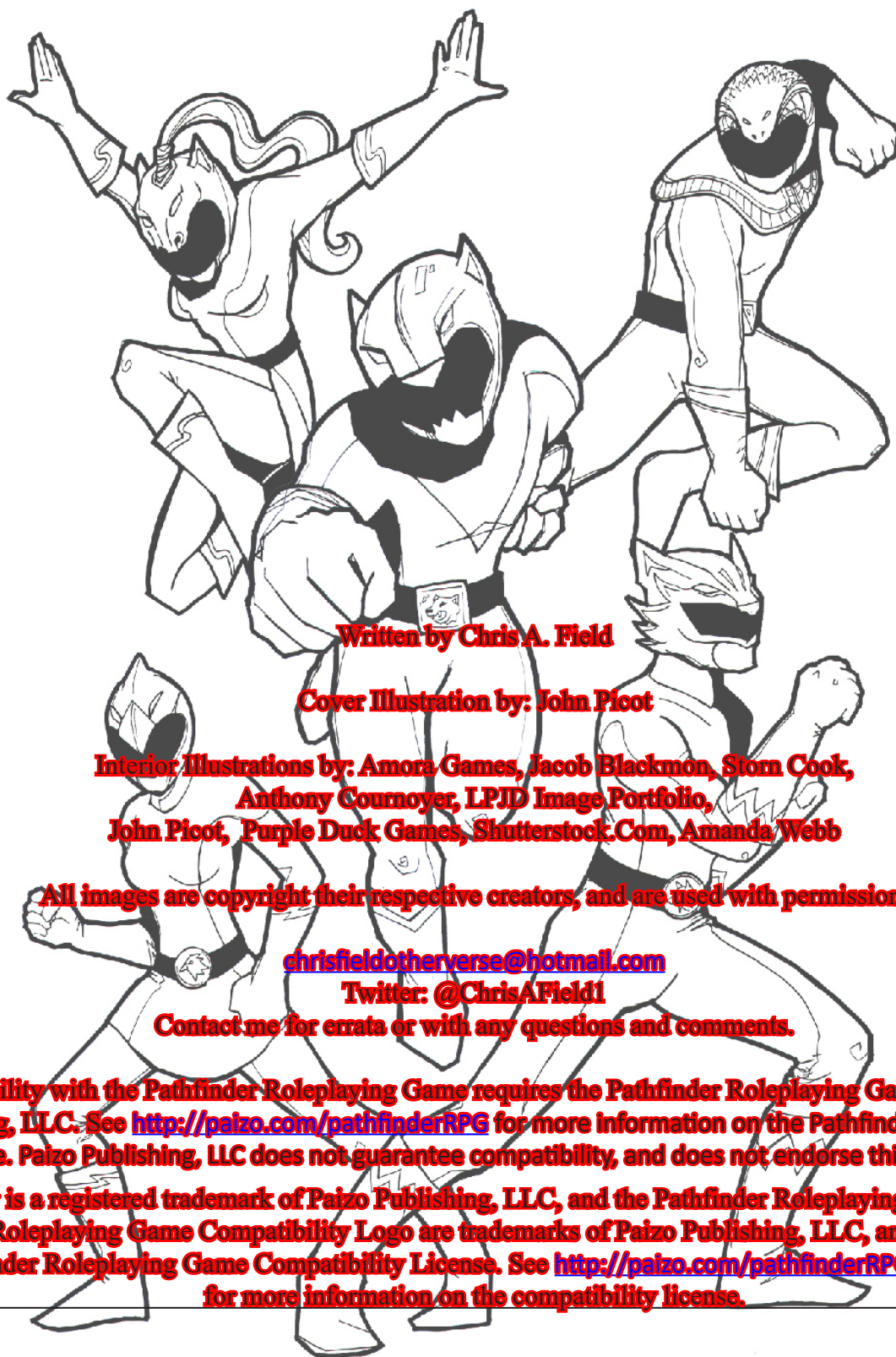




SENTAI STRIKE

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SENTAI STRIKE!



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“**The Super Sentai Series** (Sūpā Sentai Shirīzu) is the name given to the long running Japanese superhero team genre of shows produced by Toei Co., Ltd., Toei Agency and Bandai, and aired by TV Asahi.

“Super” refers to their use of mecha, and “sentai” is the Japanese word for “task force” or, literally, “fighting squadron” and was also a term used for Japanese squadrons in World War II.”

- Wikipedia.org “Super Sentai” Article

Sentai Strike! is a dramatic revision of a pair of older sourcebooks: *Sentai Spectacular* (*Otherverse Games*, 2011) and *Sentai Sequel* (*Otherverse Games*, 2013). These older sourcebooks explored Sentai adventurers through the lens of a D20 Modern Basic Class with multiple talent trees to choose from. In the interest of making this sourcebook fully compatible with the *Pathfinder Role Playing Game*, the Sentai Hero Basic Class is gone.

The classes’ iconic powers and abilities become new traits, feats and character options, available to any class. One feat slot (well within the capabilities of a starting hero) gives you the ability to transform into a stylish, spandex-clad super-ninja. Some options synergize better with existing *Pathfinder Roleplaying Game* elements than with others (meaning that a Blue Sentai Hero is more likely to be an Alchemist than a Barbarian), but there’s plenty of room to mix and match, or to play against type.

Sentai Strike! follows the format and design decisions in my recent mega-sourcebook, ***High Tech Heroes***. You can think of *Sentai Strike!* as a ‘lost chapter’ in *High Tech Heroes*, offering a deep look at a specific flavor of modern adventure, in the same way that other chapters in that book explore the Lifechain, the grungy politics of Heavy Future or the inner workings of the elite military unit codenamed APEX.

Beyond character options, a variety of Sentai monsters, including a bunch of unique Sentai “boss monsters” provides a challenge for heroes at every level of your campaign. Random chance and procedural design charts let you build an infinite array of truly odd minions and master-villains, fully embracing the wild creativity shown by classic Sentai monster makers and artists.



Finally, we stop in for a long visit to Seraphim Cove. This coastal California town is a nice place to live: except for a small Kaiju problem. Can your game group protect this adventure-friendly small town from the giant monsters that seek its destruction? Seraphim Cove is the second fictional city described for the revised ***Psi-Watch Campaign Setting***. Because it is steeped in Sentai tropes, Seraphim Cove feels and plays a lot differently than *Cat’s Cradle*. Seraphim Cove looks like a slightly boring slice of Americana, but everyone in town has a Sentai-related secret or two.

WHAT IS SENTAI?

Sentai is one of the most popular genres in Japanese popular fiction, and this frenetic flavor of sci-fi action-adventure first came to America as the *Mighty Morphin' Power Rangers* franchise during the early 1990s. There's been at least one new Sentai series on Japanese television each and every year since the late 70s, and thanks to the success of the Power Rangers, similar shows have been a staple of American kid's television for two decades now.

Sentai adventures emphasize teamwork: an elite squad of 5-6 colorful, spandex-clad superheroes use phenomenal gadgets, martial arts talent and equally colorful giant robots to battle alien monsters the size of small office buildings. As a genre, Sentai is predictable and formulaic to a fault: each episode follows a similar pattern. The Sentai team investigates some crisis, fights some low level adversaries until the episode's real villain reveals itself. After battling the episode's mastermind to a standstill, the villain grows to enormous size thanks to vile magic or alien technology, and to finally destroy the villain, the heroes must do the same, activating their own mecha or tapping into size changing circuitry built into their costume.

