 (max 4 + all pilots' proficiency bonuses)

Neural Load. 3

Chassis. Medium Jaeger

Energy Core. Nuclear

Weapons. Chainsword 2.0 x2 (3 NL; 1 Bulk each), Elbow Rocket (1 NL; 1 Bulk), I-29 Plasmacaster (3 NL; 1 Bulk), Scatter Missiles (1 NL; 1 Bulk)

Upgrades. Agility Upgrade (1 NL; 2 Bulk), Gravity Sling (1 NL; 1 Bulk), Rocket Thrusters (1 NL; 2 Bulk)

Built in the likeness of Gipsy Danger, this Jaeger is equipped with a variety of weapons and utilizes a nuclear power core like its predecessor.

November Ajax [Mark-6]

Bulk. 9 (max 4 + all pilots' proficiency bonuses)

Neural Load. 3

Chassis. Medium Jaeger

Energy Core. Energy Cell

Weapons. Grappling Hook Cables (2 NL; 1 Bulk)

Upgrades. RG-18 Light High Tensile Limbs (3 NL; 2 Bulk), Superdense Armor Plating (2 NL; 4 Bulk), X-211 Light Carbon Body Work (3 NL; 2 Bulk)

Primarily operating as a law-enforcement Jaeger, November Ajax is equipped with electrified cables designed to incapacitate rogue Jaegers.

Saber Athena [Mark-7]

Bulk. 10 (max 4 + all pilots' proficiency bonuses)

Neural Load. 4

Chassis. Light Jaeger

Energy Core. Power Cell

Weapons. Ionic Twinblades (3 NL; 2 Bulk), N-16 Particle Charger (2 NL; 2 Bulk)

Upgrades. Burst Foils (2 NL; 2 Bulk), RG-28 Light Accelerator Limbs (4 NL; 2 Bulk), X-411 Light Supermetal Body Work (4 NL; 2 Bulk)

The first Mark-7 Jaeger, Saber Athena is fast and agile, with experimental super lightweight armor plating and limbs with flexibility nearing human levels.

Scraper [Rogue Jaeger]

Bulk. 2 (max 2 + pilot's proficiency bonus)

Neural Load. 1

Chassis. Support Jaeger

Energy Core. Power Cell

Weapons. Smoke Grenades (1 NL; 1 Bulk), Welding Torch (1 NL; 1 Bulk)

Upgrades. None

Scraper is a tiny, single-pilot Jaeger with limited offensive capabilities. It was later upgraded with a welding torch by Liwen Shao, which she used to weld a rocket to Gipsy Avenger's hand.

Pre-Generated Heroes and Jaegers

These five 6th-level heroes, built using standard hero rules, can be used as-is when playing the Fenris Alpha adventure in this book. You can also use them in any other adventure for 6th-level heroes at the GM's discretion, or use them as inspiration when building your own heroes.

Following these heroes are three Jaegers designed for them to pilot. Custom heroes can also pilot these Jaegers during the Fenris Aurora adventure, or you can use them as inspiration when building your own Jaegers.

Ranger Alpha

A former pilot for the United States Air Force, having served with distinction and earned a medal for valor. It was always Alpha's dream to serve the USA, and they were raised with a sense of honor and a high level of respect for authority and structure. They aren't blind to the flaws of the system, though, and wanted to earn a high rank in order to better the lives of the soldiers in their command. That dream, however, was thrown off track when their younger sibling (Pilot Beta) was brought up on charges by the military.

[Charming | Leader] Level 6

Background Social Butterfly

Profession Military/PPDC Ranger

Wealth 3

Defense 16

Hit Points 45

Hit Dice 6d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	18 (+4)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Dex +5, Cha +7

Skill Proficiencies Athletics +3, Insight +4, Perception +4, Stealth +5, Vehicles +5

Skill Expertise Medicine +5, Persuasion +10

Talents Influence, Tricks, Charm, Command, Encouraging Banter, Improved Command

Feats Ability Score Training: Charisma +2, Advanced Skill Training: Medicine, Battlefield Medic, Lead by Example, Scout (see *Everyday Heroes* Core Rulebook)

Tricks (5d8 Influence trick DC 15) Defensive Order, Inspiring Order, Motivate, Open Them Up (see *Everyday Heroes* Core Rulebook)

Weapons

Stun Gun. *Melee Attack:* +5 to hit. *Damage:* 1d4 electrical, PV 0. *Properties:* finesse, stunning.

