

# 怪獣の大図鑑

# BIG BOOK OF KAIJU

Volume  
4.



A Sourcebook For

**MECHA  
VS KAIJU**

By Johnathan Wright

POWERED BY  
**FATE**

## THE BIG BOOK OF KAIJU

# 怪獣の大図鑑

“Kaiju No Daizukan”

## KAIJU OF THE SKY

# 空の怪獣

“Sora No Kaiju”

Kaiju are not bound by the limits of nations. They soar through the skies, ignoring borders and making their nests where they will, whether the heart of the wild or in the skyscraper of a modern city. The Sora no Kaiju are fast, fierce, and free, and none more so than Sanshuseki, the two-headed flying terror, detailed here in all its historical forms.

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Artwork by Butch Mapa  
Cover Design by Mike Todd



## Kaiju Design

These kaiju are all inspired by giant movie monsters, and their descriptions and actions are based on the same. Kaiju Motivation is the driving force for the beast, and will rarely change. Motivation inspires the kaiju to respond by Instinct whenever a new situation arises. Instinct changes based on the circumstances, but some common instinctive actions are provided as suggestions for their behavior. This is an important distinction: Motivation describes mind-set, Instinct describes action in a given scene.

When building a new kaiju, their power is based on the player group. Kaiju have twice the Mutation Points (MP) as the average player's Construction Points for building a mecha, plus one for each player. Their skill cap is also 2 points higher than that of the players. These kaiju designs assume each kaiju appearing alone. If there are more than one reduce the skill cap of the group by 1. These builds assume a 4 player group that have reached varying Milestones (Fate Core Rulebook Pg. 256). They do not use optional rules, such as Kaiju Fortitude (MvK Pg. 105).

The kaiju in this book are designed for three different power levels. The first is "Aspects Only", a game where players build their mecha without Construction Points; the second is an Experienced team that has put some missions under their belts and achieved some Significant Milestones, therefore increasing their base Construction Points; the third is the Endgame version of the kaiju, as it would appear in the final battle, facing a group that has achieved two Major Milestones and increased their skill cap. Kaiju stat blocks are written with all powers summarized for ease of use during a game session.

For those new to Mecha vs Kaiju Welcome! If this is your first introduction to MvK, just remember that this is a world where every giant monster movie you ever saw as a kid really happened, from gargantuan kaiju in Japan to giant insects in America. The MvK Sourcebook offers a complete world filled with mystery and adventure. And ninjas...lots and lots of ninjas.

But if you are just looking for a one-shot encounter to spice up your Fate game then these monster stat blocks are written with everything you need. Each of the kaiju's powers is also a stunt, which can be invoked or compelled as usual. Each power has a series of "Mutation Stunts" underneath it. These stunts are clearly explained, exactly as they appear in the MvK Sourcebook. If you want to modify them while maintaining the kaiju's power level just swap one Mutation Stunt for another. Don't see a power you want? Just build them like you would any other Fate stunt. Or you can get the Mecha vs Kaiju Sourcebook and take your pick!

The "Big Book of Kaiju" is organized as the online message board for the Kaiju Hanta (怪獣ハンター, using a gairaigo, or loan word, for "hunter"). To learn more about this group and the contributors who will be commenting on the kaiju entries you should download the "Big Book of Kaiju Introduction", a free appendix to this supplement available at [RPGnow.com](http://RPGnow.com).



## HAIIAKU

The winged reptile Haiaku was the first radical kaiju mutation. It was developed by the North Korean scientific community at the Chosin Lake labs. The scientists did not set out to create a flying version of Kaibutsu, but their spirits were high after the success of their first monster, and they were awed by the ease with which kaiju genetic material could be grafted to the cells of other species. The researchers were like children playing with paint, mixing colors together in wild combinations; the scientists mixed genes together in the same way, with no thoughts of how their mixtures would be turn out, thinking only of the science involved.

The speed of Haiaku shocked scientists and military leaders alike. Supersonic jets were still experiments in the early 1950s, requiring powerful rockets to push jets passed the sound barrier. But Haiaku was capable of easily flying almost twice the speed of sound. As it passed it left a wake of destructive wind like a hurricane.

Haiaku was created as a male. Scientists thought this would make it more territorial, as it had been designed to guard the skies of North Korea. But it had strong mating drives, and its desire to breed overcame its function as a guardian. The beast would often leave its assigned area and travel the skies in a vain attempt to find a mate.

<<<Kagakusha>>>The North Korean military found they could use this breeding drive to their advantage. They found a means of feminizing the creature's vocalization, tricking it into believing there was a female version out there somewhere. A dangerous proposition to be sure. Controlling kaiju is always a dicey proposition, but add to that the mating drives and one wonders if it is even worth the effort after a while.

<<<Shigakka>>>Absolutely! There is a famous story – apocryphal but no doubt true – about NK's first attempts to lure Haiaku outside the country. They tried broadcasting the “mating call” from an aircraft and flying it across the DMZ to attack Seoul, forgetting that they had no planes that could outrun the creature. They lost 3 pilots when the kaiju tried to “mate” with the aircraft. They gave up on risking pilots and planes, but the damage was done; they had inspired Haiaku to look beyond their borders for a mate.

<<<Ekisaito>>>And its jones for mecha, don't forget about that! The North Korean military would deliberately torment this kaiju with construction equipment made up to look like mecha – stealing its food, pulling sneak attacks, generally pissing it off. And now the thing HATES MECHA! Never heard of such a thing, but it'll go out of its way to tear into big robot. Crunchy on the outside, warm and chewy on the inside.

<<<Odokemono>>>Man, there are some jokes even I won't tell.

Motivation: Frustrated Biological Imperative

Common Instincts: How YOU Doin'?; This is MY nest!

### Aspect Only

Fantastic +6: Athletics

Superb +5: Fight, Notice

Great +4: Physique, Provoke, Will

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 4

### Supersonic Flight

- **Flight:** Haiaku can fly using wings, moving as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. Its speed is not affected.

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

### Typhoon Wake

- **Speed Boost:** Haiaku moves two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting flight movement. With its combination of powers it can move at any speed (see Speed, MvK Pg.47).

- **Wake:** When Haiaku triggers its Supersonic burst and then moves he also affects the sectors he travels through. When it moves out of a sector it must make an attack roll against all targets in that sector. It must do this for every sector it is able to move through.



### Experienced

Fantastic +6: Athletics

Superb +5: Fight, Notice

Great +4: Physique, Provoke, Will

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

MP:7

### Supersonic

- **Flight:** Haiaku can fly using wings, moving as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. Its speed is not affected.

- **Speed Boost:** Haiaku moves two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting flight movement. With its combination of powers it can move at any speed (see Speed, MvK Pg.47).

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

### Typhoon Wake

- **Blow Through:** Haiaku's attacks are strong enough to strike many targets at a time. Once per conflict, when the kaiju inflicts a physical consequence on an opponent it may also inflict a 2-point physical hit on another opponent in the same sector.

- **Close:** Once per exchange, when a kaiju forces its target to move it can close in on it, moving one sector closer as long as there are no aspects impeding its movement.
- **Knockback:** Anytime this kaiju succeeds with style in a Fight check it may move its target up to 2 sectors away from its current sector.
- **Wake:** When Haiaku triggers its Supersonic burst and then moves he also affects the sectors he travels through. When it moves out of a sector it must make an attack roll against all targets in that sector. It must do this for every sector it is able to move through.

#### *Running the Typhoon Wake*

This is one of the most devastating kaiju attacks ever recorded. Worst-case scenario, Haiaku:

1. Spends its first sector of movement to leave Sector 1 and enter Sector 2.
2. Makes a Supersonic attack against all targets in Sector 1.
3. Succeeds with Style and target(s) force moved into Sector 3.
4. Uses Close to leave Sector 2 and move into Sector 3, provided there are no aspects on the scene to prevent it.
5. Makes a Supersonic attack against all targets in Sector 2.
6. Spends its second sector of movement to leave Sector 3 and enter Sector 4.
7. Makes a Supersonic attack against all targets in sector 3, including the target forced to move in step 3.
8. Ends its movement 3 sectors away from where it started.