Cadence and Repetition

Sentai adventures are formulaic to a fault. Ninety percent of all Sentai episodes go something like this:

- 1) The heroes go about their ordinary lives.
- 2) A problem comes up in their ordinary lives that is somehow related to the monster of the week.
- 3) The monster of the week appears and makes trouble. Some buildings are trashed, some civilians are killed or transformed into monsters, or a friend of the Sentai is beat up.
- 4) The Sentai either battles the monster to a standstill and/or researches its weaknesses. Both sides retreat to their respective bases to lick their wounds.
- 5) The monster reappears and the Sentai defeat the monster in its' small form.
- 6) The monster rises from the dead, turns into a giant Kaiju, and the heroes unleash their own Mecha-Kaiju to destroy it once and for all.
- 7) The heroes resolve their mundane problems and the episode ends with a joke and a smile. Repeat as necessary

In addition to this standard issue episode blueprint, Sentai campaign arcs follow a similar, predictable pattern. A good model is to treat a single campaign session, several hours long, to be the equivalent of a single episode of a 40-50 episode 'season' or a group of 2-3 episodes for especially long or productive gaming sessions.

- **Episode 1.** Introduces the season's major threat and inaugurates a new team of first level Sentai adventurers. The team gets to know one another, learns how to use their gear, and visits their secret HQ for the first time.
- **Episode 3-4.** The Sentai defeats their first 'boss monster', usually one of the Sentai Master Villain's lower-ranking lieutenants or trusted thugs. This victory gives them the strength and confidence to continue on as superheroes!
- **Episode 5-6.** The Sentai encounters a rival adventurer, in the form of a Sentai hero with a differently styled costume and strange powers. This mysterious Sentai vigilante will eventually join the team full time, but begins as a rival, perhaps even a servant of evil. It's up to the Sentai to win him (and this mysterious Sentai Hero is almost always male) over to the forces of good. A romance with a Pink or Yellow Sentai heroine usually does the trick!
- **Episode 10-12.** The mysterious Sentai Hero formally joins the team. He may or may not change identities. If he was formally a bad guy, he might lose his original powers, only to be granted new and even better powers and a new identity by the Sentai's patron.
- **Episode 8-12.** Sometime in here, a lighter episode focuses on the ordinary life of one of the younger, more bumbling members of a Sentai. The hero undergoes a personal evolution – gets admitted to college, wins a lover, gets a cool new civilian job and becomes a little more confident and powerful in costume too.
- **Episode 15-25.** Sometime in here, the Sentai Master Villain creates a set of imposter Sentai heroes who ruin the real heroes' reputations...at least until the heroes can defeat their duplicates and clear their names.
- **Episode 16-20.** Tired of his continual failures, the Sentai Master Villain either executes a powerful underling or transforms it into a more powerful monster on a suicide mission. Either way, after this episode, you won't be seeing that creature again.
- **Episode 18-22:** One of these episodes is a 'recap episode' where the heroes reminisce about their adventures to date, and maybe battle a returned villain. The returned villain can either be a dangerous powerhouse, or a joke- a once mighty villain now completely outclassed by the more experienced superheroes.

- **Episode 20-30.** The beach episode! The Sentai goes on vacation to some tropical paradise or an onsen, giving everybody an excuse to show off their fabulous bodies in skimpy swimwear. The monster of this episode is aquatic, but the real star of the show are the romantic subplots that bubble up. Kisses and makeouts end the episode.
- **Episode 22-30.** The roster change! A few Sentai heroes might fall heroically against one of the most powerful monsters to date; alternatively happier circumstances like civilian jobs or family obligations might pull some Sentai heroes away from the team. A few heroes (usually one or more of the team's girls) are sidelined, but are replaced by statistically equivalent new Sentai adventurers. Though new to their suits, these new heroes learn fast!
- **Episodes 25-35.** Soon after the roster change episodes, one of the new team members gets a spotlight episode. They feel uncomfortable in their new role, and personally aren't meshing well with the experienced clique. Once the new hero saves everybody with a unique skill or power their predecessor lacks, they've accepted into the club and start forming their own friendships.



- **Episode 40-45.** The bad guys ramp up their attacks, in anticipation of final, all out decisive victory! In a massive battle, the Sentai's HQ is badly damaged or destroyed, their patron critically wounded, and their tech destroyed! Without their Mecha-Kaiju or Sentai Uniforms, the heroes must discover a new source of power to take the fight to the bad guys on the eve of destruction. Heroes might fall in battle, and many of the Sentai Master Villain's most trusted underlings finally fall. A few might even switch sides to the forces of good before perishing!
- **Episode 46-50.** The final battle! Using their new found or recovered powers, the heroes storm the Sentai Master Villain's fortress. They defeat and probably kill or forever imprison the evil, but at great cost. Giving the battle their all, they cannot transform into superheroic form any more!

- **Final Episode.** The last episode shows the heroes returning to their ordinary lives, but as successful, confident veteran heroes. After battling monsters, civilian life holds no terrors. The survivors go on to succeed in their fields and basically live happily ever after, though the occasional tragic death or twist-ending isn't out of the question. If there are any long simmering romances, they culminate in either a marriage or the birth of a new baby. Finally, the Red Sentai hero from the outgoing Sentai encounters the young Red Sentai hero of the upcoming season and somehow passes the torch to the younger cavalier.

Personal Problems

Most episodes have two, vaguely interrelated plotlines. One plot line concerns the monster of the week, but the other deals with the personal problems of the Sentai Heroes, in or out of costume. The two plotlines usually share a similar theme and the resolution of one crisis usually gives a troubled Sentai Hero the confidence to tackle the other one.

Some suggested personal crises and related monsters include:

- The Red Sentai Hero feels overwhelmed by the pressures of leadership, and the monster of the week is a tactical genius, who attacks when he's away.
- One of the Sentai Hero's beloved grandparent or older relative is dying of natural causes. The monster of the week symbolizes a fear of death, aging or disease.
- Some or all the Sentai Heroes are facing an important exam- the SATs, high school finals, a university entrance exam or even the military's ASVAP. The monster of the week saps intelligence and concentration.
- Nasty gossip and rumors are messing up the Sentai's personal lives; the monster of the week is a telepath capable of turning friends against one another.
- One of the Sentai or their parents face financial ruin. The monster of the week is either a stealthy thief or uses precious things (gold blades, diamond bullets, ect) as weapons.
- One of the heroes feels ignored and underappreciated by their parents in favor of a new baby brother or sister. The monster tries to isolate the hero from the rest of the Sentai and seduce them to evil.
- The Sentai's mentor or sidekick goes inactive for a week, because of annual maintenance requirements (for robots and AI), hibernation (for aliens and animals) or other personal responsibilities. The Sentai has to make do without their friend, with reduced or glitchy powers; the monsters take advantage of their weakness.

Beneath the Spandex

In the shows that inspired this sourcebook, some Spectrum Roles are intended for specific genders. Typically only women become Pink Sentai heroines, and only men ever become Red or Black Sentai heroes. Other Spectrum Roles, such as Blue or Yellow could be chosen by either gender. Whether you wish to keep up this tradition in your home games or not is up to you. (There's no mechanical restriction on any Sentai Spectrum Role, so play the way you want to.)

By tradition, at least in American Sentai, the Sentai hero's civilian clothes are usually of the same color as his or her Sentai Suit. Somehow, the inhabitants of the tiny, non-descript home towns these brave superheroes protect never figure out the connection between the red garbed superhero who just saved the city and the red garbed college basketball star sitting across from them in a restaurant. Like sex-segregated Spectrum Roles, its up to you if you want to keep this trope alive or not.