Tactical Rifle (30 rounds; bonus reload). Ranged (600/1,200) *Attack:* +5 to hit. *Damage:* 1d12+2 ballistic, PV 3. *Properties:* loud, semi-auto, two-handed.

Equipment

Clothes. PPDC uniform, **Vehicle.** 4WD Jeep, car stuff, **Gear.** Soldier's kit, first aid kit, **Weapons.** Tactical rifle, stun gun

Features and Talents

Life of the Party. You gain advantage on Charisma (Persuasion) and Charisma (Deception) checks made while at a party or other social event.

Fight The Storm. You have advantage on saving throws made to avoid being Frightened.

Command. As an action, you can command one of your allies. That ally can use a reaction to make one attack or move up to its speed.

Charm. When you make a Charisma check, after rolling but before determining the result, you can roll an influence die and add it to your result.

Encouraging Banter. You encourage camaraderie among your allies. Whenever you and your allies finish a short rest, you and any ally that can hear you each regain 1 spent hit die, whether it was spent during this rest or earlier. You can use this talent only once before finishing a long rest.

Improved Command. You can use your Command talent as a bonus action. You can still use it as an action as well, allowing you to use it twice during your turn if you like.

Ranger Beta

A former engineer for the United States Air Force, Beta has always had a knack for machines and a strong understanding of Jaeger technology. They're also an excellent fighter, both on their own in the Kwoon ring (and the occasional pub brawl) and as a Jaeger pilot. They joined the Air Force more out of family obligation than out of a personal interest, and their record is filled with reprimands for disrespect, rule breaking, and minor misconduct.

Pilot Beta is the sibling of Pilot Alpha, and the two have a fierce rivalry as well as personal loyalty. When they aren't bickering with each other, they're standing together against outsiders; their pairing as pilots is strong. Beta is something of a troublemaker with a chip on their shoulder, doing their best to fulfill their tour of duty, even as they gripe about it. Still, they have no plans of leaving the PPDC; they plan to make sure that both siblings live through their term as Jaeger pilots.

[Agile | Scoundrel] Level 6

Background Juvenile Delinquent

Profession Crime/PPDC Ranger

Wealth 3

Defense 16

Hit Points 39

Hit Dice 6d8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	15 (+2)	10 (+0)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Dex +7, Cha +4

Skill Proficiencies Acrobatics +7, Deception +4, Intimidation +4, Mechanics +5, Sleight of Hand +7, Stealth +7, Streetwise +3

Skill Expertise Security +8

Talents Fast Reflexes, Quickness, Vital Strike (3d6), In the Shadows, Surprise Attack, Roll with It

Feats Ability Score Training: Dexterity: +2, Smart Hero Training, Engineer Training (see *Everyday Heroes* Core Rulebook)

Plans (3 Genius) Customize, Dirty Little Secrets, Watch Your Step (see *Everyday Heroes* Core Rulebook)

Weapons

Small Knife. *Melee or Ranged (30/60) Attack:* +7 to hit. *Damage:* 1d4+4 slashing, PV 1. *Properties:* light, finesse.

Concealed Carry Pistol (8 rounds; bonus reload). *Ranged (100/200) Attack:* +7 to hit. *Damage:* 1d8+4 ballistic, PV 2. *Properties:* light, loud, semi-auto, versatile (1d10).

Equipment

Clothes. Jeans, T-Shirt, Hoodie, Sneakers, Backpack, **Vehicle.** Street motorcycle, **Gear.** Pocket stuff, burglar's tools, **Weapons.** Concealed carry pistol x2, small knife

Features and Talents

Underworld Contacts. You gain advantage on Wisdom (Streetwise) checks to buy or sell illicit goods and services.

Criminal Record. You also have advantage on all Charisma checks when interacting with the underworld. You have disadvantage on all Charisma checks when interacting with anyone from law enforcement or the security professions.

Fast Reflexes. You have advantage on initiative checks.

Vital Strike. Once during your turn, when you hit a target with an attack, if you had advantage on that attack or an ally is within 5 feet of that target, you can choose to deal an additional 3d6 damage.