#### **Endgame**

Epic +7: Athletics

Fantastic +6: Fight, Notice

Superb +5: Physique, Provoke, Will

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 15

#### **Supersonic**

- **Advanced Unearthly Movement (3MP):** This kaiju can travel great distances without touching the ground. As a movement action Haiaku can fly 5 sectors, so long as it has no aspects on it hindering its movement. Because Haiaku can fly it does not need to end its turn on a solid surface.
- **Flight:** Haiaku can fly using wings, moving as easily in the air as it can on the ground, as well as hover in place. It uses Physique instead of Athletics for any skill checks. Its speed is not affected.
- **Maneuverable (2MP):** This kaiju is difficult to hit. It may add +4 to its Athletics for the purpose of avoiding ranged attacks.
- **Slither:** Scene aspects that affect moving from one sector to another have no affect on this kaiju.
- **Supersonic:** This kaiju can move at “Rocket” speed, breaking the sound barrier. By triggering a burst of speed it can Attack with its Athletics skill, targeting everyone in the sector.

### Typhoon Wake

- **Blow Through:** Haiaku's attacks are strong enough to strike many targets at a time. Once per conflict, when the kaiju inflicts a physical consequence on an opponent it may also inflict a 2-point physical hit on another opponent in the same sector.
- **Collateral Damage Attack:** Once per scene the kaiju may fill in one of its Collateral Consequences. It gains a bonus to its next attack equal to the damage value of the Consequence, and places an Aspect on the scene related to the attack.
- **Knockback:** Anytime this kaiju succeeds with style in a Fight check it may move its target up to 2 sectors away from its current sector.
- **Knockdown:** The kaiju's target ends its forced movement on the ground. The target gains the Aspect "Knockdown" with a free invoke.
- **Pounce (2MP):** When a kaiju forces its target to move back it can move two sectors closer. This movement is unaffected by aspects on the scene impeding its movement. Its next attack against that target is made at a +2.
- **Wake:** When Haiaku triggers its Supersonic burst and then moves he also affects the sectors he travels through. When it moves out of a sector it must make an attack roll against all targets in that sector. It must do this for every sector it is able to move through.

### Typhoon Wake Endgame

Haiaku flies through five sectors and attacks four of them: its initial sector, and then the following 3 sectors as it leaves each one. No aspects on the scene can prevent this movement thanks to its Slither mutation. Its first attack uses Severe Collateral Damage to ensure maximum Knockback. Targets suffering Knockback are also "Knocked Down", and Haiaku will most certainly use that free invoke, as well as its +2, on its followup attack. This will also grant it an additional sector of movement through Pounce, though this can only be used once. However targets may be repeatedly knocked back and attacked as long as Haiaku continues to Succeed With Style. The first time a target takes a Consequence (a likely event in such an attack) Haiaku will Blow Through the next most damage target.

As has been observed, this attack is devastating.



## ISEIJIN

The name “Iseijin” means alien, and this kaiju lived up to that name. In 1964 a comet fragment approached the Earth. It broke up upon entering the atmosphere and showered the Asian subcontinent. Scientists speculate that an alien organism traveled within the fragment. No doubt it would have been incinerated upon reentry, if not for the first Chinese nuclear test occurring at that precise moment.

The radiation of the nuclear test irradiated the organism and it began to grow at an astounding rate. Beginning as a single-cell, it stretched over 1000 ft. by the time of its death, making it the largest kaiju ever encountered.

Iseijin was immensely powerful. It could fly or hover with no visible means of propulsion. Its regenerative capacity was nearly limitless, enabling it to recover from nearly any wound in moments, or restore its form from a single cell. It was also capable of budding off dozens of smaller versions of itself.

To survive it seemed to feed on carbon, specifically coal and diamonds, though how it was able to metabolize the mineral is still unknown. What is known is that as it floated over coal fields in Europe and diamond mines in Africa it absorbed carbon in the area at a range of almost a quarter mile – including that found in animal tissue. Each “feeding” caused Iseijin to grow in size and appetite. Allowed to continue unchecked the creature would have drained the world of the chemical vital to human existence.

It was the creature’s capacity for regeneration that proved its undoing. In battle with NATO forces in Europe large portions of the creature were blown off and survived. This genetic material was quickly sectioned and flown around the world. Using a coordinated process of analysis and trial & error scientists discovered a substance lethal to Iseijin: the venom of the humble honey bee.

Beekeepers around the world sent their hives for processing. Within days a massive quantity of concentrated venom was ready. While Iseijin laid waste to billions of dollars worth of diamonds in Africa NATO forces saturated the area with venom. Within minutes Iseijin melted into its component chemical elements. After lengthy scientific investigation it was concluded that Iseijin was truly destroyed, and indeed no creature matching its description has ever been seen again.

<<<Gurume>>>It’s funny to hear people call someone “honey” anymore. Have any of you made enough to splurge on an ounce of honey? That stuff is like caviar!

<<<Iseika>>> One of the greatest non-kaiju disasters of the 20th Century was the loss of 90% of the world’s bee population. Governments of the world scrambled to prepare for the Famine of ’66, and it wasn’t until the mid-1970s before food production was back up, thanks to artificial pollination.

<<<Kagakusha>>> This report is accurate up until the final sentence. Though conventional wisdom holds that Iseijin was completely destroyed, the proliferation of truly bizarre, almost alien, kaiju since its supposed eradication suggests a different scenario. Rather than immolation, it is possible that Iseijin’s “death” merely released the kaiju’s genetic material into the biosphere, causing even more unusual mutations than had existed before.

<<<Saishi>>> Many of you who reply to posts here are too young to remember a universe wherein we were singular and alone. Life did not exist outside our own



fragile sphere. For many it made them feel unique and gifted. When I thought on these ideas as a child it made me feel alone and tiny, as if I carried the weight of all existence on my narrow shoulders.

The arrival of Iseijin shook the foundation of many people's lives. We were not alone in the universe: a terrifying thought for some; a marvelous revelation for others, myself included. Iseijin was only as spiritually advanced as an amoeba, and yet according to scientists human life began from just such primitive beginnings. If such humble origins could yield the beauty of the human heart, what magnificent wonders could await us in the far off depths of space?

<<<Odokemono>>>I don't know Saishi, but I'm bringin' some bees into space with me just in case!

<<<Rouzeki>>>With all due respect to our spiritual guide here, all this talk about alien amebas from outer space is CRAP! This is just another weird mutation from the Monster Maker of North Korea.

<<<Iseika>>>"Monster Maker" – now there is an urban legend.

Motivation: Feed. Grow. Replicate. Colonize.

Common Instincts: Eat; Fight; Flee.

### Aspect Only

At this stage of its development Iseijin is a Very Large Kaiju (VLK) filling 2 Sectors. It has a huge, amorphous Central Body which floats above the ground and a strong Tentacle that stretches out to absorb carbon from the area. The Tentacle must be destroyed in order to get close enough to the Central Body to kill the creature. When the Tentacle is destroyed Iseijin sheds excess matter from its Central Body in an explosive expulsion, making itself more maneuverable. Every target within 2 Sectors suffers a Physique attack.

#### Central Body

Fantastic +6: Physique

Superb +5: Notice, Will

Great +4: Athletics, Fight

Stress Boxes: 4 Physical, 4 Mental

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 2

#### Alien Physiology

- **Flight:** It's natural state is to fly. It can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.
- **Impervious:** The amount of damage this kaiju can take is theoretically unlimited. This mutation limits the maximum number of shifts of stress it can take from a successful attack to 6.
- **Regeneration:** Once per scene it may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.
- **Unyielding:** This kaiju's will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.



• **Weakness:** It is a mighty kaiju, gaining +2MP, but has a weakness to Bee Venom. When attacked with this element it adds no skill to its defense. It may still invoke Aspects as normal.