Variant Campaign: Retro Sentai

Sentai as a genre, was born in the late 1970s, though precursors such as *Giant Robo*, *Cyborg 009* and *Great Mazinger* predated the Super Sentai series by about a decade. Retro Sentai usually focused on a single hero – usually a courageous Japanese schoolboy who gains command of a single massive robot! The protagonist wears a somewhat modified Sentai Uniform, which offers comprehensive protection but doesn't really conceal his identity. After all, the young man is a national hero!

Retro Sentai makes a good campaign model if only one player out of the group chooses to play a Sentai hero. This singular hero is usually equipped with a Retro Sentai Uniform rather than a standard Sentai Uniform, earns abilities from the Mecha-Kaiju feat tree, and often chooses feats and talents that further enhance his personal robot warrior.

Variant Campaign: Monochromatic Sentai

The late 1970s anime known as *Cyborg 009* in the US met most of the tropes of Sentai adventure save one: all the show's heroes wore identical red and black uniforms rather than the rainbow of uniform colors that costume a true Sentai. Players wanting to play a similar, single colored Sentai might be able to build a unique heroic task force.

The players and gamemaster decide on a single Spectrum Role and uniform color; all the heroes pick talents and feats available to that color only. With most Spectrum Roles,

there is enough variation that even with a game group of 4-6 people drawing from the same well, there is still room for diversity and niche protection.

Secondary Themes

Most Sentai have codenames costumes that suggest a different theme, beyond just color. Gatchaman is a bird-themed Sentai, while the Zyurangers (upon whom the American Power Rangers were originally based) had costumes recalling dinosaurs and other extinct mega-fauna. These themes are incorporated into every bit of equipment used by that particular Sentai, and help differentiate between different seasons of a long running series.

Some previously seen Sentai themes include:

- **Playing Cards.** The members of the Sentai have a heart, spade, club, or diamond built into the design of their mask.
- **Countries.** Each member of the Sentai hails from a different nation. These patriotic heroes wear their country's flag proudly, and have abilities based on national or ethnic stereotypes.
- **Birds.** Members of this Sentai are given bird themed masks and feathered cloaks.
- **Shapes.** Members of this Sentai have star, square, rectangle, circle or other simple geometric shapes built into their visors.
- **Trains.** Owing to Japan's great love of trains, one memorable Sentai team based their costumed identities around various types of locomotives, design motifs from which were reflected in their helmets.
- **Planets.** Members of this Sentai are each representative of a particular planet in Earth's solar system, and the planet's classical symbol is displayed on their costume.





The Sentai Code

Most Sentai adventurers live by an exacting code of honor that governs their behavior. In addition to the duties expected of heroes and cosmic police agents, Sentai Heroes are expected to use their powers with great discretion. Sentai heroes are expected to keep their identities secret, not use their abilities or technology for personal gain, and never use their abilities (especially their Mecha-Kaiju) to escalate a fight. This last stricture explains why most Sentai wait for their enemies to grow to giant scale instead of simply summoning their Mecha-Kaiju early in the fight and just stomping the villain into gooey red mush.

Depending on the sponsoring organization or entity, Sentai heroes who violate their code of behavior will be disciplined with varying levels of severity. First time or minor offenses might earn nothing more than a stern rebuke, but repeated violations, or the commission of truly evil acts might result in any of the following.

- The Sentai Hero's ability to summon a Mecha-Kaiju is suspended for the remainder of this game session.
- The Sentai Hero is not issued weapons normally used, and must fight unarmed.
- The Sentai Hero cannot access his or her Sentai Transformation feat for a specific period of time—effectively suspending that hero from duty. In severe cases, the hero might have to gain an experience level as an unpowered, ordinary human before re-assuming their duties as Sentai.
- Finally, an especially atrocious violation might result in the permanent loss of all Sentai feats. If the character atones for their crime in some spectacular manner, they might win their way back into the Sentai. However, such traumatic changes are never without consequence, and the repentant hero often chooses a new, darker Spectrum Role and identity.

Inspiration: Patrons, Mentors and HQ

Sentai squads may be sponsored by governments (cities, states or planetary alliances, or even galactic governments) by benevolent corporations or charities or by powerful and equally benevolent alien or magical benefactors. These mysterious mentors train and equip the Sentai, as well as providing the team with a well-equipped headquarters and the logistical support necessary to keep the team's extraordinary Mecha-Kaiju in perfect working order.

Some ideas for patron originations and individuals include:

- An AI containing the memories of the universe's first Sentai adventurer.
- A United Nations task force dedicated to protecting Earth from alien invasions.
- Chrysanthemum Seven, an elite branch of the Tokyo Police Department, tasked with protecting Japan from supernatural threats, whether demons, alien or kaiju.
- The Galactic Congress, sending agents to Earth to guide its entry into galactic society.
- A coalition of 3-4 older Sentai heroes, sidelined by injuries, but still willing to fight.
- A coalition of multi-billionaires, based out of Dubai who send Sentai heroes to protect Europe and the Middle East.
- The Queen of the Lunar Empire, who is training her children to fight, and eventually, to rule benevolently.
- A cosmic wizard from the center of the galaxy who seeks to recreate the glory of the Round Table with modern high-tech knights.
- A benevolent alien, old as the current universe, who seeks to thwart the schemes of his less-compassionate twin.

The Sentai's headquarters and their equipment are usually maintained by an occasionally bumbling butler or *major domo*, who serves as both primary servant and comic relief. When creating these supporting characters, the game master should make them as irritating and chirpy as possible. If the players want to blast the little freak to atoms (but can't because that wouldn't be in character for true Sentai heroes), you've done your job

Some ideas for annoying servants include:

- A neon-colorful and clumsy robot.
- An over-excitable android that keeps having 'fatal' panic attacks and needs to be rebooted often.
- An evolved tiger man with the manners of a proper English butler.
- A waist high dinosaur man from a parallel universe where reptiles evolved, not mammals.

- A hyper-active genie made out of purple smoke and lightning.
- A pink-skinned alien girl who only speaks in sing-song rhymes.
- A helpful ghost that can interact physically with headquarters equipment thanks to 'ecto-spectral' technology.

Sentai Heroes are known for their fabulous secret bases. These bases feature ultra-technology on an amazing scale. Gigantic hangers allow the Sentai heroes to store, repair and upgrade their Mecha-Kaiju, special bikes and other vehicles. Vast armories provide access to brightly colored weapons and gadgets, while computer systems better than anything else on the planet allow the heroes to keep a watchful eye on the world. The secret base might have other awesome features for the hero's use, from holographic training dojos to full cafeterias staffed with five-star alien sushi chefs from a dozen different worlds. These bases are often hidden behind a mundane, even seemingly ridiculous façade, one that ties into this 'season's' adventuring theme.

Some ideas for Sentai HQ include:

- A secret stone castle beneath a major metropolitan library, which serves as a HQ for a Sentai team that seeks out knowledge and are masters of powerful sorcery
- A secret wing of a children's hospital for a team of medical expert heroes given their powers by a kindly physician
- A secret chamber accessed from a Tokyo video game arcade for a team of tech-savvy, gamer Sentai heroes
- A secret armory hidden in a bustling cargo port, for a blue collar Sentai with a nautical or heroic-pirate theme
- Multiple entrances to a dimensionally displaced base, accessible via the back rooms of the bars and restaurants owned by the members of a older, culinary-themed Sentai
- A secret hanger at Area 51 for a group of space-travelling Sentai heroes who got their power from recovered UFO technology

Morphing Tokens

Morphing Tokens are the badges of office for Sentai heroes, and are required for Sentai Transformation. These tiny devices are usually pocket sized, sometimes disguised as ordinary electronics or jewelry, or occasionally built into special weapons carried by the team. Morphing Tokens that are lost or destroyed, can typically be replaced by the Sentai's mentor or patron when the characters next return to HQ.

