

THE KAIJU FIGHTER BASE CLASS



Kaiju Fighter

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KAIJU FIGHTER

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

CLASS OVERVIEW

A kaiju fighter is a warrior who has devoured the flesh of a kaiju and gained some of their strength. Given time and the proper training a kaiju fighter uses that as a catalyst and begins to manifest the traits of the titanic monsters themselves. Kaiju fighters are the best solution to the problem of kaiju and take the front line in battles against them. These warriors form guilds and unions, offering their skills in kaiju fighting to the highest bidder. Adventurers also find themselves in need of a little kaiju-slaying from time to time and kaiju fighters fit the bill perfectly.

INSPIRATIONS

Kraven the Hunter (Spectacular Spider-Man), Monster Hunters (Monster Hunter game series), Zoan Devil Fruit Users (One Piece), Witchers (Witcher game series), One-Eyed Ghouls (Tokyo Ghoul)

CLASS MECHANICS

Hit Dice: D10.

Starting Wealth: 5d6 x 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The kaiju fighter's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS SPECIFICS

ROLE

Kaiju fighters are front line combatants who specialize in fighting larger opponents and magical beasts. Their strange augmentations offer them useful options both while exploring and in combat. Kaiju fighters benefit from a high Strength score but their class features are based on their Constitution score.

ALIGNMENT:

Any

CLASS FEATURES

The following are the class features of the kaiju fighter.



TABLE 1-1: THE KAIJU FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Breath weapon, catalyst, kaiju slayer
2nd	+2	+3	+3	+0	Monster crafting
3rd	+3	+3	+3	+1	Oversized weapon
4th	+4	+4	+4	+1	Mutation
5th	+5	+4	+4	+1	Master Craftsman
6th	+6/+1	+5	+5	+2	Hide Cutter (1), staying power (+1)
7th	+7/+2	+5	+5	+2	Improved monster crafting
8th	+8/+3	+6	+6	+2	Mutation
9th	+9/+4	+6	+6	+3	Oversized weapon
10th	+10/+5	+7	+7	+3	Staying power (+2)
11th	+11/+6/+1	+7	+7	+3	Kaiju wrestler
12th	+12/+7/+2	+8	+8	+4	Improved monster crafting, mutation
13th	+13/+8/+3	+8	+8	+4	Hide Cutter (3)
14th	+14/+9/+4	+9	+9	+4	Staying power (+3)
15th	+15/+10/+5	+9	+9	+5	Oversized weapon
16th	+16/+11/+6/+1	+10	+10	+5	Mutation
17th	+17/+12/+7/+2	+10	+10	+5	Improved monster crafting
18th	+18/+13/+8/+3	+11	+11	+6	Staying power (+4)
19th	+19/+14/+9/+4	+11	+11	+6	Hide Cutter (5)
20th	+20/+15/+10/+5	+12	+12	+6	King of the Monsters, mutation

WEAPON AND ARMOR PROFICIENCY

The kaiju fighter is proficient with all simple and martial weapons and with all armor (light, medium, and heavy). They are not proficient with shields.

BREATH WEAPON (Su)

The kaiju fighter gains a breath weapon they can use as a standard action. The kaiju fighter chooses one of the following options based on their catalyst; once the choice is made it cannot be changed. Creatures within the area of the breath weapon take 1d6 damage per 2 class levels, and get a Reflex save (DC 10 + 1/2 kaiju fighter level + Constitution modifier) to halve the damage. The kaiju fighter can use their breath weapon a number of times per day equal to 3 + their Constitution modifier.

Acid Breath: Acid damage in a 30-foot cone.

Atomic Breath: Radiation damage* in a 30-foot cone.

Fire Breath: Fire damage in a 30-foot cone.

Force Breath: Force damage in a 30-foot cone. This deals 1d4 damage per 2 class levels (rather than 1d6).

Frost Breath: Cold damage in a 30-foot cone.

Lightning Breath: Electricity damage in a 60-foot line.

Poison Breath: All creatures within the area make a Fortitude save rather than a Reflex save. Those who fail are poisoned with “Kaiju Poison”. A creature that has made a save against Kaiju Poison is immune to further doses from the same kaiju fighter for 24 hours.

Kaiju Poison

Type: poison (inhaled)

Save: Fortitude (DC 10 + 1/2 level + Constitution modifier)

Onset: Instant

Frequency: 1/round for 1 minute

Cure: 1 save

Effect: 1 point of Constitution damage + 1 additional Constitution damage every 6 levels of kaiju fighter.