Quickness. You can take the Dash or Disengage action as a bonus action. In addition, during a foot chase, you have advantage on Strength (Athletics) checks made as part of a Gain Ground action.

In the Shadows. You can use the Hide or Use an Object action, or make an ability check using the Security or Sleight of Hand proficiency as a bonus action.

Surprise Attack. You have advantage on attack rolls against any enemy that has not yet acted this combat.

Roll with It. When you take damage from an attack, you can spend your reaction to halve that attack's damage against you.

Ranger Charlie

Ranger Charlie was a firefighter in New York City, and has often risked their life rushing in when others would not have dared. On a lark, they took a test to see if they were Drift-compatible – and were shocked to discover that they perfectly matched a well-known Ranger. Now, the two newly paired Rangers struggle to master the art of piloting their Jaeger so they can stand between the Kaiju threat and innocents who depend on them.

[Strong | Brawler] Level 6

Background Caregiver

Profession Emergency Services/PPDC Ranger

Wealth 4

Defense 16

Hit Points 52

Hit Dice 6d10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Improvised

Save Proficiencies Str +7, Con +6

Skill Proficiencies Acrobatics +4, Athletics +7, Endurance +6, Medicine +3, Vehicles +4

Skill Expertise –

Talents Reckless Attack, Power Attack, Crush, Hurl, Smash, Rampage, Bits and Pieces, Haymaker

Feats Ability Score Training: Strength +2, Ability Score Training: Constitution +2, Fortune's Fool (see *Everyday Heroes* Core Rulebook)

Weapons

Unarmed. *Melee Attack:* +7 to hit. *Damage:* 1d4+4 bludgeoning, PV 2. *Properties:* light, finesse.

Improvised Weapon. *Melee or Ranged (varies) Attack:* +7 to hit. *Damage:* varies+4 bludgeoning, PV varies. *Properties:* improvised, varies.

Equipment

Clothes. PPDC uniform, **Vehicle.** Common car, car stuff, **Gear.** Pocket stuff, **Weapons.** None

Features and Talents

Soothing. You gain advantage on Charisma (Persuasion) checks with people who are angry, afraid, or in pain.

Emergency Medicine. When using the First Aid action to stabilize an ally, if you succeed, the ally can spend one hit dice to recover hit points equal to the roll plus their constitution modifier.

Reckless Attack. Before making a melee or thrown attack during your turn, you can declare you are being reckless. When you do, you gain advantage on all melee and thrown weapon attack rolls, but all foes attacking you have advantage on their attack rolls, each until the start of your next turn.

Crush. You have advantage on any Strength check you make in order to break an object. In addition, your melee attacks have +1 Penetration Value.

Hurl. Double the range of any thrown weapon you attack with.

Smash. Once during your turn, when you hit an enemy with a melee or thrown weapon, you can deal an additional 3d6 damage, or 3d12 damage if you used Power Attack. The weapon you used to make the attack is destroyed.

Power Attack. Before making a melee or thrown attack during your turn, you can take a -5 penalty to the attack roll in order to gain a +10 bonus to the attack's damage. You cannot use this talent if the attack during bonus action or with Reckless Attack.

Rampage. As a bonus action, you can move up to your speed, but you must move toward an enemy. If there are no enemies present, you may move toward an obviously dangerous situation instead.

In addition, during a foot chase, if you are a predator (you're doing the chasing), you have advantage on Strength (Athletics) and Constitution (Endurance) checks made as part of a Gain Ground action.

Bits and Pieces. Immediately after you use your Smash talent during a melee attack and break the weapon, you can use your bonus action to make an additional attack using the destroyed pieces of the weapon. The pieces are an improvised weapon that deal 1d4 piercing damage and are also destroyed after the attack.

Haymaker. When you use your Reckless Attack talent as part of an unarmed attack, you can also use your Power Attack talent. You still must follow the other limitations of the Power Attack talent.