Some ideas for Sentai Morphing Tokens include:

- Alien coins etched with the image of a powerful animal, dragon or dinosaur, corresponding to the Mecha-Kaiju the Sentai hero pilots
- Medallions and necklaces bearing glowing crystals from the Moon
- The non-lethal stun pistol that is the sidearm for a galactic police Sentai, with the hero's badge built into the hilt
- Wakizashi imbued with the spirit of a noble samurai warrior, which allows the team to transform into Samurai-styled heroes equipped with Samurai Suits
- A hollow, transparent polymer bracelet filled with glowing mutagens for an all-Anthro super-science based Sentai
- An enchanted grimoire for use by a team of Sentai witches or wizards
- An occult-infused smartphone for a high-tech, gadget-focused Sentai
- Military command or mission coins issued to members of a military-funded Sentai
- African masks with animal motifs, normally coin-sized that grow into full sized masks worn by the Sentai adventurers in their heroic identities

D12	First Syllable	Second Syllable
1	Mega- or Meta-	-zord or -zed
2	Paleo- or Dino-	-tron or -tran
3	Quanta- or Nitro-	-blus or -blast
4	Necro- or Skele-	-shin or -san
5	Anima- or Repti-	-bot or -borg
6	Aqua- or Hydro-	-turon or -tor
7	Thunder- or Dyna-	-nor or -nix
8	Titan- or Galacti-	-sin or -sten
9	Astro- or Cosmo-	-morph or -mar
10	Ninja- or Ronin-	-star or -sun
11	Andro- or Robo-	-lik or -nik
12	Magna- or Manga-	-jor or -jis

Sentai Flavor: Names!

Coming up with names – whether for villains, for alien visitors to Earth, for unearthly weapon systems or for your Sentai heroes' impressive alien vehicles – is really easy in a Sentai campaign.

Roll 2d12 and compare the results to the chart below. If the table gives you a choice, pick which ever syllable sounds better in combination and go from there. Want some additional options? Roll the second column twice to get a three-component name.

Still need inspiration? Take a look at the naming charts in *Battelchangers: Ironworks* or *Fursona: Unleashed*. They work just as well for gigantic robots and space-monsters as they do for transforming robotic heroes or animal-people.

HEROIC OPTIONS

Now that you've got a good grounding in the tropes and clichés of Sentai television, let's build some heroes! This section begins by offering new spins on ordinary Humans in a Sentai campaign, explores some variant traits for other existing races. Finally, we get to meet the glamorous, purposeful Lunars, a hidden race of humanity that has colonized the Dark Side of the Moon.

Human Racial Traits

All of the Multiverse's Humans share the following racial traits.

Size and Type

Humans are Medium Humanoids with the Human subtype. As Medium creatures, Humans receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to one ability score.

Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Normal Speed (EX)

Humans have a base land speed of 30 ft.

Bonus Feat (EX)

Humans select one extra feat at first level.

Skilled (EX)

Humans gain an additional skill rank at 1st level and one additional rank when they gain a level.

Sentai-Inspired Human Racial Traits

The heroic men and women of Sentai might be genetically human, but they're a breed apart. Courageous, highly capable and at their best when working with a team of like-minded heroes. The following alternate racial traits are designed with Sentai adventures in mind.

Child of Gaea (Sp)

Replaces: Bonus Feat

You were personally selected by an enigmatic woman is the living embodiment of Earth's biosphere. With your comrades, you form a powerful, activist Sentai dedicated to protecting nature and fighting pollution.

Once per day, you can cast *cure light wounds* as a cleric of your total character level. If you use this ability to benefit a creature of the Animal or Vermin type, the numerical effects are maximized, as if by the Maximize Spell feat. You gain an additional daily use of this ability at 10th level. When you reach 15th level, you can cast *remove disease* once per day, but only to benefit an Animal or Vermin.



Environmental Cleansing

Alternatively, you can sacrifice a daily use of this ability to purge an environmentally hazardous region with up to a 30 ft spherical radius. Doing so extinguishes any non-magical fires, completely eliminates all radiation within the region, and removes any poisonous pollutants or toxins in the area.

However, this minor power does not truly terraform the area or make it any more suitable for human life. It might remove all traces of an oil spill from an area of ocean, for instance, but does not make the area any more hospitable to humans. Depending on the area to be cleansed, this power might create small pockets of pure environment within larger polluted regions.

The Child of Gaea must be in his or her Sentai identity to cleanse the environment, but can use the *cure light wounds* spell-like ability in their normal identity.

Mundane Kung Fu (EX)

Replaces: Bonus Feat

Your master taught you martial arts when you weren't looking. The mundane chores you completed, to your teacher's exacting specifications, turned out to form the basic katas of your style. You can integrate your martial arts into your daily work and vice-versa.

Once per encounter, prior to making a melee attack you may declare you are activating this ability. You make both a melee attack roll and a Profession check, using the Profession skill of your choosing. The better roll is used as your melee attack result.

You may substitute your ranks in highest Profession skill for your base attack bonus for the purpose of qualifying for feats (including Sentai Transformation) which have a base attack bonus prerequisite.

Xeno-Kid (EX)

Replaces: Bonus Feat

You grew up in a normal human home, somewhere in American suburbia, bustling, overcrowded Japan or elsewhere on Earth. Your childhood was the most mundane early life imaginable – until one day you discovered the truth. You may look human (or have some kind of alien-tech disguise that fooled everyone, including yourself), but your true heritage lie in the stars. Finally realizing your true nature, you discovered new abilities.

You are an extremely humanlike alien with a unique set of abilities. You gain two Gifts of Nature chosen from the *Fursona Unleashed* character builder. Your racial heritage inflicts a unique disadvantage, either rolled or chosen from the list on page 12. You cannot select additional Fursona disadvantages.

D6	Xeno-Kid Weakness
1	Nocturnal. Suffer a -1 morale penalty on all attack rolls, skill checks and saving throws in daylight or bright artificial light.
2	Food Allergies. After each ordinary meal, make a DC 12 FORT save or be sickened for 1d4 hours. Avoid this by increasing the meal's cost and prep time by 25% or more
3	Bleeder. Suffer 1 point of ongoing bleed damage after any successful Slashing or Piercing attack. Requires DC 15 Heal check or any amount of psionic or magical healing to end
4	Deep Sleeper. Requires 12 hours of sleep per day or become fatigued. Considered shaken for 1 hour after awakening.
5	Electro-Vulnerability. Gain Vulnerability to Electricity.
6	Pacifistic. Suffer a -2 penalty on attack rolls when choosing to inflict lethal damage.

If you want to add depth to your Xeno-Kid you can roll to build up some plot-hooks caused by the revelation of their heritage, or a reason they were hidden on Earth in the first place.