Positive Energy: Positive energy damage in a 30-foot cone. This damage does not heal creatures, instead only damaging creatures vulnerable to positive energy. Allies hit by this breath weapon do not need to make any save and instead gain the kaiju fighter's level in temporary HP for 3 rounds. This does not stack with itself and cannot bring them over their maximum HP.

Sonic Scream: Sonic damage in a 30-foot cone. This deals 1d4 damage per 2 class levels (rather than 1d6).

SIDEBAR: RADIATION DAMAGE

Radiation damage is a damage type introduced in LRGG's Gonzo 2 book. Radiation damage acts as negative damage that doesn't heal undead. Radiation damage also inflicts "rads", a measure of radiation exposure. For more information on radiation damage and rads, please refer to the Atomic Adept class from LRGG's Gonzo 2. If you are not comfortable using radiation damage in your game, you can use fire damage instead.

CATALYST

At 1st level, the kaiju flesh that the kaiju fighter has eaten begins to mutate their body. Depending on what sort of flesh they've ingested they manifest a unique mutation. The catalyst kaiju they select at 1st level defines what sorts of mutations they can manifest later on. Once the kind of kaiju has been selected it cannot be changed. At 1st level this provides the kaiju fighter a unique mutation.

A complete list of catalyst kaiju can be found later in this class.

SIDEBAR: EATING MORE KAIJU FLESH

Your GM may request that you continue to have a diet of either kaiju flesh or the flesh of monsters to keep up your development as a kaiju fighter. It is not required but it is in keeping with the theme and lore of this class. A GM may even reward you with advantages for doing this, or for dining on a specifically rare or hard-to-procure piece of meat from a strong kaiju.

KAIJU SLAYER (Ex)

The kaiju fighter trains to fight creatures larger than they are and thus gains a +1/4th circumstance class level bonus (minimum +1) on damage rolls against creatures who are at least large-sized and are bigger than the kaiju fighter.

Against gargantuan creatures, huge-sized magical beasts, creatures with the giant subtype, and creatures with the kaiju subtype the kaiju fighter instead adds 1/2 their level as a circumstance bonus on damage rolls against them (minimum +1).

Deeper Rules

- This bonus damage is not multiplied on a critical hit.
- This damage only applies to the first attack you make in a round.
- If a creature fits into more than one category, this effect doesn't stack with itself; apply the bonus damage only once.

SIDEBAR: SMALL-SIZED KAIJU FIGHTER

This class feature means that kaiju fighters get a slight advantage if they are a small (or at least not large-sized) race, as all creatures of large size will be larger than them. This is offset by them not commonly having great Strength or Constitution (though their small size often gives them an AC bonus). Dwarves, though not small-sized, are noted to make excellent kaiju fighters as they have a natural bonus to their AC against giants (see their "Defensive Training" racial trait).

MONSTROUS CRAFTING (Ex)

At 2nd level, a kaiju fighter becomes familiar with the innards of many large creatures and learns to fashion weapons from things like dragon's teeth, giant's femurs, and pieces of tarrasque shells. If they use the corpse (or significant material from) a huge-sized creature (or larger) that was slain within the last day they can substitute the need for other materials. A creature's body can be used to offset the material cost for crafting at a rate of 300 gp per HD of the creature.

OVERSIZED WEAPON (Ex)

Starting at 3rd level, the kaiju fighter can wield weapons up to one size category larger than is typical for their race. They suffer a -2 on attack rolls with such a weapon unless the creature is of at least gargantuan size. Wielding a larger weapon requires them to wield the weapon in both hands.

At 9th level they can wield weapons up to two size categories larger with the same penalties.

At 15th level they can wield weapons up to three size categories larger with the same penalties.

MUTATION (Ex)

At 4th level and every 4 levels thereafter, the kaiju fighter begins to manifest some of the traits of a kaiju. These traits are organically grown and honed with training. The mutations the kaiju fighter can select are restricted by the catalyzed kaiju they selected at 1st level.

A complete list of available mutations is available at the end of the class.

MASTER CRAFTSMAN

At 5th level the kaiju fighter gains Master Craftsman as a bonus feat even if they do not meet the prerequisites.