### **Tentacle (1)**

Fantastic +6: Fight                      Superb +5: Physique, Notice

Great +4: Athletics, Will                      Stress Boxes: 4 Physical, 4 Mental

Consequences: 2 Minor, Moderate, Severe                      Mutation Points: 2

**Aggressive Absorption:** Iseijin has the power to absorb carbon, one of the most common elements in creation. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the “Drained” aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied.

**Tentacles:** The range of this kaiju’s melee attacks is 2 sectors.

## **Experienced**

At this point Iseijin is a VLK 3 Sectors large, with a Central Body and two clusters of hundreds of tentacles each. A common tactic is for one Tentacle to continue to absorb carbon from the area (Create Advantage) while the other defends. These two tentacles must be destroyed to get close enough to the Central Body. Whenever a Tentacle is destroyed Iseijin sheds excess matter from its Central Body in an explosive expulsion, making itself more maneuverable. Every target within 2 Sectors suffers a Physique attack.

### *Central Body*

Fantastic +6: Physique                      Superb +5: Shoot, Will

Great +4: Athletics, Notice,                      Stress Boxes: 4 Physical (2,2,3,4); 4 Mental

Consequences: 2 Minor, Moderate, Severe, Unbroken                      Mutation Points: 6

### **Alien Physiology**

• **Armor Value 1**

• **Flight:** It’s natural state is to fly. It can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju’s speed is not affected.

• **Hardened:** Increase stress this kaiju’s first Stress Box can absorb by one.

• **Impervious:** The amount of damage this kaiju can take is theoretically unlimited. This mutation limits the maximum number of shifts of stress it can take from a successful attack to 6.

• **Unbroken:** It gains a -8 physical consequence which recovers in the same way a -2 consequence does.

• **Reactive Defense:** Anyone attacking Iseijin will be drained of their carbon. If they are within its sector, Iseijin performs a Physique attackn Aggressive Absorption attack before the attacker rolls dice. If successful the attack receives the “Drained” aspect.

• **Regeneration:** Once per scene it may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.

• **Unyielding:** This kaiju's will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.

• **Weakness:** It is a mighty kaiju, gaining +2MP, but has a weakness to Bee Venom. When attacked with this element it adds no skill to its defense. It may still invoke Aspects as normal.

*Tentacle Cluster (2)*

Fantastic +6: Fight

Superb +5: Notice, Physique

Great +4: Athletics, Will

Stress Boxes: 4 Physical (2,2,3,4); 4 Mental

Consequences: Minor, Moderate, Severe

Mutation Points: 3 each

### **Absorbing Attack**

• **Absorption:** Iseijin gains power by absorbing carbon, one of the most common elements in creation. When it is struck by an attack using this element it gains the Boost "Raw Strength". Such attacks include any biological organism or steel weapons(made from an alloy of iron and carbon). Unless specified, assume any non-energy mecha attack uses a carbon-based weapon. Once per scene the kaiju may invoke a scene aspect related to its absorption power for free. Iseijin's feeding often places such aspects on the scene.

• **Aggressive Absorption:** Iseijin has the power to absorb carbon, one of the most common elements in creation. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the "Drained" aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied. When it makes this attack it gains the "Raw Strength" Boost.

• **Tentacles:** The range of Iseijin's melee attacks is 2 sectors.

## **Endgame**

Iseijin's ultimate form is a VLK 4 Sectors large, with a Central Body and 3 clusters of hundreds of tentacles each. A common tactic is for one Tentacle to continue to absorb carbon from the area (Creating Advantages) while the others defend. These tentacles must be destroyed to get close enough to the Central Body. Whenever a Tentacle is destroyed Iseijin sheds excess matter from its Central Body in an explosive expulsion, making itself more maneuverable. Every target within 2 Sectors suffers a Physique attack.

*Central Body*

Epic +7: Physique

Fantastic +6: Shoot, Will

Superb +5: Athletics, Notice,

Stress Boxes: 4 Physical (2,2,3,4); 4 Mental

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 10

### **Alien Physiology**

• **Armor Value 1**

• **Flight:** It's natural state is to fly. It can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.

• **Hardened (2MP):** Increase the amount of stress this kaiju's first and second

Stress Box can absorb by one.

- Impervious (2MP): The amount of damage this kaiju can take is theoretically unlimited. This mutation limits the maximum number of shifts of stress it can take from a successful attack to 5.
- Never Broken: It gains a -8 physical consequence which recovers in the same way a -2 consequence does.
- Reactive Defense: Anyone attacking Iseijin is drained of their carbon. If they are within its sector, Iseijin performs a Physique attackn Aggressive Absorption attack before the attacker rolls dice. If successful the attack receives the “Drained” aspect.
- Reactive Strike: An attacker within 2 sectors may be attacked by Iseijin after the exchange is complete. This does not count as the kaiju’s action for the turn. This cannot be used in the same exchange as Reactive Defense.
- Regeneration: Once per scene it may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.
- Space Flight: It can survive the cold, radioactive vacuum of space. In this environment it has “Rocket” class speed (MvK pg.47).
- Unyielding: This kaiju’s will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.
- Weakness: It is a mighty kaiju, gaining +2MP, but has a weakness to Bee Venom. When attacked with this element it adds no skill to its defense. It may still invoke Aspects as normal.

*Tentacle Cluster (3)*

Epic +7: Physique

Fantastic +6: Athletics, Notice,

Superb +5: Will, Fight

Stress Boxes: 4 Physical; 4 Mental

Consequences: Minor, Moderate, Severe

Mutation Points: 5 each

### **Absorbing Attack**

- Absorption: Iseijin gains power by absorbing carbon, one of the most common elements in creation. When it is struck by an attack using this element it gains the Boost “Raw Strength”. Such attacks include any biological organism or steel weapons(made from an alloy of iron and carbon). Unless specified, assume any non-energy mecha attack uses a carbon-based weapon. Once per scene the kaiju may invoke a scene aspect related to its absorption power for free. Iseijin’s feeding often places such aspects on the scene.
- Aggressive Absorption: Iseijin has the power to absorb carbon, one of the most common elements in creation. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the “Drained” aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied. When it makes this attack it gains the “Raw Strength” Boost.
- Alternate Attack: This attack uses the Physique skill instead of Fight as its base.
- : Melee attacks made by Iseijin are defended with Physique.
- Tentacles: The range of Iseijin’s melee attacks is 2 sectors.



## ROC-U

The Roc-u was named after the giant bird of Arabic legend. It appears to have been derived from a strain of Haiaku and raven DNA. The combination seems to have hyper-accelerated its breeding drive and allowed rapid egg production.

The desire to protect its eggs and young makes the Roc-u easy to control. It will happily remain close to its nest, hunting game and readying for the birth of its young. It also viciously defends these nests from any perceived threat. This combination of behavior makes the Roc-u the perfect support to an occupying power.

<<<Shigakka>>>There are many stories about eggs appearing in odd places during the 1960s – enormous eggs that would soon be followed by an enormous bird. Nobody knows who was responsible for planting these eggs, but the presence of Roc-u would always result in chaos and the disruption of air travel.

<<<Capt. Spawding>>>3 guesses who is responsible for the eggs, and the first 2 don't count.

<<<Odokemono>>>Even when Cap makes a funny, he's way too serious.

<<<Pateren>>>This creature is a remarkable testament to the power of a mother's instinct and love. Just because they are monsters does not mean they do not have feelings, and Roc-u is proof of that. Imagine the frustration of constantly having your children hidden from you. The creature strikes out from this sense of powerlessness.

Motivation: Overprotective Mother Hen

Instinct Aspect: Defend the Nest; Hunt for food; Search for threats

### Aspect Only

Fantastic +6: Athletics

Superb +5: Fight, Shoot

Great +4: Notice, Physique

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 4

Brood: The Roc-U is not alone. It has a host of hatchlings that act as another singular kaiju. The brood's aspect can be invoked like any other. The brood acts at the same point in the initiative order as the Roc-U, and its aspect can be invoked like any other. PCs can Create an Advantage to shut down the brood's aspect. If all the brood's aspects are shut down the kaiju loses access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.