D8	Reason you were hidden on Earth	Potential plot-hooks or quirks of heritage.
1	Your parents were (possibly reformed) criminals hiding from galactic police.	Your 'parents' are advanced robots programmed to watch over you until you discovered your true heritage.
2	A newly revealed map on somewhere on your body leads to a legendary super weapon.	You are the reincarnation of one of the greatest heroes the galaxy ever knew, and are starting to remember your past life.
3	You are the last heir to a fantastic, lost alien empire.	That bracelet your parents gave you wasn't just a gift, it was a damper device locking down your alien powers and mildly alien appearance.
4	Your parents were alien royalty, who fled with you fleeing after a revolution.	Your real parents are still alive and looking for you.
5	Your nanny hid you on Earth rather than see you married off to a cruel galactic dictator.	The campaign's major villain has a very personal reason for revenge on either your parents or you.
6	You were sent to Earth rather than perish during the destruction or conquest of your home world.	You've just found out you have a death sentence on an alien world for your parents' 'crimes'.
7	Your real parents were the greatest heroes of a previous Sentai trained by your current mentor.	Fabulous wealth and a noble title awaits on a distant world, if you wish to claim it.
8	Your real parent was a dying alien visitor who your Sentai could not save.	You should have been trained from birth to confront an ancestral nemesis, but your training was woefully incomplete.



Sentai-Inspired Alternate Racial Traits

The following alternate racial traits are designed to ease the many unique races of Otherverse Games Multiverse into new roles as Sentai adventurers.

African Steel (EX)

Available To: Afro-Futurists (*Heavy Races*)

Replaces: Naturally Psionic and Psionic Aptitude

The Battlechanger presence on Earth predates early humanity venturing out of the African continent. Many heroes of African ancestry can boast a few molecules of alien steel in their genetic lineage, and the bravest and most confident can tap these lost alleles to shift into a fully robotic form.

Afro-Futurists with this heritage often incorporate classically African motifs into their robotic form, such as inexpressive, mask-like face plates or traditional fabric designs translated to hull markings.

You gain Metal God Heritage as a racial bonus feat.

African Superhero (EX)

Available To: Afro-Futurists (*Heavy Races*)

Replaces: Raised Fist

Afro-Futurist colony worlds are often protected by a cadre of bold, noble young men and women who wield weapons and pilot advanced mecha inspired by traditional African culture and art. Teamwork and courage are key.

You gain Sentai Transformation as a racial bonus feat.

Cat World Cutie (EX)

Available To: Nekomusume (*Neon in the Dark*)

Replaces: Ability Score Modifiers, Gifts of Ecstasy

You aren't an engineered sex-doll with a kitty tail.

Instead, you hail from a planet of adorable, vivacious and curious cat-girls on the far side of the Western Spiral Arm, and arrived on Earth as an astronaut and explorer.

Cat World Cuties have the following variant ability score modifiers:

+2 *DEX*, -2 *CON*, +1 *INT*, +1 *CHA*.

Cat World Cuties are lightly built, but quick on their feet and good with a futuristic laser pistol. They are also well educated, vivacious and fun to be around, but rarely as heart-stoppingly beautiful as Earth-bred catgirls.

Cat World Cuties come from a very high tech society and are comfortable with its gadgets. Cat World Cuties receive a +2 racial bonus on Computer Use, Drive and Pilot checks, and these skills are always considered class skills for her.

Cat World Cuties begin play speaking *Galactic Common* and one Earth language of choice, often *Japanese*. Cat World Cuties with high *INT* scores can choose any language as a bonus language, except for secret languages like druidic.

Cat World Metal Goddess (EX)

Available To: Nekomusume with the Cat World Cutie alternate racial trait

Replaces: Feline Nimbus

Freegear Battlechangers have had a long and storied presence on Cat World. As with humanity, the Freegear have protected and guided the Cat Worlde's technological

and cultural development. Some Cat World Cuties are lucky enough to have a direct mecha-genetic link to their Free Gear patrons, and protect their planet in stylish and powerful robotic bodies.

You gain Metal God Heritage as a racial bonus feat.

Cat World Space Ranger (EX)

Available To: Nekomusume with the Cat World Cutie alternate racial trait

Replaces: Feline Nimbus

You're a star-crossing adventurer who protects Cat World (and Earth, too!) from a plethora of space monsters, star-pirates and galactic conquerors. Like many other cat-women of your cohort, you're a trained member of a colorful Sentai strike force.

You gain Sentai Transformation as a racial bonus feat.

Rainbow Sparrow (EX)

Available To: Voidsparrows (*self-titled PDF*)

Replaces: Light Integral Armor

Some Voidsparrow cyborgs are designed for operation as part of a multi-colored Sentai strike-team rather than solo flights. The cyborg's gleaming, metallic hull is a bright color, but lacks the integral armor common to typical Void Sparrows. Activating an internal command, the Rainbow Sparrow's bird-like helmet closes fully around their humanoid face, and their body enters a protective combat configuration.

The Voidsparrow gains Sentai Transformation as a racial bonus feat. Transforming into their Sentai identity involves reconfiguration of their cyber-systems. The Voidsparrow's Sentai Uniform is always either a Sentai Suit or Sentai Ronin suit, but is metallic and part of the character's body. This armor never provides a Disguise bonus, as a Rainbow Sparrow's identity is always obvious by the unique color and style of their bionic body.

Sentai Sidekick (EX)

Available To: Space Cases (*Heavy Races*)

Replaces: Sitcom Society

Despite the fact you're an irritating little screw-up, you've got the courage and determination that makes you a true Sentai Hero.

You gain Sentai Transformation as a racial bonus feat.

Sentai Princess (EX)

Available To: Adventurer Princesses (*self-titled PDF*)

Replaces: Princess Magic

Some bold, adventurous girls are naturals for the life of a Sentai superhero. You're one of them – with your trusty

animal companion at your side, you battle evil as a colorful, mysterious heroine.

You gain Sentai Transformation as a racial bonus feat; you must choose either a Sentai Suit, Sentai Fuku or Sentai Gown as your Sentai Uniform. When you morph, your animal companion is always garbed in a similar version of your costume. This is a purely cosmetic effect and provides no equipment bonus to AC unless you choose the *Partnered Sentai* trait.

Sentai of the Round Table (EX)

Available To: Reincarnated Knights of the Round Table (*self-titled PDF*)

Replaces: Remember the Old Steel

The bonds of duty, honor and loyalty that were forged during the Age of Camelot still bind you to other young heroes with old souls. You are a member of a modern Sentai based on chivalry, knightly valor and the eternal quest for the Holy Grail.

You gain Sentai Transformation as a racial bonus feat; you must choose a Sentai Knight Suit as your Sentai Uniform. Your morphing token is almost always a Christian holy symbol.

Uplifted by Gaea (EX)

Available To: Anthros (*Fursona: Unleashed*)

Replaces: One Gift of Nature

The planetary goddess Gaea has uplifted several courageous, noble animals to protect the environment. These animals are often chosen from threatened species, or are sickly and dying creatures imperiled by mankind's actions, and are transformed in hopes of saving their lives.

You gain the Child of Gaea alternate racial trait, described in the prior section. You can select feats and talents restricted to humans with this alternate racial trait.

LUNARS

Medium Humanoid (good, human)

Located in fabulous crystalline cities located on the far side of the Earth's moon, a hidden race of humanity protects the cosmos. Player characters in a Sentai campaign might be glamorous, beautiful young nobles from the Lunar Kingdom.

Genetically, Lunar characters are human, and the two branches are inter-fertile. Culturally, however, the two races are dramatically different. The Lunar Kingdom is a high tech, vaguely feudal utopia, defined by amazing technology, the development of impressive psionic potential and a culture that produces courageous Sentai adventurers.

Appearance

Lunar characters resemble exceptionally slender, graceful and attractive Earthborn humans. They have the same diversity of skin tones and body types as humans, and an even greater variety of hair and eye colors. A Lunar's hair or eyes might be a glistening silver, gleaming gold, shocking pink, oceanic blue or virtually any other shade. They can pass for humans just by donning sunglasses or a hood. High born Lunar women (and common ladies seeking to emulate their wealthier counterparts) favor elaborate, multi-layered and fanciful hair styles that are only possible on the moon's lower gravity. Men of the race wear their hair long, and rarely adopt facial hair.