HIDE CUTTER (Ex)

At 6th level, the kaiju fighter has mastered the difficult technique of penetrating the hides of monsters. The kaiju fighter ignore 1 point of damage reduction on magic beasts and giants. This feat does not apply to damage reduction without a type (such as DR 10/-).

At 13th level the amount of damage reduction that is ignored is increased to 3.

At 19th level the amount of damage reduction that is ignored is increased to 5 and bypasses damage reduction without a type (DR/-).

STAYING POWER (Ex)

At 6th level, the kaiju fighter has become something a little more than their base race due to the kaiju mutations they've suffered. They've gained some extra resistance to effects from monsters like them and thus gain a +1 bonus circumstance bonus on all saves against effects from kaiju, magical beasts, giants, and creatures of at least the gargantuan size category. This bonus increases by an additional +1 for every 4 levels beyond 6th (as described on Table 1-1: The Kaiju Fighter).



IMPROVED MONSTROUS

CRAFTING (Ex)

At 7th level, if a kaiju fighter attempts to craft something out of the remains of a creature (as described in the monstrous crafting class feature) they may do a full week's worth of crafting in a day.

Additionally, a kaiju fighter can quickly scavenge the remains of a creature to make a patchwork solution on their own gear if it is crafted from the remains of an enemy. As a standard action they can attempt a Craft check (DC 15) to repair a broken item by using a nearby corpse. This functions as a mundane *mend* spell.

At 12th level the kaiju fighter can do a full week's worth of crafting in an hour when using the remains of a creature and at 17th they can do so in 10 minutes.

KAIJU WRESTLER (Ex)

At 11th level, the kaiju fighter gets a +1/4th level competence bonus to their CMB and CMD when attempting to grapple kaiju, magical beasts, giants, and creatures of at least the gargantuan size category. Furthermore, kaiju fighters gain a circumstance bonus on combat maneuvers equal to the creature's size modifier to CMB.

KING OF THE MONSTERS

At 20th level, the kaiju fighter's transformation into a miniature kaiju is complete. This has a number of effects:

- They are forevermore treated as a magical beast (kaiju) rather than as a humanoid (or whatever the kaiju fighter's creature type was) for the purpose of spells and magical effects.
- The kaiju fighter's appearance superficially changes to make them more monstrous, conferring upon them a +8 circumstance bonus on Disguise checks made to appear as a kaiju.
- They automatically confirm critical hits against kaiju, magical beasts, giants, and creatures of at least the gargantuan size category
- A kaiju slain by a kaiju fighter cannot use its recovery ability to prevent itself from being killed.

Catalyst Kaiju

MYSTERIOUS MONSTER

No one has ever been able to identify the kaiju whose flesh you ate. The mysterious monster may have been a unique kaiju, some variant not seen elsewhere, or the last of its kind.

Breath Weapon Damage Type: Any.

CRYPTID [UNIQUE MUTATION]

The kaiju fighter is oddly hard to recall. People remember them being in a place and doing something but their memory of the specifics of the kaiju fighter's appearance and *exactly* what they did are muddled and sometimes conflict with each other. The DC to identify the kaiju fighter or recall specific information about their actions is increased by 1/2 their class level (minimum 1). Allies and creatures the kaiju fighter interacts with on a regular basis are immune to this effect.

SELECTABLE MUTATIONS

A mysterious monster kaiju fighter may select any kaiju fighter mutation.

AGYRA

Agyra has the appearance of a primeval, two-headed flying reptile with a wingspan of over 150 feet. Her tail is perhaps the most fearsome of her aspects. This lengthy and flailing appendage is covered with razor-sharp blades and wickedly barbed spines capable of slashing through buildings and tearing through armor with great force and from great distances.

Breath Weapon Damage Type: Electricity.

BLINDING FLASH

[UNIQUE MUTATION]

As a standard action the kaiju fighter can emit a blinding light, causing all creatures within 30 feet of them to make a Fortitude save (DC 10 + 1/2 class level + Constitution modifier) or be permanently blinded. To use this the kaiju fighter must expend 1 use of their breath weapon class feature.

SELECTABLE MUTATIONS

Awesome Blow, Big Man Thane, Darkvision, Extra Breath Weapon, Monster Bully, Monster Rush, Regrowth, Stormfront Charge, Wings.

BEZRAVNIS

Bezravnis is an immense, armor-plated, fiery-red, three-tailed scorpion with stingers that glow with heat.

Breath Weapon Damage Type: Fire or poison.