- Hatchlings: Ravenous; Fight 3

Flight: Roc-U flies using great, black feathered wings. It can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.

Sonic Cry

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

- Damaging Aspect: When this attack hits, instead of doing damage, the Roc-U may place the "Vertigo" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes one point of stress instead gaining a Boost.

## Experienced

Fantastic +6: Athletics

Superb +5: Fight, Shoot

Great +4: Notice, Physique

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 10



### Mother's Fury

- **Enraged:** When the Roc-U is harmed it only makes it madder. Once per scene when the kaiju takes a Consequence it also gains the aspect "Enraged" with a free invoke. It also gains this aspect if its Brood is sacrificed.
- **Berserker Rage:** If it is already Enraged when it suffers a physical Consequence, it can invoke that consequence for free on its next attack. If it suffers multiple physical Consequences in a single exchange, it gets a free invocation for each.

### Sonic Cry

- **Blast:** This kaiju has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
- **Crippling:** Once per scene, when the Roc-U creates the "Vertigo" aspect on its target, that aspect cannot be removed through normal means. Against biological targets, this aspect must be healed like a Mild Consequence.
- **Damaging Aspect:** When this attack hits, instead of doing damage, the Roc-U may place the "Vertigo" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes one point of stress instead gaining a Boost.

### Supersonic

- **Flight:** Roc-U flies using great, black feathered wings. It can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.
- **Supersonic:** It can fly at "Rocket" speed, breaking the sound barrier. By triggering a burst of speed it can Attack with your its Athletics skill, targeting everyone in its sector.

### Ultimate Raptor

- **Beak:** WV 1
- **Brood:** The Roc-U is not alone. It has a host of hatchlings that act as another singular kaiju. The brood's aspect can be invoked like any other. The brood acts at the same point in the initiative order as the Roc-U, and its aspect can be invoked like any other. PCs can Create an Advantage to shut down the brood's aspect. If all the brood's aspects are shut down the kaiju loses access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.
- **Mighty Brood:** The kaiju's brood has two aspects and a Fight or Shoot skill equal to the kaiju's skill.
- **Hatchlings:** Ravenous, Overly Needy; Fight 5

## Endgame

Epic +7: Athletics

Fantastic +6: Fight, Shoot

Superb +5: Notice, Physique

Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 17

### Mother's Fury

- **Enraged:** When the Roc-U is harmed it only makes it madder. Once per scene when the kaiju takes a Consequence it also gains the aspect "Enraged" with a free invoke. It also gains this aspect if its Brood is sacrificed.
- **Berserker Rage:** If it is already Enraged when it suffers a physical Consequence, it can invoke that consequence for free on its next attack. If it suffers multiple physical Consequences in a single exchange, it gets a free invocation for each.
- **Berserker Tactics:** It can use its surroundings to advantage. When the kaiju creates a Collateral Consequence, it can invoke that consequence for free on its next attack. If it creates multiple Collateral Consequences in a single exchange, it gets a free invocation for each.
- **Instinctive Healing:** It is so at ease with its own instincts that it actually benefits by being confronted with them. When the kaiju's Instinct Aspect is invoked it may immediately clear a Mild Consequence.

### Sonic Cry

- **Alternate Defense:** If a target has been afflicted with Vertigo it defends against all subsequent Sonic Cry attacks with either Will or Athletics, whichever is worse.
- **Blast:** This kaiju has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.
- **Crippling:** Once per scene, when the Roc-U creates the "Vertigo" aspect on its target, that aspect cannot be removed through normal means. Against biological targets, this aspect must be healed like a Mild Consequence.
- **Damaging Aspect:** When this attack hits, instead of doing damage, the Roc-U may place the "Vertigo" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes one point of stress instead gaining a Boost.

### Supersonic

- **Flight:** Roc-U flies using great, black feathered wings. It can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.
- **Gallup:** This kaiju is capable of great speed. It moves two sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement.
- **Supersonic:** It can fly at "Rocket" speed, breaking the sound barrier. By triggering a burst of speed it can Attack with your its Athletics skill, targeting everyone in its sector.

### Ultimate Raptor

- **Beak:** WV 2
- **Brood (MP 2):** The Roc-U is not alone. It has a host of hatchlings that act as another two kaiju. The brood's aspect can be invoked like any other. The brood acts at the same point in the initiative order as the Roc-U, and its aspect can be

- invoked like any other. PCs can Create an Advantage to shut down the brood's aspect. If all the brood's aspects are shut down the kaiju loses access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.
- **Mighty Brood:** The kaiju's brood has two aspects and a Fight or Shoot skill equal to the kaiju's skill.
- **Hatchlings:** Ravenous, Overly Needy; Fight 5
- **Durable:** The Roc-U's brood will actively protect its mother, throwing themselves into harm's way. This grants it an additional Stress Box.

## SENSHUGA

Finding species of creatures that can be modified by kaiju cellular mutation is much more difficult than one would imagine. There is a remarkable amount of trial and error involved, and being able to experiment on similar creatures with only subtle differences makes it much easier to find just the right species to use as a basis. So it is little wonder that one of the kaiju scientists' first successes would be from one of the most profligate family of creatures in the world – the moth.

Senshuga was the first insect kaiju, due to the thousands of varieties of moth and butterfly. It is born as a huge grub interested primarily in eating. When it has consumed enough it pupates and undergoes metamorphoses into its moth form. <<<**Capt. Spawding**>>>From a tactical standpoint, Senshuga has the advantage of being 2 creatures in one. It begins as a huge grub capable of devastating vast tracts of land. Then it's a terrifying flying opponent has a nasty targeted wind attack. <<<**Shigakka**>>>The best time to deal with Senshuga is when it's cocooned. If you get transports there soon enough you can move it to a less occupied area. There was one recorded incident where a grub found its way to the coast of Sri Lanka just before it pupated. The cocoon was clearly visible from the beach. The British navy was holding maneuvers nearby and was able to string a makeshift harness around the metamorphosing creature. By the time it was finished the cocoon had been towed out to sea and the kaiju drowned as it exited.

<<<**Fushigi**>>>I know I am in the minority here, but I believe there is but one Senshuga. At different times I have seen a defeated grub change itself over time into its moth-form, and the moth immolate itself and reveal the egg of a grub. Is it possible that all the sightings of Senshuga have been of the same kaiju, reborn again and again?

<<<**Kirai**>>>Again with the crazy theories? Look, the reason you see the moth again and again is because its cheap to make. You don't need some "immortal kaiju" conspiracy to see that.

<<<**Gunsou**>>>Don't write Fushigi off so quick. I've fought Senshuga 3 times, and each time it gets smarter. Tricks that worked on our first fight don't work again. If it's not the same kaiju then they're breeding them smarter. Either way, it's not good.

Motivation: What Goes Around Comes Around

Instinct Aspect: A Safe Place to Rest; Burn Baby Burn; Reckless Abandon



### Grub: Aspect Only

Fantastic +6: Physique

Superb +5: Shoot, Notice

Great +4: Athletics, Fight, Will

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

Climbing: This kaiju can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.

Transmuting Stasis: This kaiju can transmute itself into an alternate form over a period of time. This process takes place between scenes, and is triggered when the grub Concedes. If the grub is Taken Out it can be assumed that it died before beginning stasis or the players dealt with it before it could awaken.

Silk Attack

- Blast: Senshuga blasts its target with a gout of acidic silk. It may attack targets up to 2 sectors away using the Shoot skill.
- Damaging Aspect: it can alter the chemical composition of its silk to bind instead of burn. When this attack hits, instead of doing damage, Senshuga may place the "Cocooned" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.