Most Lunars, especially Lunar nobility, decorate their bodies and costumes with crescent motifs. The crescent moon is a potent mystical symbol for Lunar-folk.

Names

Lunar bloodlines are each based around a single theme, such as gemstones, colors, animals both real and imaginary, weapons or the suits upon playing or Tarot cards. Lunar names, when translated into English, follow the family's theme.

Surnames are not needed, despite the importance Lunar tradition places upon



Lunar Great House	Common Names for Members of the House	What the House is Known For
The House of Gems	Duke Sapphire, Lady Garnet, Countess Opal	Faithful knights and clerics, very religious and honorable Sentai Heroes, often training Holy Sentai heroes
The House of Metals	Lord Steel, Princess Platinum, Viscount Titanium	Expert artisans and mechanics, built the first Mecha-Kaiju
The House of Fliers	Sir Swan, Baroness Owl, Lord Eagle	Adventurous and often intermarry with brave, pretty Earthlings
The House of Cats	Lady Tiger, Baron Lynx, King Panther	Arrogance and wealth, known for producing excellent Red Sentai heroes
The House of Flowers	Queen Rose, Master Lily, Lady Poinsettia	Spiritual and compassionate, often become medics, clerics, scientists or Pink Sentai heroes

D12	Name of the Place	The People of The Place	Why Is The Place Important?	What Threatens the Place?
1	The Crystal Forest of T'lung	Pale and dark eyed, reclusive and businesslike	The luxurious summer home of the Royal Family	Rampaging Kaiju capable of limited space-flight regularly attack the city
2	The Free City of Videl	Cheerful and indomitable but plagued with bad luck	One of the oldest, crudest Lunar city-states, over 10K years old!	Mining and exploration by a profit-driven, evil Earth mega-corp
3	The Grand Garden	Poor but proud with beautiful cloth and textiles	The surrounding crystalline wilderness produces raw magical components	Lunar quakes that have unearthed an ancient galactic warlord, who wants to rebuild his/her fallen empire
4	The Spire of Memory	High technologists, master circuit-makers	A huge zoo filled with exotic creatures from around the galaxy	Economic woes, fading fortunes and loss of prestige
5	The Tullus Observatory	All part of 2-3 interrelated Great Houses	The palatial tomb of a great Sentai Hero from thousands of years ago	Has become infested with Lifespawn predators (<i>Horrors of the Multiverse</i>)
6	Ruthal	Have a tradition of producing many different Sentai teams	A factory town producing Mecha-Kaiju by the score	One of the nobles is bent on conquest as a War-Knight (<i>Secret Soldiers</i>)
7	The Cobalt Canyons	Colorful, creative and hippy-ish	Renowned artisans and celebrated opera houses	Dangerous alien ruins and dungeons beneath the city
8	Procana	Arrogant duelists and minor nobles, social climbers	A rich vein of exotic crystals for mining	A strange disease that cripples psions
9	The Diamond Sea	Well educated academic town	Important agricultural center	Accidents, glitches and equipment failures
10	The Singing Obelisk	Hard working, blue collar and with a substantial immigrant Earthling population	Seat of Lunar government, Royal Palaces and Lunar Parliament located here	Political infighting and greed threatens the Lunar unity and standard of nobility
11	The House of Sapphire and Rubies	Known for their mastery of magic- even the peasants know a spell or two	Maximum security jail for monsters and cosmic master villains	A beloved ruler has died, leaving no clear or competent successor
12	Kussa	Devout, disciplined worshippers of the Lady Mars	Training grounds for Sentai Heroes in the tallest spires	The Cultureborn and Bleeding Ghost have embroiled the city in their ancient war

family and bloodline. It is easy for a Lunar to guess what family Prince Onyx or Duchess Phoenix comes from, because of the thematic similarity linking their name to their family.

Sentai heroes from Lunar society usually incorporate their bloodline's defining theme into their superheroic identity. For example, Prince Onyx might be called the Black Crystal Ranger when in costume, while Duchess Phoenix might be better known as the Pink Phoenix Champion.

Lunar Cities

The Lunar Empire is a massive, sprawling state that has covered the majority of the Moon's Dark Side. Hidden from prying Earthling eyes, the Lunars have created a beautiful civilization of soaring crystal spires and elegant silicate domes. Exotic white crystals mined from deep within the moon generate oxygen and warmth when exposed to cosmic background radiation.

Such crystal is used to construct every building on the Lunar surface, giving the Lunar Empire a breathable atmosphere and tolerably cool climate. There are no life-support domes

anywhere in the Lunar Empire – the Lunar race hasn't needed such crude devices for millennia. Instead they walk through well-manicured park land and artificial forests, carved out of the lunar rock.

The following are legendary sites and historically important city states for the Lunar race. You can roll randomly and either read across the chart, or combine columns as desired to build your unique Lunar Empire.

Deity	Alignment	Domains (associated sub-domains)	Favored Weapon
The Lord Sun	LN Greater God	Glory (Honor), Law, Nobility (leadership), Sun (both), Strength (resolve)	Trident
The Lunar Queen	LG Greater Goddess	Community (family), Darkness (night), Knowledge (thought), Nobility (leadership)	Scimitar
The Wise Earth	NG Greater God	Air (both), Animal (both), Earth (caves), Fire (both), Plant (growth), Water (oceans)	Warhammer
The Charming Venus	CG Intermediate God	Charm (love), Glory (heroism), Luck, Trickery (deception)	Rapier
The Warrior Lady Mars	LG Intermediate Goddess	Glory (both), Protection (defense), Strength (resolve), War (tactics)	Bastard Sword
The Heroes	Various Good Demi-Gods/ Goddesses	Any two domains except Chaos, Death, Evil, Repose and their subdomains	Either Long Sword or Spacer's Blaster

If one Sentai hero falls, a younger sibling is always ready to take up the colors.

Traditionally, Lunar Sentai operate for a 2-4 year period, adventuring and winning glory for their family before settling down to marriage and a position in the Lunar government. After their time as heroes pass, Lunar Sentai members turn over their Morphing Token and role on the team to a well-trained and enthusiastic younger sibling. Passing the torch in this manner is a cause for celebration throughout the Lunar Kingdom, and dozens of competing Sentai from different houses change rosters within a few weeks of each other. The Lunar Summer is the 'Sentai

Reproduction and Family

Lunar men and women reproduce identically to their Earth-born cousins. Lunars are legendary lovers, obsessed with flirtation, romance and always dreaming of finding their perfect mate. They tend to be showy and chivalrous, going to great lengths to prove their worth to their beloved, whoever that might be.

Lunar families, especially among the nobility, are much larger than the human norm. Most Lunar Sentai are comprised of a generation of promising young nobles from a single family. It's not unusual for a Sentai to be made up exclusively of brothers, sisters, and cousins.

Season' - a time of grand balls and elaborate masquerades where bold new Sentai are introduced.

Faith and Alignment

Lunars tend to be a fairly lawful and legalistic race. Most are benevolent and consider compassion, charity and mercy as important as pure, martial courage in terms of moral value. They consider themselves more disciplined and trustworthy than most Earthlings, though they can be impressed by particularly honorable or courageous Earthlings. Lunar society stretches back through nearly ten millennia of tradition – the first Lunars were transported to the Moon's hidden crystal cities while ordinary mankind was still building the walls around Sumer! That long, peaceful history gives the Lunars a certain justified pride and more than a little arrogance.