BLOOD OF THE SCORPION

[UNIQUE MUTATION]

The kaiju fighter gains a +4 bonus on saves against poisons and gains the poison use ability, never risking accidentally poisoning themselves when applying poison to a weapon. At 5th level their resistance to poison becomes an immunity to poison.

SELECTABLE MUTATIONS

Big Man Thane, Darkvision, Extra Breath Weapon, Hearty Blood, Kaiju Hide, Monster Bully, Regrowth, Reflexive Curl.

HEKATONKHEIRES

This behemoth looks like a towering humanoid with fifty heads and twice as many hands, each wielding a different weapon.

Breath Weapon Damage Type: Force.

MANY LIMBS [UNIQUE MUTATION]

The kaiju fighter gains 2 new arms on their torso. The arms are fully under their control and cannot be concealed except with magic or bulky clothing. The arms do not give the kaiju fighter any extra attacks or actions per round, though an arm can wield a weapon and make attacks as part of the kaiju fighter's attack routine (using two-weapon fighting). The arms can manipulate or hold items as well as the kaiju fighter's original arms (for example, allowing the kaiju fighter to use one hand to wield a weapon, another hand to hold a potion, and a third hand to throw an axe). Each arm has its own "hand" and "ring" magic item slots (though the kaiju fighter can still only wear two rings and two hand magic items at a time).

SELECTABLE MUTATIONS

Awesome Blow, Big Man Thane, Boulder Toss, Climber, Grabby, Hearty Blood, Monster Bully.

ISLAND TURTLE

This peaceful turtle carries an entire island on its back. It is both home and protector to the people that live upon it.

Breath Weapon Damage Type: Positive energy.

LIVING ISLAND

[UNIQUE MUTATION]

An island turtle kaiju fighter counts as if they were one size category larger for the purpose of determining their carrying capacity. In addition, if they have or gain a swim speed it improves by 10 feet.

SELECTABLE MUTATIONS

Benthic Denizen, Big Man Thane, Extra Breath Weapon, Hearty Blood, Kaiju Hide, Monster Bully, Reflexive Curl, Voidborn.

JABBERWOCK

This dragon has a long neck and terrible claws. The beast shrieks and babbles, thrashing its tail and wings in a violent manner.

Breath Weapon Damage Type: Sonic.

FRIEND OF MADNESS

[UNIQUE MUTATION]

Creatures that fail the save against the kaiju fighter's breath weapon are confused (as per the *confusion* spell) on their next turn. A creature affected by this effect cannot be subject to it again for 24 hours from the same kaiju fighter. Additionally, a jabberwock kaiju fighter is immune to the *confusion* spell or similar effects that result in confusion.

SELECTABLE MUTATIONS

Big Man Thane, Extra Breath Weapon, Hearty Blood, Monster Bully, Monstrous Nose, Monster Rush, Stormfront Charge, Terrifying Roar, Toxic, Wings.

KRAKEN

This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon.

Breath Weapon Damage Type: Acid or poison.

INK CLOUD [UNIQUE MUTATION]

A kraken kaiju fighter can spend a use of their breath weapon as a move action to emit a cloud of black ink in an 80-foot spread once per minute as a free action. It is an inky cloud while in water and becomes a billowing cloud of smoke on land. This cloud provides total concealment, which the kaiju fighter can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. The ink cloud persists for 1 minute before dispersing. While on land, strong winds can disperse this.

SELECTABLE MUTATIONS

Benthic Denizen, Big Man Thane, Darkvision, Grabby, Extra Breath Weapon, Monster Bully, Toxic, Voidborn.

MOGARU

Mogaru is the king of the kaiju. This towering saurian lumbers on its hind legs, its twin tails thrashing and the spines on its back glowing with red energy.

Breath Weapon Damage Type: Force or radiation.

ENERGY RESISTANCE [UNIQUE MUTATION]

When a mogaru kaiju fighter takes energy damage* from an enemy they can earn an extra use of their breath weapon. After taking at least 10 damage (from any kind of energy) they regain one use of their breath weapon. They can only regain 1 use of this breath weapon in this fashion per day, though this can put them over their normal maximum.

At 10th level the kaiju fighter can recover a 2nd use per day (after suffering another 10), and 3rd at level 20th (after suffering a 3rd interval of 10).

SIDEBAR: ENERGY DAMAGE

Energy damage is any type of non-physical typed damage, such as acid, fire, negative energy, or force damage. Untyped damage, such as the damage dealt by a *disintegrate* spell, does not count as energy damage.