### Moth: Aspect Only

Fantastic +6: Athletics

Superb +5: Notice, Shoot

Great +4: Fight, Physique, Will

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

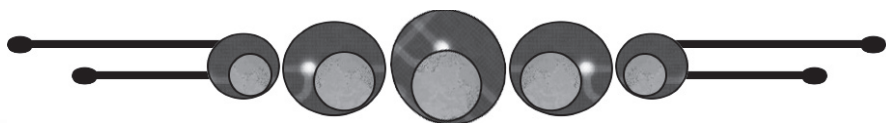
Mutation Points: 4

Airborne: Senshuga's only form of movement is flight. Its movement is twice normal speed in the air, and it can hover in place. Its movement speed is 0 on the ground. It uses Athletics for any flight-related skill checks.

Blast: Senshuga fires beams of high energy from its eyes. It may attack targets up to 2 sectors away using the Shoot skill.

Doomsday: It saves its most terrifying attack for its final act. When the kaiju is taken out it detonates, affecting every target in its sector and all adjacent sectors with a Fantastic (+6) attack. Within the corpse of the kaiju is the egg of a Senshuga grub.

Drain: It has a chemical attack in the form of pollen from its wings that drains its target's ability to fight. When the kaiju hits with this attack the target gains the Aspect "Weakened" with a free invoke.



### **Grub: Experienced**

Fantastic +6: Physique

Superb +5: Shoot, Notice

Great +4: Athletics, Fight, Will

Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 10

#### **Young and Tough**

- **Burrowing:** Senshuga can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- **Climbing:** It can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.
- **Durable:** It has one additional stress box.
- **Immunity:** It is very difficult to affect Senshuga with bludgeoning damage due to its thick, rubbery hide. Attacks of this kind cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. It may invoke this immunity if it is hit with a bludgeoning attack, such as falling or crushing damage.

#### **Burning Silk**

- **WV: 1**
- **Blast:** Senshuga blasts its target with a gout of silk that burns with an acid compound. It may attack targets up to 2 sectors away using the Shoot skill.
- **Critical Strike:** When it succeeds with style it creates the "Burning Cocoon" advantage on its target with a free invoke instead of a boost.
- **Damaging Aspect:** When this attack hits, instead of doing damage, Senshuga may place the "Burning Cocoon" aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- **Immobilize:** It is capable of rendering a target unable to move. When it places the aspect "Burning Cocoon" on a target that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check.
- **Transmuting Stasis:** This kaiju can transmute itself into an alternate form over a period of time. This process takes place between scenes, and is triggered when the grub Concedes. If the grub is Taken Out it can be assumed that it died before beginning stasis or the players dealt with it before it could awaken.

### **Moth: Experienced**

Fantastic +6: Athletics

Superb +5: Notice, Shoot

Great +4: Fight, Physique, Will

Stress Boxes: 4

Consequences: Minor, Moderate, Severe

Mutation Points: 10

#### **Eyes of Fire**

- **Blast:** Senshuga fires beams of high energy from its eyes. It may attack targets up to 2 sectors away using the Shoot skill.
- **Critical Strike:** When Senshuga succeeds with style it creates the "Burning" advantage with a free Invoke instead of a boost.
- **Dual Strike:** It receives a decisive advantage from having multiple attack forms. If it attacks a target with the "Weakened" Aspect it may increase the stress inflicted by an attack by one.

- **Gaze:** Just looking at Senshuga causes mental pain. The first time an attacker targets the kaiju, they must Defend against a +5 attack from the monster with their own Will. If they fail they take Mental Stress.
- **Doomsday:** Senshuga saves its most terrifying attack for its final act. When the kaiju is taken out it detonates, affecting every target in its sector and all adjacent sectors with a Fantastic (+6) attack. Within the corpse of the kaiju is the egg of a Senshuga grub.

### **Wings of Steel**

- **Weapon Value +1:** Senshuga buffets its target with a torrent of wind, pummeling them with debris.
- **Airborne:** Senshuga's only form of movement is flight. Its movement is twice normal speed in the air, and it can hover in place. Its movement speed is 0 on the ground. It uses Athletics for any flight-related skill checks.
- **Drain:** It has a chemical attack in the form of pollen from its wings that drains its target's ability to fight. When the kaiju hits with this attack the target gains the Aspect "Weakened" with a free invoke.
- **Knockback:** Anytime this kaiju succeeds with style in a Fight check it may move its target back up to 2 sectors.
- **Multi-Attack:** It can use two of its attack forms in the same exchange, but must do so against different targets.

### **Grub: Endgame**

Epic +7: Physique

Fantastic +6: Notice, Shoot

Superb +5: Athletics, Fight, Will

Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 16

### **Young and Tough**

- **Armor Value +2**
- **Burrowing:** Senshuga can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- **Climbing:** It can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.
- **Durable (2MP):** It has two additional stress box.
- **Immunity:** It is very difficult to affect Senshuga with bludgeoning damage due to its thick, rubbery hide. Attacks of this kind cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. It may invoke this immunity if it is hit with a bludgeoning attack, such as falling or crushing damage.

### **Blazing Silk**

- **WV: 2**
- **Blast:** Senshuga blasts its target with a gout of burning silk. It may attack targets up to 2 sectors away using the Shoot skill.
- **Critical Damage:** Anyone with the "Blazing Cocoon" Aspect must resist an +6 Physique attack every round. If they succeed the Aspect is removed. If the victim is still in combat with Senshuga their Physique check then the roll is opposed.

- **Critical Strike:** When it succeeds with style it creates the “Blazing Cocoon” Aspect on its target with a free invoke instead of a boost.
- **Damaging Aspect:** When this attack hits, instead of doing damage, Senshuga may place the “Cocooned” aspect on the target. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- **Immobilize:** It is capable of rendering a target unable to move. When it places the aspect “Cocooned” on a target that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check.
- **Permanent Damage:** Anyone with the aspect “Blazing Cocoon” suffers a permanent injury because of it. The acid causes them to be “Burned to the Bone”. This Aspect persists, even if the Critical Strike Aspect is removed. Every day they suffer a +6 attack. They also suffer an attack the first time they encounter Senshuga in a scene. The Aspect is cured in the same way players Recover from Consequences, except that the difficulty to overcome the damage is equal to the kaiju’s Physique. All limitations for recovering from a damage Consequence apply to recovering from this Aspect.
- **Transmuting Stasis:** This kaiju can transmute itself into an alternate form over a period of time. This process takes place between scenes, and is triggered when the grub Concedes. If the grub is Taken Out it can be assumed that it died before beginning stasis or the players dealt with it before it could awaken.

### **Moth: Endgame**

Epic +7: Athletics

Fantastic +6: Notice, Shoot

Superb +5: Fight, Physique, Will

Stress Boxes:

Consequences: Minor, Moderate, Severe

Mutation Points: 16

### **Eyes of Fire**

- **Blast:** Senshuga fires beams of high energy from its eyes. It may attack targets up to 2 sectors away using the Shoot skill.
- **Critical Damage:** Anyone with the “Blazing” Aspect must resist an +6 attack every round. If they succeed the Aspect is removed. If the victim is still in combat with the kaiju when they make their Physique check then the roll is opposed.
- **Critical Strike:** It wrecks terrible damage on a target when it strikes true. When it succeeds with style it creates the “Blazing” advantage with a free Invoke instead of a boost.
- **Dual Strike:** It receives a decisive advantage from having multiple attack forms. If it attacks a target with the “Weakened” Aspect it may increase the stress inflicted by an attack by one.
- **Gaze:** Just looking at Senshuga causes mental pain. The first time an attacker targets the kaiju, they must Defend against a +5 attack from the monster with their own Will. If they fail they take Mental Stress.
- **Permanent Damage:** Anyone with the aspect “Blazing” suffers a permanent injury because of it. The fire causes them to be “Burned to the Bone”. This Aspect persists, even if the Critical Strike Aspect is removed. Every day they suffer a +6 attack. They also suffer an attack the first time they encounter Senshuga in a scene.



The Aspect is cured in the same way players Recover from Consequences, except that the difficulty to overcome the damage is equal to the kaiju's Physique. All limitations for recovering from a damage Consequence apply to recovering from this Aspect.