Lunar heroes newly arrived on Earth usually only see the planet's crime, pollution and war. It takes many weeks of adventuring and interacting with the natives (including Earthling members of their Sentai squad) before most Lunars start to realize humanity's true potential and Earth's rough beauty.

The Lunars worship a pantheon of gods inspired by the planets of the inner Solar System, as well as the Sun and Moon themselves. These Lunar deities are briefly described below.

The Lord Sun.

The Lord Sun, so rarely glimpsed by those living on the Moon's Dark Side is a powerful, albeit distant and stern paternal figure. The Lord Sun is the Moon's father, a wise, former ruler who willingly abdicated to allow his daughter to rule in her turn after she proved herself worthy.

The Lunar Queen.

The Lunar Queen is the ruling goddess in the Lunar pantheon. Her clerics embrace her beauty, keen intelligence and just rulership. Young Lunars respect her courage in breaking away from her stern father, the Sun. The Lunar Queen is said to have won the throne by defeating, but not slaying, her father in a duel of honor.

The Wise Earth.

This ancient, slow-to-anger god nurtured the human race, both Earthling and Lunar strains. The Wise Earth's worshippers are often druids, farmer folk or others with a connection to the soil. The Wise Earth is venerated by common folk, and new parents who ask the Earth to strengthen and protect their newborns.

The Charming Venus.

Venus is seen as a seductress and diplomat without equal. His worshippers often become dashing, romantic adventurers, and are known for vanity and chivalry.

The Warrior Lady Mars.

The Lunar Kingdom's bravest warriors – especially its fighting women – worship Mars as a patron goddess of the military. She is always at the right hand of the Lunar Queen, and would give her life to save the Queen's.... and in some stories she did.

The Heroes.

Lunars believe the souls of their greatest heroes live on as the flashing, fast moving lights glimpsed in the Solar System's asteroid belt. Hundreds of demi-gods, saints and beloved mythic figures comprise The Heroes, including many of the most famous Sentai heroes in history!

Languages

Lunars begin play speaking and literate in Celestial and one Earth language of choice, typically either English or Japanese. Older Lunars might speak Latin instead. Lunars with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Lunar Racial Traits

All Lunar heroes share the following racial traits.

Size and Type

Lunars are Medium Humanoids with the human and good subtypes. As Medium creatures, Lunars have no special bonuses or penalties due to their size.

Normal Speed

Lunar characters have a base land speed of 30 ft.

Ability Score Modifiers

+2 *DEX*, -2 *CON*, +2 *CHA*.

Lunars grow up in the lesser gravity of Earth's moon, and though graceful and charming, these elegant heroes lack the raw physical strength of an Earthborn human.

Crystalline Touch (SU)

Lunars are masters of beautiful crystal technology, and their cities are elegant crystalline spires. Lunar children learn to weave ectoplasm and ambient molecules into short-lived crystals before their fifth year.

With a successful touch attack, the Lunar can touch a creature or object and sheath it in a thin layer of durable, pale crystal. Depending on the Lunar's intent, this can have one of three effects. Touching an unwilling creature requires a successful melee touch attack.

- Impose a -1 penalty on attack rolls and REF Saves for 1 round.
- Provide a +1 deflection bonus to Armor Class for 1 round.
- Provide a nonliving object of Size Large or smaller with Hardness 5 for 1 round.

The effects of multiple touches are not cumulative. The Lunar can use this ability three times per day, and use this versatile talent to hinder enemies, aid allies or herself and protect important treasures.

Crystal Trinket (Sp)

The Lunar can create small crystalline trinkets, no larger than a few inches, at will, as if using *prestidigitation*. These trinkets resemble tiny blown glass sculptures or simple crystal jewelry, and though attractive, have no intrinsic

value. A successful Craft (visual arts) check may be required to create particularly complex items.

Human Blood (EX)

Lunars count as humans for all effects related to race.

Lowlight Vision (EX)

Lunars possess lowlight vision.

Magic and Science as One (EX)

Lunar technology blends occultism and advanced engineering into an impressive and elegant gestalt. The Lunar receives a +1 racial bonus on Computer Use and Use Magic Device checks.

Tradition of Sentai Heroism (EX)

The bravest, boldest Lunars are tutored in the arts of combat, crime-fighting, rescue operations and monster-hunting from an early age. Lunar teens are promoted to a role as a junior member of a new Sentai when they come of age.

The Lunar receives Sentai Transformation as a racial bonus feat.

Alternate Lunar Racial Traits

Lunar characters can swap out some or all of their typical racial abilities for these variant abilities. Some Lunar bloodlines consider their more exotic powers a mark of pride and heritage.

Dark Side Medicine (EX)

Replaces: Magic and Science as One

Lunar traditions hold that healing should be practiced in the comforting darkness, and Lunar hospitals are windowless, subterranean structures, as opposed to the luminous crystal spires of their cities.

You may make Heal checks at no penalty even if in absolute darkness, and gain a +2 racial bonus on Heal checks made in areas of dim illumination or worse. Heal is always a class skill for you.

Jeweled Lunar (EX)