Ranger Delta

They say old dogs can't learn new tricks, but Ranger Delta – one of the most experienced Rangers in the corps – is honor-bound to try. Their long-term partner died of natural causes (a heart attack) fairly recently, but Ranger Delta can't stand still while others do their job. Crusty, old-fashioned, and maybe a little bit inflexible, Ranger Delta nevertheless has experience about Jaegers and how the PPDC works that others lack. They're a bit unsure about their new partner, but willing to believe that the record speaks for itself – and even if they don't get along perfectly, the victories they achieve when they're in the Jaeger speak for themselves.

[Tough | Commando] Level 6

Background Disaster Survivor

Profession PPDC Ranger Veteran/PPDC Ranger

Wealth 4

Defense 18

Hit Points 68

Hit Dice 6d12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised, Military

Save Proficiencies Str +6, Con +7

Skill Proficiencies Acrobatics +5, Athletics +6, Endurance +7, Insight +4, Mechanics +3, Survival +4

Skill Expertise –

Talents Payback, Tough as Nails, Fighting Spirit, Extra Effort, Grenadier, Advanced Combat Training

Feats Ability Score Training: Strength +2, Ability Score Training (see *Everyday Heroes* Core Rulebook): Constitution +2, Power Slam, Punisher (see *Everyday Heroes* Core Rulebook)

Weapons

Small Knife. *Melee or Ranged (30/60) Attack:* +6 to hit. *Damage:* 1d4+3 slashing, PV 1. *Properties:* light, finesse.

Assault Carbine (30 rounds; bonus reload). *Ranged (800/1,600) Attack:* +6 to hit. *Damage:* 1d12+3 ballistic, PV 3. *Properties:* burst 3, full-auto, loud, restricted, two-handed.

Fragmentation Grenade. *Thrown Explosive (75/150) Attack:* +6 to hit. *Damage:* 4d8 explosive, PV 3. *Properties:* grenade, indirect, thrown, loud, restricted, 20-foot radius.

Equipment

Clothes. PPDC Uniform, **Vehicle.** Old pickup truck, **Gear.** Soldier's kit, **Weapons.** Assault carbine, 2 fragmentation grenades, large knife

Features and Talents

Disaster Experience. You have advantage on ability checks and saving throws made against broken ground, collapsing buildings, or similar destruction of your environment.

Drift Training. When you and your co-pilot(s) roll for a neural handshake, your relationship is always considered at least "Friends."

Payback. You gain a +2 bonus on one attack roll against an enemy who has damaged you since the end of your last turn. You can use this talent once during your turn. You can decide to use payback after making your attack roll, but before determining the result.

Fighting Spirit. You can take the Second Wind action as a bonus action.

Tough as Nails. You gain Damage Reduction 3 (against all damage types).

Extra Effort. By pushing yourself to the limit, you can take an additional action during your turn. You can do this only once before you finish a short or long rest.

Grenadier. You can draw, arm, and throw a grenade as a bonus action. You must have a free hand or already be holding the grenade to do this.

Advanced Combat Training. Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Ranger Twins Epsilon and Zeta

Truly bonded twins are rare individuals, born with an instinct that ties them together that is more than simple DNA. These two were born with the ability to finish one another's sentences, and deeply understand one another. That ability made them perfect Jaeger pilots – but they aren't simply carbon-copies. Native-born Māori New Zealanders, when their homeland was severely damaged during a Kaiju attack, the two stepped up and volunteered for testing to become Jaeger pilots. They have thrived in the service, and are hometown heroes to their people and their nation.

[Wise | Bonded Twins] Level 6

Background Exclusion Zone Resident

Profession Tech Scavenger/PPDC Ranger

Wealth 4

Defense 17

Hit Points 39

Hit Dice 6d10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	18 (+4)	8 (-1)

Proficiency Bonus +3

Equipment Proficiencies Basic

Save Proficiencies Int +4, Wis +7

Skill Proficiencies Acrobatics +7, Athletics +3, Investigation +4, Mechanics +4, Security +4, Streetwise +7, Survival +7

Skill Expertise –

Talents Concentration, Focus (max 6 recharge on short rest), One Step Ahead, Bonded, Discordant Separation, Perfect Sync, Improved Coordination, Advanced Twin Combat

Feats Ability Score Training: Dexterity +2, Ability Score Training: Wisdom +2, Harrier (see *Everyday Heroes* Core Rulebook)

Weapons

Unarmed. *Melee Attack:* +7 to hit. *Damage:* 1d4+4 bludgeoning, PV 1. *Properties:* light, finesse.