- **Doomsday:** Senshuga saves its most terrifying attack for its final act. When the kaiju is taken out it detonates, affecting every target in its sector and all adjacent sectors with a Fantastic (+6) attack. Within the corpse of the kaiju is the egg of a Senshuga grub.

### **Wings of Steel**

- **Weapon Value +2:** Senshuga buffets its target with a torrent of wind, pummeling them with debris.

- **Airborne:** Senshuga's only form of movement is flight. Its movement is twice normal speed in the air, and it can hover in place. Its movement speed is 0 on the ground. It uses Athletics for any flight-related skill checks.

- **Close:** When it forces its target to move back it can close in on it, moving one sector as long as there are no aspects impeding its movement.

- **Deadly Drain:** Targets with the "Weakened" Aspect take 1 point of Stress immediately, then an additional point of Stress every other turn until the Aspect is removed.

- **Drain:** It has a chemical attack in the form of pollen from its wings that drains its target's ability to fight. When the kaiju hits with this attack the target gains the Aspect "Weakened" with a free invoke.

- **Knockback:** Anytime this kaiju succeeds with style in a Fight check it may move its target back up to 2 sectors.

- **Multi-Attack:** It can use two of its attack forms in the same exchange, but must do so against different targets.

- **Pounce:** When it forces its target to move back it can move two sectors closer. This movement is unaffected by aspects on the scene impeding its movement. Its next attack against that target is made at a +2.



## SANSHUSEKI

<<<Shigakka>>> Since this isejin kaiju's appearance in the late 60s, Sanshuseki has earned a number of names: the Flying Terror, the King of Fear, the Twin-Faces of Evil. Sanshuseki has only appeared on Earth four times, but each time it has left behind total devastation. Melbourne, Hong Kong, Osaka – all destroyed in kaiju conflicts with Sanshuseki. More than the damage caused by the great beast itself is the affect of its battles with other kaiju.

Sanshuseki is the only alien life form whose arrival was captured on video. A team of astronauts working on the Goddard Wheel space station in 1965 recorded a near collision with what they believed to be a meteor. The impact of so large and heavy an object would normally have caused widespread devastation, however it is believed that some aspect of Sanshuseki's natural flight ability slowed its fall. It left a crater in the Australian outback 200 feet deep – a fraction of what a meteor that size would cause.

In two days the creature struck Melbourne, devastating the city. It then flew north to Osaka, where it systematically leveled a one square mile area of the city, leading many to conclude the beast possessed some strange form of reasoning. It then struck at Hong Kong, where it was finally encountered by both Kaibutsu and Senshuga. No matter how many times the original kaiju and the giant moth accidentally ran into or struck one another in the ensuing melee, they never turned their bestial rage away from their alien opponent.

To date there has never been a time when Sanshuseki has appeared that it has not led to a conflict with other kaiju. The creature seems to enrage all other monsters around it, causing them to move towards it and attack. Though their battles have caused devastation, the only force that has successfully resisted Sanshuseki and driven it off is the combined might of other kaiju.

<<<Cap.Spawding>>> This is incredibly frustrating. The Mecha Assault Force and the Anti-Kaiju Force have thrown their entire strength against Sanshuseki, along with entire battalions of Self-Defense Force troops. They never made a dent. Worse, we lost good soldiers in the engagements.

After its first rampage, when we realized the enraging effect the alien had on terrestrial kaiju, we took a page from North Korea's play book by luring kaiju into Sanshuseki's area of influence and letting them do the fighting for us. It's galling to make mercenaries of these monsters, but there seems to be little else that can stop it. After Sanshuseki's first three attacks destroyed cities, the last one took place in a rural area of Hokkaido.

We lost a year's crop of soy beans, but only 6 lives. I call that a fair exchange. However we certainly didn't make heroes of these monsters – they're weapons, and we used them as such.

<<<Rinen>>> Sanshuseki offers a tantalizing opportunity for us, if we can find a way to make use of it. As many people have noted, the means of controlling kaiju is unknown. North Korea's methods are some of the most heavily guarded secrets in the world, but we do know that different kaiju have different leashes. Depending on what species the kaiju is built from, it could respond to sound, sight, even pheromones: always different.



But so far EVERY kaiju that gets within a hundred miles of Sanshuseki has rushed towards it to attack. It's the one thing in the world that garners the same reaction in every kaiju on the planet. If we could unlock the secret of that alien monster's bad attitude we could have a method of controlling ALL kaiju.

Think about it: a distant island, far from humanity, where every kaiju would feel compelled to go due to some instinctual drive. It would be better than a prison: it would hold them, and they'd have no desire to ever leave.

Motivation: Twin Faces of Evil

Instinct: Level the Area

**Earth Challenge:** This is a power exclusive to Sanshuseki. Anytime a kaiju comes within 100 miles of this kaiju Sanshuseki issues a Provoke attack against it. If the kaiju fails it feels compelled to travel towards Sanshuseki and attack, as they seek to drive this alien invader away. When mecha pilots become involved in such a fight let them do the attacking. Narrate the kaiju's involvement as a series of "Create Advantage" actions made upon the scene that anyone fighting Sanshuseki can take advantage of. For example, narrate Kaibutsu knocking Sanshuseki into a building, throwing "Shrapnel Everywhere" with a free invoke for anyone.

### **Showa Era**

When Sanshuseki first arrived it was the greatest brute on Earth, nearly impossible to kill – but once down it did not get back up for decades. (Note: When using Size rules Sanshuseki should be one size category larger than any other kaiju)

Epic +7: Provoke                      Fantastic +6: Physique, Shoot

Superb +5: Athletics, Notice, Fight                      Stress Boxes: 6

Consequences: 2 Minor, Moderate, Severe, Unbroken

Collateral Consequences: Minor, Moderate, Severe, Calamity                      MP:19

### **Cosmic Lightning**

- Weapon Value+2
- Area: This attack strikes all targets in a sector. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- Blast: Sanshuseki unleashes bolts of lightning powered by cosmic rays. It may attack targets up to 2 sectors away using the Shoot skill.
- Cone: This attack may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector.
- Knockback: Anytime this kaiju succeeds with style in a Fight check it may move its target back up to 2 sectors.
- Ranged Knockback: The kaiju's Knockback applies to any ranged attack as well.

### **Iseijin Physiology**

- Armor Value +2
- Calamity: Sanshuseki brings utter devastation to any place it walks. The kaiju gains a -8 collateral consequence.
- Crown of Menace: It is simply too terrifying to be attacked. Until it makes a physical attack in a scene, characters with a Will lower than Good (+3) simply cannot attack it. Those with sufficient Will to attack still flinch on their first attack, though, suffering a -2 to the attack.
- Durable (2MP): The kaiju gains 2 additional stress boxes.
- Flight: Through wings this kaiju can fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.
- Unbroken: The kaiju gains a -8 physical consequence which recovers in the same way a -2 consequence does.



### Twin Faces

- **Ceaseless Attack:** When Sanshuseki succeeds with style, it may reduce the result by one and make another attack against the same target. It may do this up to three times.
- **Critical Strike:** Its two heads are constantly darting out and around enemies in combat. When it Succeeds with Style using Fight it creates the “Constricted” aspect on its target.
- **Multi-Headed:** Sanshuseki has two heads. Each head can take an action in an exchange. This includes attacking, creating advantages, or teaming up with the other head to attack a single target. The kaiju may sacrifice one of its heads to absorb the equivalent of a Mild physical consequence.
- **Roar:** It's roar is utterly terrifying. Once per scene it can make a Provoke attack against all targets within 2 sectors.
- **Two-Faced:** This kaiju has multiple and redundant sensory organs. It gains a +2 to Notice checks.

### Heisei Era

When Sanshuseki returned it was, amazingly, more powerful and more deadly. It had grown a third head and a host of new attacks. Each head seemed to specialize in a particular attack, so while one spray an Area attack, another would make concentrated Burst attacks.