SELECTABLE MUTATIONS

Awesome Blow, Big Man Thane, Boulder Toss, Climber, Extra Breath Weapon, Kaiju Hide, Monster Bully, Monster Rush, Regrowth, Sense Kaiju, Terrifying Roar.

TARRASQUE

This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail.

Breath Weapon Damage Type: Fire.

TARRASQUE'S SHELL [UNIQUE MUTATION]

Tarrasque kaiju fighters have a shell that repels and negates some forms of magic. The first time per day that they are targeted by a cone, line, ray, or *magic missile* spell, they have a 50% chance to negate such an effect. The kaiju fighter can expend 1 use of their breath weapon to recharge the daily use of this ability.

Note: Tarrasqueling kaiju fighters improve the chance that this ability will trigger by 5% but lose the 1 daily use their racial trait of the same name provides.

SELECTABLE MUTATIONS

Awesome Blow, Big Man Thane, Boulder Toss, Darkvision, Extra Breath Weapon, Hearty Blood, Kaiju Hide, Monster Bully, Monster Rush, Reflexive Curl, Regrowth.

VARKLOPS

This immense, fiery-orange serpent has three horned heads, a pair of draconic wings, and a long tail tipped with four bony spikes.

Breath Weapon Damage Type: Fire.

DEVASTATING [UNIQUE MUTATION]

A varklops kaiju fighter gains Improved Sunder as a bonus feat and ignores hardness less than their class level. Objects take full damage from the kaiju fighter's breath weapon attacks.

SELECTABLE MUTATIONS

Big Man Thane, Extra Breath Weapon, Hearty Blood, Kaiju Hide, Monster Bully, Monster Rush, Reflexive Curl, Regrowth, Sense Kaiju, Wings.

VORGOZEN

This mountain of filthy green sludge heaps up on itself, extending six tentacles and unfolding its core to reveal a single red eye.

Breath Weapon Damage Type: Acid or poison.

MAGIC POLLUTION

[UNIQUE MUTATION]

The kaiju fighter can score critical hits against oozes and can also deal precision damage (including sneak attack) to them. At 6th level a vorgozen kaiju fighter gains the Disruptive feat even if they don't meet the prerequisites.

SELECTABLE MUTATIONS

Amorphous, Big Man Thane, Extra Breath Weapon, Grabby, Hearty Blood, Kaiju Hide, Monster Bully, Regrowth, Toxic.

YARTHOON

This immense pale blue worm raises one end of its body like a serpent, its many-toothed maw opening amid a ring of glowing eyes.

Breath Weapon Damage Type: Cold.

FREEZING MIST

[UNIQUE MUTATION]

A yarthoon kaiju fighter can spend a use of their breath weapon as a move action to exhale a cloud of freezing mist in a 20-foot radius sphere around themselves. This functions as per an *obscuring mist* spell with a duration of 1 minute. A creature that ends its turn within the mist takes 1d6 points of cold damage (no save). Strong winds can disperse this.

SELECTABLE MUTATIONS

Benthic Denizen, Big Man Thane, Extra Breath Weapon, Hearty Blood, Kaiju Hide, Monster Bully, Regrowth, Voidborn.



Kaiju Fighter Mutations

AMORPHOUS: The kaiju fighter's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits. The kaiju fighter must be at least 20th level to take this mutation.

AWESOME BLOW: The kaiju fighter gains the Awesome Blow as a bonus feat, even if they don't meet the prerequisites. The kaiju fighter must be at least 16th level to take this mutation.

BENTHIC DENIZEN: The kaiju fighter gains a 30 ft swim speed, and can breath underwater.

BIG MAN THANE: Sometimes size really does matter. The kaiju fighter grows one size category. Additionally, large-sized kaiju fighters retain their kaiju slayer bonus damage against large creatures even if they are the same size. The kaiju fighter must have the monster bully mutation and be at least 12th level to take this mutation.

BOULDER TOSS: The kaiju fighter gains the rock throwing and rock catching universal monster abilities. For the purpose of these abilities, the kaiju fighter counts as a large-sized creature.

CLIMBER: The kaiju fighter gains a 20 foot climb speed.

DARKVISION: The kaiju fighter gains darkvision 60 feet. If they already have darkvision from another source it improves by 60 feet.