Revolver (6 rounds; action reload). *Ranged (100/200) Attack:* +7 to hit. *Damage:* 1d10+4 ballistic, PV 3. *Properties:* loud.

Equipment

Clothes. PPDC Uniforms, **Vehicle.** None, **Gear.** Pocket stuff (shared between the twins), **Weapons.** Two heavy revolver pistols (one each)

Features and Talents

Exclusion Trader. You have advantage on ability checks made to find or negotiate non-monetary trades of goods and services.

Junk Knowledge. You have advantage on ability checks made to identify or remember information about technological parts or equipment.

Concentration. When you fail a Wisdom ability check, you can spend 1 Focus to reroll that check. This can be done only once per ability check.

Bonded. You are actually two people that share a mental connection so powerful that you function as a single individual in two bodies. See the Bonded Twins class in Part 2 for more on this talent.

Coordination. You can take advantage of your two-bodied nature. See the Bonded Twins class in Part 2 for more on this talent.

Discordant Separation. While your bodies are farther than 100 feet from each other, you suffer disadvantage on all ability checks, attack rolls, and saving throws.

Perfect Sync. You count as two pilots when piloting a Jaeger, with some exceptions. See the Bonded Twins class in Part 2 for more on this talent.

One Step Ahead. You can choose not to fall Prone when you Dive for Cover.

Improved Coordination. When you make an attack of opportunity, if it was provoked from both of your bodies, each of your bodies can make the attack separately. In addition, while piloting a Jaeger, you can make two attacks, each with a different weapon or limb, when you make an attack of opportunity.

Advanced Twin Combat. Once during each of your turns, when you take the Attack action, each of your bodies can make an attack, instead of just one. While piloting a Jaeger, you simply make two attacks.

Samba Lancer

Samba Lancer is a small, mobile Jaeger with light weapons and strong movement capacity. It relies on movement and dodging for defense, and specializes in providing a flurry of quick, damaging strikes.

Bulk. 8 (max 2 + all pilots' proficiency bonuses)

Neural Load. 3

Chassis. Light Jaeger

Energy Core. Energy Cell

Speed. 5 spaces

Defense. 13

Armor. AV 2

Weapons

P-23 Energy Pike (mounted on right arm; 3 NL; 1 Bulk) 2d8 piercing, PV 4, Melee, Cauterizing, Finesse

N-16 Particle Charger (integrated in core; 2 NL; 2 Bulk) 2d6 fire, PV 3, range 8/16, Loud

EMP Mist Grenades (non-mounted; 2 NL; 1 Bulk) No damage, range 6/12, radius 2

This thrown explosive creates a 2-space radius cloud of electrically charged mist. The area covered by the mist is heavily obscured, and any combatant that ends its turn in the area or enters it for the first time during its turn must make a DC 14 Constitution saving throw or be Stunned until the start of its next turn. Non-combatant electronics cease functioning while within the mist. The mist lasts for 1 minute.

Gear

Drone Control Hub (integrated in head; 0 Bulk).

- ▶ Your Jaeger is equipped with a support drone, which is remotely controlled from the Conn-Pod. The support drone's statistics are presented below. It follows the normal rules for companions (see the **Everyday Heroes** Core Rulebook for details on how companions can be commanded in combat).
- ▶ Your support drone companion benefits from all of your talents, feats, and special features that can affect any companion. If a talent provides a companion with the multiattack action, your support drone companion gains that action.
- ▶ When making an ability check, attack roll, or saving throw for your support drone

companion, each pilot rolls as if it were a roll for their Jaeger.

Rocket Thrusters (foot-mounted; 1 NL; 2 Bulk)

- ▶ These foot-mounted rockets allow the Jaeger to jump up to its movement speed in distance, and up to half that in height. While underwater, the rockets allow the Jaeger to swim in three dimensions for one round. The rockets can be used three times before they must be refueled.

OSIH Achilles Shock Absorbers (1 NL; 1 Bulk).

- ▶ The Jaeger's feet feature an array of complex pressure sensors and balance plates that can be adjusted dynamically to adjust to any terrain. You ignore difficult terrain when you are not taking the Dash action.