Epic +7: Provoke                      Fantastic +6: Physique, Shoot

Superb +5: Athletics, Provoke, Notice                      Stress Boxes: 7

Consequences: 2 Minor, Moderate, Severe, Unbroken

Collateral Consequences: Minor, Moderate, Severe, Calamity

MP:34

### Cosmic Lightning

Weapon Value +3

- **Area:** This attack strikes all targets in a sector. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- **Blast:** Sanshuseki unleashes bolts of lightning powered by cosmic rays. It may attack targets up to 2 sectors away using the Shoot skill.
- **Cone:** This attack may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector.
- **Extended Range (2MP):** It can strike targets further away than most ranged weapons. Increase blast range to 4 Sectors.
- **Knockback:** Anytime this kaiju succeeds with style in a Fight check it may move its target back up to 2 sectors.
- **Ranged Knockback:** The kaiju's Knockback applies to any ranged attack as well.

### Iseijin Physiology

Armor Value +3

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

- **Crown of Menace:** It is simply too terrifying to be attacked. Until it makes a physical attack in a scene, characters with a Will lower than Good (+3) simply cannot attack it. Those with sufficient Will to attack still flinch on their first attack, though, suffering a -2 to the attack.
- **Durable (3MP):** The kaiju gains 3 additional stress boxes.
- **Flight:** Through wings this kaiju can fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.
- **Space Flight:** It can survive the cold, radioactive vacuum of space. In this environment it has "Rocket" class speed (MvK pg.47).
- **Strike Back:** When it succeeds with style on defense against a melee attack, the opponent takes a 2-shift hit instead of the kaiju taking a boost.
- **The Advantage of Size:** This kaiju takes no penalty – and grants no bonus – for being outnumbered.
- **Unbroken:** The kaiju gains a -8 physical consequence which recovers in the same way a -2 consequence does.

### **Tri-Faced**

- **Ceaseless Attack:** When Sanshuseki succeeds with style, it may reduce the result by one and make another attack against the same target. It may do this up to three times.
- **Critical Strike:** Its two heads are constantly darting out and around enemies in combat. When it Succeeds with Style using Fight it creates the "Constricted" aspect on its target.
- **Burst:** The right head fires a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce your attack roll by -1 shift. If this attack Ties it is instead treated as a miss.
- **Compel Consequence – Nova Burn (2MP):** By focusing its Cosmic Lightning, the middle head can cause devastating damage. Once per scene when it successfully hits, offer the target a Fate Point. If they take the point then they agree to take a Serious Consequence, "Nova Burn". The target may choose instead to avoid taking the consequence by giving you a Fate Point instead, in which case they take the stress damage normally.
- **Mighty Roar (2MP):** It's roar affects everyone, no matter how far away. Once per scene it can make Provoke attack against all targets that can hear it.
- **Multi-Headed (2 MP):** Sanshuseki has three heads. Each head can take an action in an exchange. This includes attacking, creating advantages, or teaming up with the other head to attack a single target. The kaiju may sacrifice one of its heads to absorb the equivalent of a Mild physical consequence.
- **Two-Faced:** This kaiju has multiple and redundant sensory organs. It gains a +2 to Notice checks.
- **Scatter:** The left head spreads its damage over a wide area, making it easy to hit but doing less damage the farther away the target is. It gains a +2 to hit but reduces damage by -1 shift for each sector the attack enters.

## Millennium Era: Mecha Sanshuseki

The last time Sanshuseki was seen, it was radically different. A metal casement ran vertically up its chest and branched into a Y-Shaped platform. Its middle head had been replaced with a mechanical neck and head. The three heads seemed linked, all looking, moving, and attacking at the same time.

Sanshuseki had become a Мертвая Рука (Mertvaya Ruka), one of Russia's "Dead Hand" kaiju. Lobotomized and implanted with cybernetic control systems, the Dead Hand kaiju are Russia's answer to the West's mecha. Sanshuseki's control systems were a unique problem. Establishing independent controls for each head proved too complicated for Russian scientists, which is why they slaved all three to a single pilot, located in the upper portion of the chest cavity, where the nervous system of the three heads meets.

In game terms, the heads can still take actions, but those actions are always to use Teamwork to assist the pilot's actions. On the battlefield, this equates to a +2 bonus to almost every combat action the pilot takes, making Mecha Sanshuseki a terrifying opponent.

Epic +7: Provoke      Fantastic +6: Physique, Shoot

Superb +5: Athletics, Provoke, Notice

(Note: Skills suppressed by Dead Hand System; replaced with pilot's skills)

Stress Boxes: 6

Consequences: 2 Minor, Moderate, Severe, Unbroken

Collateral Consequences: Minor, Moderate, Severe, Calamity

MP:37

### Cosmic Lightning

- Weapon Value +3
- Area: This attack strikes all targets in a sector. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- Blast: Sanshuseki unleashes bolts of lightning powered by cosmic rays. It may attack targets up to 2 sectors away using the Shoot skill.
- Cone: This attack may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector.
- Extended Range (2MP): It can strike targets further away than most ranged weapons. Increase blast range to 4 Sectors.
- Knockback: Anytime this kaiju succeeds with style in a Fight check it may move its target back up to 2 sectors.
- Ranged Knockback: The kaiju's Knockback applies to any ranged attack as well.

### Dead Hand Control System (3C)

- Pilot receives a +2 bonus to Create Advantage, Defend, and Turn Order.

### Iseijin Physiology

- Armor Value +3
- Calamity: Sanshuseki brings utter devastation to any place it walks. The kaiju gains a -8 collateral consequence.
- Durable (3MP): The kaiju gains 3 additional stress boxes.

- **Flight:** The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.
- **Space Flight:** This kaiju can survive the cold, radioactive vacuum of space. In this environment it has "Rocket" class speed (MvK pg.47).
- **Supersonic:** Through use of booster rockets, it can move at "Rocket" speed, breaking the sound barrier. By triggering a burst of speed the pilot can Attack with their mecha control skill, targeting everyone in your sector.
- **The Advantage of Size:** This kaiju takes no penalty – and grants no bonus – for being outnumbered.
- **Unbroken:** The kaiju gains a -8 physical consequence which recovers in the same way a -2 consequence does.

### **Rakety Sundukami (Chest Missiles)**

- **Weapon Value +2**
- **Ammo:** This system uses an external ammo supply. Once per scene declare that a missed attack instead hits with +2 shifts. The system gains the "Out of Ammo" aspect and cannot be used. This aspect must be overcome with a mecha control skill check before the weapon can be used again.
- **Homing:** Missiles will follow their target until they hit. If the attack misses the target gains the aspect "Homing In". Each round invoke "Homing In" to make an additional missile attack.
- **Indirect Fire:** These missiles are designed to avoid surfaces and strike from unexpected directions. Spend a Fate point and choose any three setting aspects. These aspects cannot be invoked to defend against this weapon for the remainder of the scene.
- **Long Range:** This system is specifically designed to strike targets at great distances. Increase the range to 6 sectors. The weapon cannot be used to attack a target 1 or 2 sectors away.
- **Penetrating:** These missiles are designed to ignore a target's defenses. Once per scene, when the target invokes a personal aspect that causes the attack to miss, invoke Penetrating for free.

### **Tri-Faced**

- **Burst:** The right head fires a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce your attack roll by -1 shift. If this attack Ties it is instead treated as a miss.
- **Multi-Headed (2 MP):** Sanshuseki has three heads. Each head can take an action in an exchange. This includes attacking, creating advantages, or teaming up with the other head to attack a single target. The kaiju may sacrifice one of its heads to absorb the equivalent of a Mild physical consequence.
- **Two-Faced:** This kaiju has multiple and redundant sensory organs. It gains a +2 to Notice checks.
- **Scatter:** The left head spreads its damage over a wide area, making it easy to hit but doing less damage the farther away the target is. It gains a +2 to hit but reduces damage by -1 shift for each sector the attack enters.



### Mertvaya Ruka Kaiju

These creatures are, essentially, living mecha with human pilots. The Dead Hand Control System suppresses the kaiju's Skills and Aspects, which cannot be Invoked or Compelled. When building Dead Hand Kaiju players may purchase kaiju Mutations for an equal cost of Construction Points.