EXTRA BREATH WEAPON: The kaiju fighter gains 2 additional uses of their breath weapon class feature. This mutation can be taken multiple times; its effects stack.

GRABBY: The kaiju fighter gains Improved Grapple as a bonus feat, even if they don't meet the prerequisites. Additionally, they no longer suffer a penalty for grappling without two hands free.

HEARTY BLOOD: The kaiju fighter applies the circumstance bonus from their staying power class feature to saves against ability damage, ability drain, death effects, disease, and fear effects. If the kaiju fighter would already apply staying power against an effect, the bonus only applies once. The kaiju fighter must be at least 8th level and have the staying power class feature to take this mutation.

KAIJU HIDE: The kaiju fighter grows a thick hide over their skin. While they aren't wearing any armor, the kaiju fighter gains a +2 natural armor bonus. This natural armor bonus increases by an additional +2 at 8th level and every 4 levels thereafter. This natural armor cannot be enhanced with magic armor properties.

MONSTER BULLY: It's not the size of the dog in the fight, it's the size of the fight in the dog. The kaiju fighter counts as one size category larger than normal for the purpose of being targeted by size-dependent effects and determining their CMD. This does not grant them the ability to wield weapons of a larger size category.

MONSTER RUSH: When making a charge, double move, or withdraw action the kaiju fighter increases their base movement by +15 feet. This is a circumstance bonus.

MONSTROUS NOSE: The kaiju fighter gains the scent universal monster ability.

REFLEXIVE CURL: The kaiju fighter can reflectively curl part of its unusual anatomy around itself when it is subject to a particularly devastating attack to dampen the blow. The first time in a day that a kaiju fighter is subject to a successful critical hit they can, as an immediate action, reduce that to a normal hit. The kaiju fighter must have the kaiju hide mutation to take this mutation.

REGROWTH: As a full-round action, the kaiju fighter gains regeneration 1 until the start of their next turn. This improves by 1 at 8th level and every 4 levels thereafter.

SENSE KAIJU: The kaiju fighter can sense the location of the nearest active kaiju, as if using *discern location*, at will.

STORMFRONT CHARGE: The kaiju fighter can create massive blasts of wind as they fly. As a full-round action, the kaiju fighter can fly up to twice their fly speed in a straight line. All creatures who the kaiju fighter threatens at any point of their movement must make a Reflex save (DC 10 + 1/2 kaiju fighter level + Constitution modifier) or be knocked prone. The kaiju fighter must have the wings mutation to take this mutation.

TERRIFYING ROAR: The kaiju fighter can spend a use of their breath weapon class feature to emit a primal roar. All creatures within 60 feet of the kaiju fighter must make a Will save (DC 10 + 1/2 kaiju fighter level + Constitution modifier) or become shaken for 1d4+1 rounds. This is a mind-affecting fear effect.

TOXIC: The kaiju fighter secretes a foul concoction that makes them taste horrible. Any creature that attempts to swallow the kaiju fighter must make a Fortitude save (DC 10 + 1/2 kaiju fighter level + Constitution modifier) or automatically fail the grapple.

WINGS: The kaiju fighter gains the ability to grow a pair of fleshy wings. As a move action, the kaiju fighter can extend or retract their wings. While their wings are extended, the kaiju fighter has a 30 foot fly speed with poor maneuverability. The kaiju fighter must be at least 8th level to take this mutation.

VOIDBORN: A kaiju fighter with this mutation no longer needs to eat, drink, or breathe (but may do so if it gives them some benefit, such as drinking a potion). The kaiju fighter must be at least 8th level to take this mutation.

TABLE 1-2: KAIJU FIGHTER ALTERNATE FAVORED CLASS BONUSES

Race Name	Benefit	Source
Dwarf	+1/4 AC bonus against monsters of the giant subtype. This stacks with the dwarf's Defensive Training racial trait.	CRB
Gnome	+1/4th damage on combat maneuver rolls against creatures of a large or larger size category.	CRB
Halfling	+1/5th damage on damage rolls against creatures of a large or larger size category.	
Human	+1/6th a new mutation.	CRB
Drow	+1/2 bonus on Heal and Craft (alchemy) checks made to perform fleshwarping (See Pathfinder: Horror Adventures) and on Fortitude saves to survive fleshwarping.	ARG
Ouphes	+1/6th an ouphes enhancement slot.	RG4
Tarrasqueling	+1% chance for their tarrasque shell to trigger.	RG4

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