Catalyst Enhancements. During Samba Lancer's turn, the pilots of a Catalyst-enhanced Jaeger can choose to activate a Catalyst benefit, gaining one of the following benefits:

- ▶ **Ionic Hard-Impact Particle Charger.** Until the start of the Jaeger's next turn, all of its attacks with its N-16 Particle Charger gain +1 Armor Penetration and its base damage is increased to 2d8.
- ▶ **Ionic Reinforced Musculature.** The Jaeger's movement speed is increased by 2 spaces until the start of its next turn.

Comet Hyperion

Comet Hyperion is a large, tank-like Jaeger with heavy weapons and slow movement. Its primary task is to keep the enemy occupied and take the brunt of the Kaiju's wrath, while its allies deal damage.

Bulk. 12 (max 6 + all pilots' proficiency bonuses)

Neural Load. 3

Chassis. Heavy Jaeger

Energy Core. Energy Cell

Speed. 3 spaces

Defense. 16

Armor. AV 4

Weapons

Thrust Kicker (integrated into right foot; 3 NL; 2 Bulk) 2d12 bludgeoning, PV 2, Melee

Anti-Kaiju Missile Launcher (non-mounted; 3 NL; 4 Bulk) 4d12 explosive, PV 4, range 8/16, radius 2, 2 uses

Y-11 Revolution Cannons (mounted on arms; 3 NL; 2 Bulk) 2d6 ballistic, PV 3, range 8/16, Light, Loud, Paired

Gear

Gravity Sling (1 NL; 1 Bulk)

- ▶ You can pick up and throw "Thing" improvised weapons with your gravity sling. When you do, you can pick up those weapons from up to 4 spaces away, it takes no action to pick them up, and their thrown range is doubled.
- ▶ You can also topple buildings or other massive objects onto enemies, allowing you to make attacks with "Object" improvised weapons at a range of up to 8 spaces. This destroys the object, even if it is an "unbreakable" object.

X-211 Light Carbon Body Work (integrated into full body; 3 NL; 2 Bulk)

- ▶ Your Defense is increased by 1. (Included above)

Foot Spikes (1 NL; 1 Bulk)

- ▶ You have advantage on saving throws against being forcibly moved or knocked Prone.

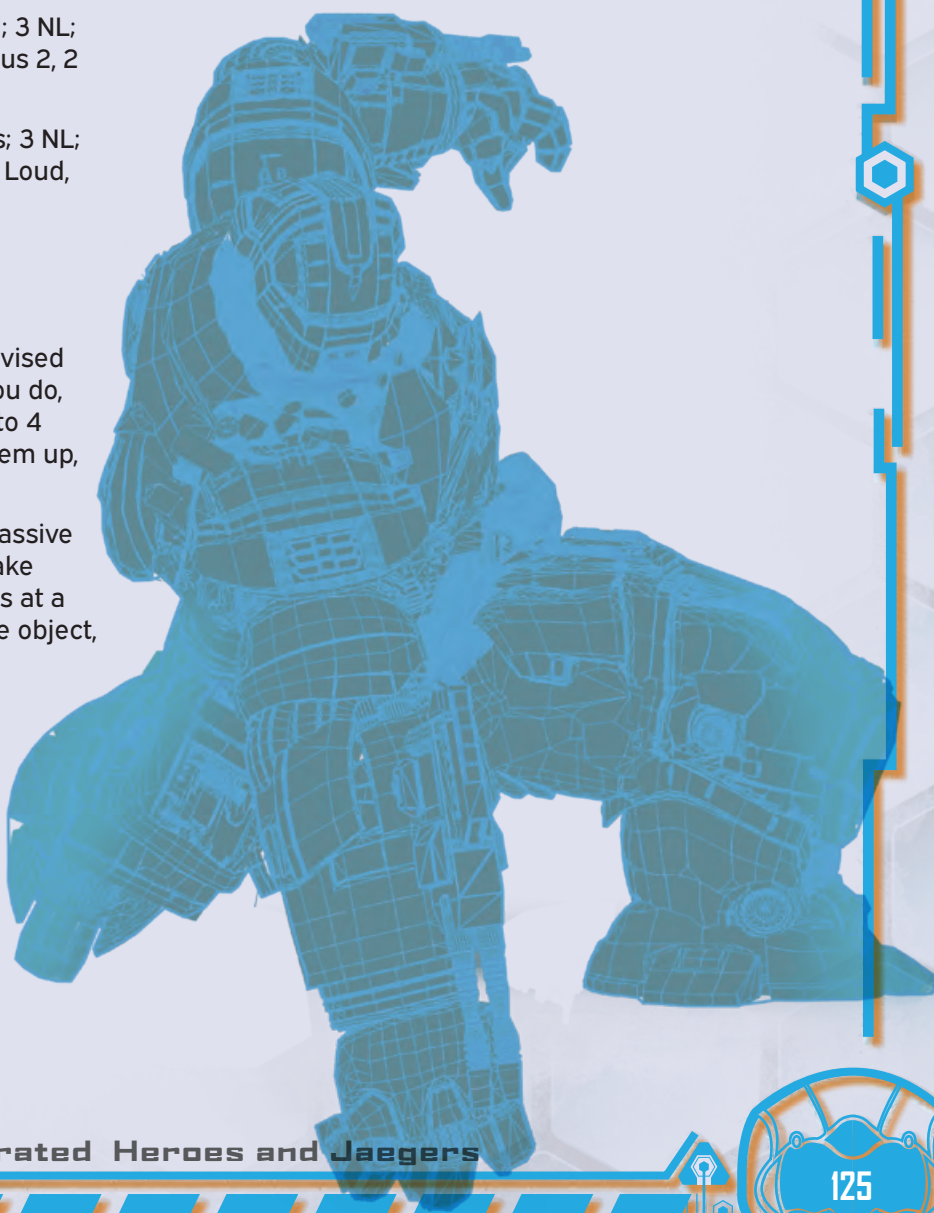
Awkward. A heavy Jaeger has disadvantage on Dexterity ability checks and Dexterity saving throws.