The link between pilot and kaiju is truly intimate. Dead Hand Pilots have cybernetic interface systems implanted in order to link directly to the nervous system of the kaiju. The benefit is the pilots gain +2 to Create Advantage, Defend, and Turn Order (Control Systems, MvK Pg.62) while linked. But the psychological affect of being linked to a monster is profound.

One of the pilot's aspects changes to reflect their close bond to a kaiju. If their kaiju suffers a Severe Physical Consequence the pilot takes a Severe Mental Consequence due to biofeedback. This Consequence is temporarily added to the pilot's normal Consequences, and heals the same way as a Physical Consequence. This psychological trauma causes another Aspect to become kaiju-related. Over time the pilot becomes less connected to humanity and identifies more and more with the kaiju. If all other Aspects have been colored by the kaiju the next trauma affects the pilot's High Concept. At this point they are completely lost and give in to their kinship with the kaiju. At this point there is little to do but institutionalize the pilot for life. The current pilot of Mecha Sanshuseki, Anatoli Zhivotnoye, is one step away from this state, and as such this vehicle will only be dispatched under the most dire of emergencies.

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## NEW MUTATIONS

**Airborne:** This kaiju's only form of movement is flight. Its movement is twice normal speed in the air, and it can hover in place. Its movement speed is 0 on the ground. It uses Athletics for any flight-related skill checks.

**Alternate Defense [Update]:** This attack form is defended with a skill other than Fight or Athletics. However the target must first have a specific aspect placed on it. For example a Suffocation attack could require resisting with Physique after a "Strangling" aspect was placed on the target. The defender uses whichever skill is lower.

**Aggressive Absorption:** This kaiju has the power to absorb a specific element, such as Fire or Radiation, chosen when the power is gained. It makes a Physique roll of Fair (+2) against passive opposition, or an opposed roll if there is active opposition. If successful it places the "Drained" aspect on the target. If a sector possesses an aspect related to that element this attack instead shuts down that aspect within the entire sector. Abilities that use the specified energy source are inaccessible until the Aspect is remedied. If the kaiju also possesses the "Absorption" mutation it gains the boost from this mutation.

**Close [Update](Requires "Knockback"):** Once per exchange, when a kaiju forces its target to move it can close in on it, moving one sector closer as long as there are no aspects impeding its movement.

**Collateral Damage Attack:** Collateral Damage is the inevitable byproduct of kaiju

battles. However, certain crafty monsters have learned how to use the environment to their advantage. By destroying parts of the environment as part of their attack they cause devastation to their enemies and the surrounding area. Once per scene the kaiju may fill in one of its Collateral Consequences. It gains a bonus to its next attack equal to the damage value of the Consequence, and places an Aspect on the scene related to the attack. For example, a kaiju charges through a building, using the mass of concrete and rebar as additional weight. It adds +4 to the attack, places the Aspect “Unstable Buildings” on the scene, and fills in its Moderate Collateral Damage Consequence.

**Critical Strike [note this replaces “Poison”]:** This kaiju is capable of wrecking terrible damage on a target when it strikes true. When the kaiju succeeds with style it creates an advantage on its target, such as “Burning” or “Shocked” with a free invoke instead of a boost. This advantage must be chosen when the attack form is purchased. This Aspect may be overcome with a Physique or Mecha Repair check. The difficulty is equal to the kaiju’s Physique.

**Critical Damage [note this replaces “Ongoing Poison”](requires “Critical Strike”):** Anyone with an aspect created by Critical Strike will continue to suffer harm. Every round they must resist an attack based on the kaiju’s Physique. If they succeed the Critical Strike Aspect is removed. If the victim is still in combat with the kaiju when they make their Physique check then the roll is opposed.

**Permanent Damage [note this replaces “Disease”](requires “Critical Damage”):** Anyone with an aspect created by Critical Strike will suffer a permanent injury because of it, in the form of another Aspect named at the time this mutation is created. This Aspect persists, even if the Critical Strike Aspect is removed. It attacks the player once per day as if they were suffering a Critical Damage attack. They also suffer an attack the first time they encounter the kaiju that inflicted the damage in a scene. The Aspect is cured in the same way players Recover from Consequences. The difficulty to overcome the damage is equal to the kaiju’s Physique. All limitations for recovering from a damage Consequence apply to recovering from this.

**Drain [Update]:** The blows from this kaiju drain its target’s ability to fight. When the kaiju hits with this attack the target gains the Aspect “Weakened”. Weakened targets increase the difficulty of all actions by +1. At the end of each round the target attempt to remove the Aspect by making a Physique check against a difficulty equal to the kaiju’s physique.

**Deadly Drain [Update](requires “Drain”):** Targets with the “Weakened” Aspect take 1 point of Stress immediately, then an additional point of Stress every other turn until the Aspect is removed.

**Enraged [Update]:** Injuring this kaiju only makes it madder. Once per scene when the kaiju takes a Consequence it also gains the aspect “Enraged” with a free invoke.

**Flight [Update]:** Through wings or some other process this kaiju can fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju’s speed is not affected.

**Space Flight (Requires “Flight”):** This kaiju can survive the cold, radioactive vacuum of space. In this environment it has “Rocket” class speed (MvK pg.47).

**Homing [Update]:** This weapon follows its target until it hits. If you miss with a

Homing weapon the target gains the aspect “Homing In”. Each round you may invoke “Homing In” to make an additional attack with the weapon.

**Immobilize:** This kaiju is capable of rendering a target unable to move. When it places an appropriate aspect on its target, such as “Webbed” or “Grappled”, that target cannot leave its current sector. To remove this aspect the target must make a resisted Physique check.

**Knockback [Update]:** Anytime this kaiju succeeds with style in a Fight check it may move its target up to 2 sectors away from its current sector.

**Pounce [Update](Requires “Close”):** Once per exchange, when a kaiju forces its target to move back it can move two sectors closer. This movement is unaffected by Aspects impeding its movement. Its next attack against that target gains a +2.

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

**Transmuting Stasis:** This kaiju can transmute itself into an alternate form over a period of time. This process takes place between scenes, and is triggered when the kaiju Concedes (Fate Core Pg.167). Fate points earned due to Concession and Consequences apply to the GM’s Fate Point pool the next time the Kaiju is encountered. The kaiju enters a form of stasis in which it cannot be killed. When this period of stasis is complete the kaiju emerges, transmuted into a new form. All damage suffered in its previous form is healed. This alternate form must have the same Motivation Aspect, but all other Aspects and Stunts may be different. This alternate form is built on the same number of MP.

**Unearthly Movement [note this replaces “Leaping/Teleportation”]:** This kaiju can travel great distances without touching the ground. In place of its movement and dice action, the kaiju can move a number of sectors equal to its Athletics (if its movement is physical, in the case of Leaping) or Will (if its movement is supernatural, in the case of Teleportation), so long as it has no aspects on it hindering its movement. The kaiju must end its turn on a solid surface.

**Improved Unearthly Movement (requires “Unearthly Movement”):** The kaiju can roll to overcome an aspect hindering its movement before leaping or teleporting.

**Advanced Unearthly Movement (requires “Improved Unearthly Movement”):** The kaiju may leap or teleport as a movement action.

**Wake (requires “Area”):** When this kaiju moves it leaves devastation behind. When it moves out of a sector it must make an attack roll against all targets in that sector. It must do this for every sector it is able to move through.

**Weakness:** This kaiju is more powerful, but has an Achilles Heal. When attacked with this element it adds no skill to its defense. It may still invoke Aspects as normal. It gains bonus Mutation Points based on the rarity of its weakness. A Common Weakness will grant 4MP; these include Fire, Cold, or any element that the kaiju may encounter on a typical day. A Rare Weakness will grant 2MP; these include unusual chemicals or natural substances that the kaiju would not normally be exposed to.

**Unbroken:** The kaiju gains a -8 physical consequence which recovers in the same way a -2 consequence does.