Bulky. A heavy Jaeger cannot dive for cover.

Catalyst Enhancements. During Comet Hyperion's turn, the pilots of a Catalyst-enhanced Jaeger can choose to activate a Catalyst benefit, gaining one of the following benefits:

- ▶ **Ionic Antiballistic Shields.** The Jaeger has special shields that can be activated to block attacks. Once before the Jaeger's next turn, when an attack hits it, it can gain a +5 bonus to its Defense against that attack, potentially turning the hit into a miss.
- ▶ **Ionic Reinforced Musculature.** The Jaeger's movement speed is increased by 2 spaces until the start of its next turn.

Momentum. When a heavy Jaeger takes the Dash action, it must move in a straight line.



Rainbow Serpent

Rainbow Serpent is a sleek, efficient Jaeger, designed to be a simple yet flexible warrior. This Jaeger is made for a pair of bonded twins such as Ranger Twins Epsilon and Zeta, who have limited Neural Load and Bulk capacity.

Bulk. 6 (max 4 + all pilots' proficiency bonuses)

Neural Load. 2

Chassis. Medium Jaeger

Energy Core. Energy Cell

Speed. 4 spaces

Defense. 14

Armor. AV 3

Weapons.

Welding Torch x2 (mounted on arms; 1 NL each; 1 Bulk each) 2d6 fire, PV 3, Finesse

I-19 Plasmacaster x2 (integrated into arms; 2 NL; 2 Bulk each) 2d8 fire, PV 4, range 4/8, Loud

Gear. None

Catalyst Enhancements. During Rainbow Serpent's turn, the pilots of a Catalyst-enhanced Jaeger can choose to activate a Catalyst benefit, gaining one of the following benefits:

- ▶ **Ionic Antiballistic Shields.** The Jaeger has special shields that can be activated to block attacks. Once before the Jaeger's next turn, when an attack hits it, it can gain a +5 bonus to its Defense against that attack, potentially turning the hit into a miss.
- ▶ **Ionic Hard-Impact Plasmacasters.** Until the start of the Jaeger's next turn, all of its attacks with its I-19 Plasmacasters gain +1 Armor Penetration and their base damage is increased to 2d10.

Momentum. When a medium Jaeger takes the Dash action, it must move in a straight line.

Topple. A medium Jaeger can move only up to 1 space when it dives for cover.