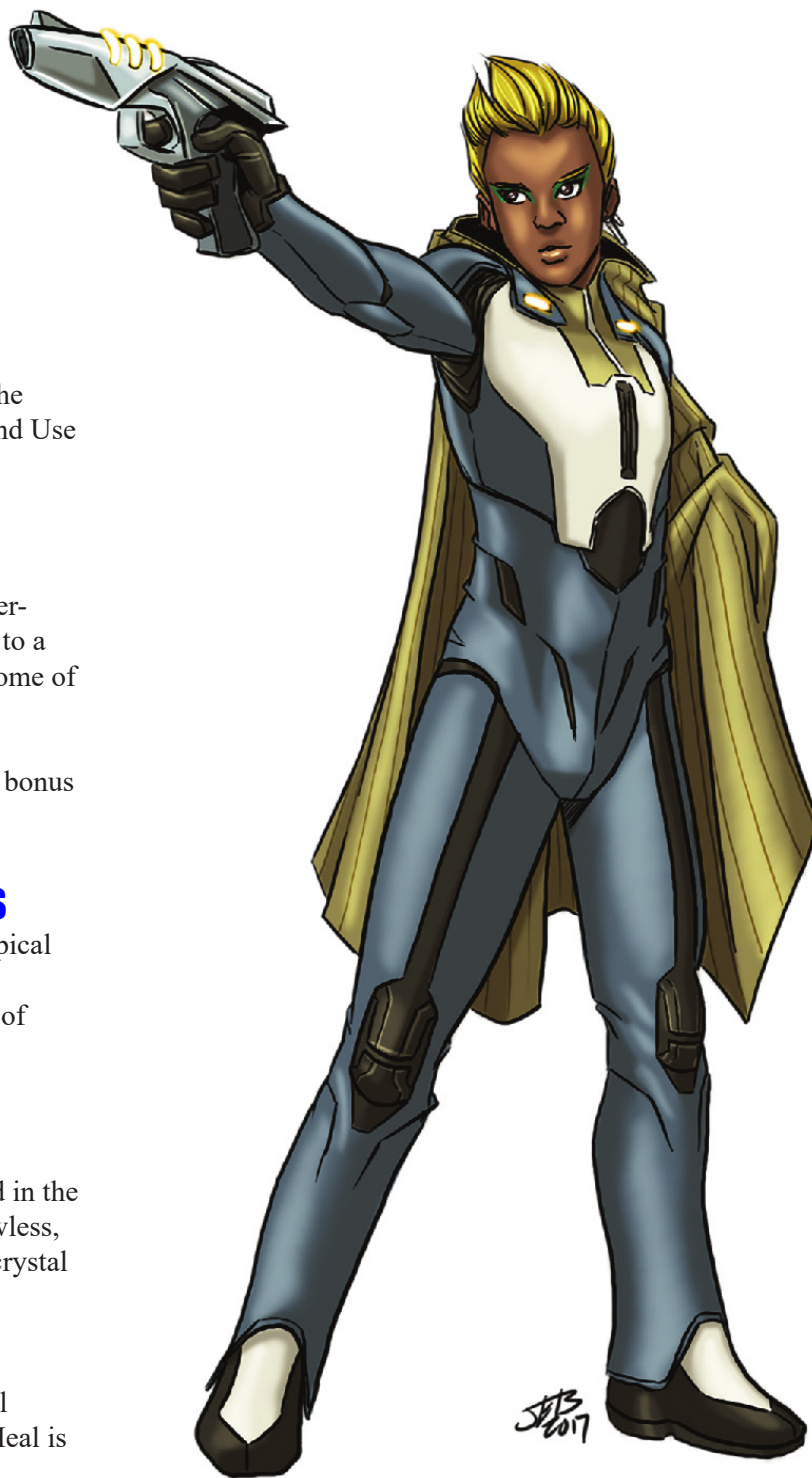
Replaces: Tradition of Sentai Heroism

Some Lunar bloodlines produce children of gleaming living gemstone rather than flesh and blood. Some of the greatest spellcasters of the Lunar Empire come from these families. The Lunar receives Crystalline Body as a racial bonus feat.

Lunar Laser (SU)

Replaces: Crystalline Touch

The Lunar can refract and focus light through a special crystal embedded in their palms, creating an intense silver laser. The Lunar gains Energy Blast (fire or force only) as a racial bonus feat.



Lunar Psychic (EX)

Replaces: Tradition of Sentai Heroism

Some of the great Lunar cities produce exceptional psions, who fight with the weapons of the mind rather than taking on a combat role in a Sentai. The Lunar receives the Naturally Psionic and Psionic Aptitude racial traits, and gains the *psionic* subtype.

Lunar Steel God (EX)

Replaces: Crystalline Touch, Crystal Trinket

Rather than building in crystal, your bloodline prefers to work in steel! Your Lunar house was elevated and educated by ancient Freegear nobility concealed on the primitive Earth. Like these ancient Battlechanger allies, you are tasked with protecting and guiding humanity, including both the Terran and Lunar bloodlines.

You receive Metal God Heritage as a racial bonus feat.

Moon Fall (Sp)

Replaces: Crystal Trinket

The Lunar carries the weak, floaty gravity of the Moon with them, even when adventuring on Earth or other worlds. The Lunar is under a constant *featherfall* effect.

Moon's Shield (Sp)

Replaces: Crystalline Touch

The Lunar can sheathe themselves in the protective, argent glow of the moon. The Lunar may use *mage armor* as a sorcerer of their total character level once per day per four character levels.

Soul of Diamond (EX)

Replaces: Magic and Science as One

You are among the Moon's most celebrated *makers*, known for your sense of beauty and your engineering prowess. You receive a +1 racial bonus on Craft (visual arts) and one other Craft skill of choice.

To the Stars! (EX)

Replaces: Magic and Science as One

The Lunars cross space in lightly armed, living starships of indestructible crystal. Faster-than-light travel is an ancient science for the Lunars. You receive a +1 racial bonus on Knowledge (physical sciences) and Pilot checks.

Sentai Campaign Traits

These traits give your Sentai heroes powers and talents drawn directly from the tropes of Sentai adventure.

SENTAI COMBAT TRAITS

Anti-Kaiju Training

Ability Type Extraordinary

Requires base attack bonus +1

You've spent months undergoing comprehensive VR training to prepare you for the day you and your team will have to confront the biggest, most dangerous creatures in the galaxy.

You gain a +1 trait bonus on attack and damage rolls against creatures with the Kaiju subtype, due to special training against these hated foes.

Cat World Standard Sidearm

Ability Type Extraordinary

Requires Nekomusume race, Cat World Cutie alternate racial trait, Personal Firearms Proficiency or proficiency with Martial firearms

Cat World Cuties exploring the wider galaxy prefer to solve their problems peacefully, but if things get dangerous, these feline explorers like to be able to fire back!

You begin with a *+1 merciful spacer's blaster of infinite ammunition*. This weapon is genetically locked, and only functions for a Cat World Cutie, a feline Anthro, Shipper or other cat-like creature. If this weapon is lost, you can replace it through your contacts among your own people when you next gain a level.

Earth Defense Training

Ability Type Extraordinary

Requires Human or Voidsparrow race, BAB +1

Especially bold humans and Voidsparrow combat cyborgs fight alongside Freegear and wage battle to destroy the evil forces of the Tyrakrons. You receive a +1 morale bonus on attack rolls made against creatures with the Battlechanger subtype due to your extraordinary training against these foes.

Fighting Evil By Moonlight

Ability Type Supernatural

Requires any good alignment, Sentai Transformation

The silvery glow of the moon has blessed Earth-bound Sentai teams for all of human history. At night, anytime the moon is visible, you receive a +1 holy bonus on attack rolls against creatures with the Evil subtype as well as WILL Saves.

Mighty Morpher

Ability Type Extraordinary

Requires Sentai Transformation

You transform into your Sentai form in a blaze of light, almost instantly becoming a colorful superhero. You can

transform into your Sentai Identity as a move-equivalent action instead of a full-round action.

Sentai Athleticism

Ability Type Extraordinary

Requires Sentai Transformation, Acrobatics 1 rank

In your Sentai identity, you make the impossible look easy.

In your Sentai form, you receive a +5 trait bonus on Acrobatic checks made specifically to jump. You do not need to get a running start to attempt a long jump.

Sentai Hunter

Ability Type Extraordinary

Requires Sentai Transformation, Survival 1 rank

You've learned to take notice of things that most people ignore, and while wearing your Sentai Uniform, you gain the *Scent* universal monster ability.

Snake-Buster Sentai!

Ability Type Extraordinary

Requires Sentai Transformation

The ancient Snake Cult clutches the Earth in its coils, and its legions of well-drilled, masked supersoldiers are some of the greatest threats to the world's freedom. Many patriotic Sentai battle valiantly against the Snake Cult.

You receive a +1 morale bonus on attack and damage rolls against any creature with the *Snake Cult* template, due to special training against these hated foes. This template is found in *Secret Soldiers*.

armor class when adjacent to any ally who is radically different from you. This usually means a character from another race, gender, orientation, nationality or species.

Eco-Warden

Ability Type Spell-like

Requires Human race, Child of Gaea alternate racial trait, Sentai Transformation

Your lessons with Gaea go past mundane ecology, veterinary medicine and wilderness survival, into mystic arts that transcend science. You are under a constant *speak with animals* effect, but must be in your Sentai identity to use this ability.

Inspiring

Ability Type Supernatural

Requires CHA 13+

You bring out the best in

your friends, motivating them to depths of heroism and endurance

they didn't know they possessed. Anyone who

spends at least an hour in your company who has chosen either the

Great Fortitude, Iron Will or Lightning

Reflexes feat receives an additional +1 bonus on the enhanced saving throw (s). This bonus lasts for 24 hours, or until the recipient next sleeps.

Leaf Child

Ability Type Spell-like

Requires Human race, Child of Gaea alternate racial trait, Sentai Transformation

Your Sentai Uniform is decorated with an intricate leaf or vine pattern, symbolizing your innate mastery over plants. Once per day, you can cast *good berry* as a Druid of your total character level. You must be wearing your Sentai

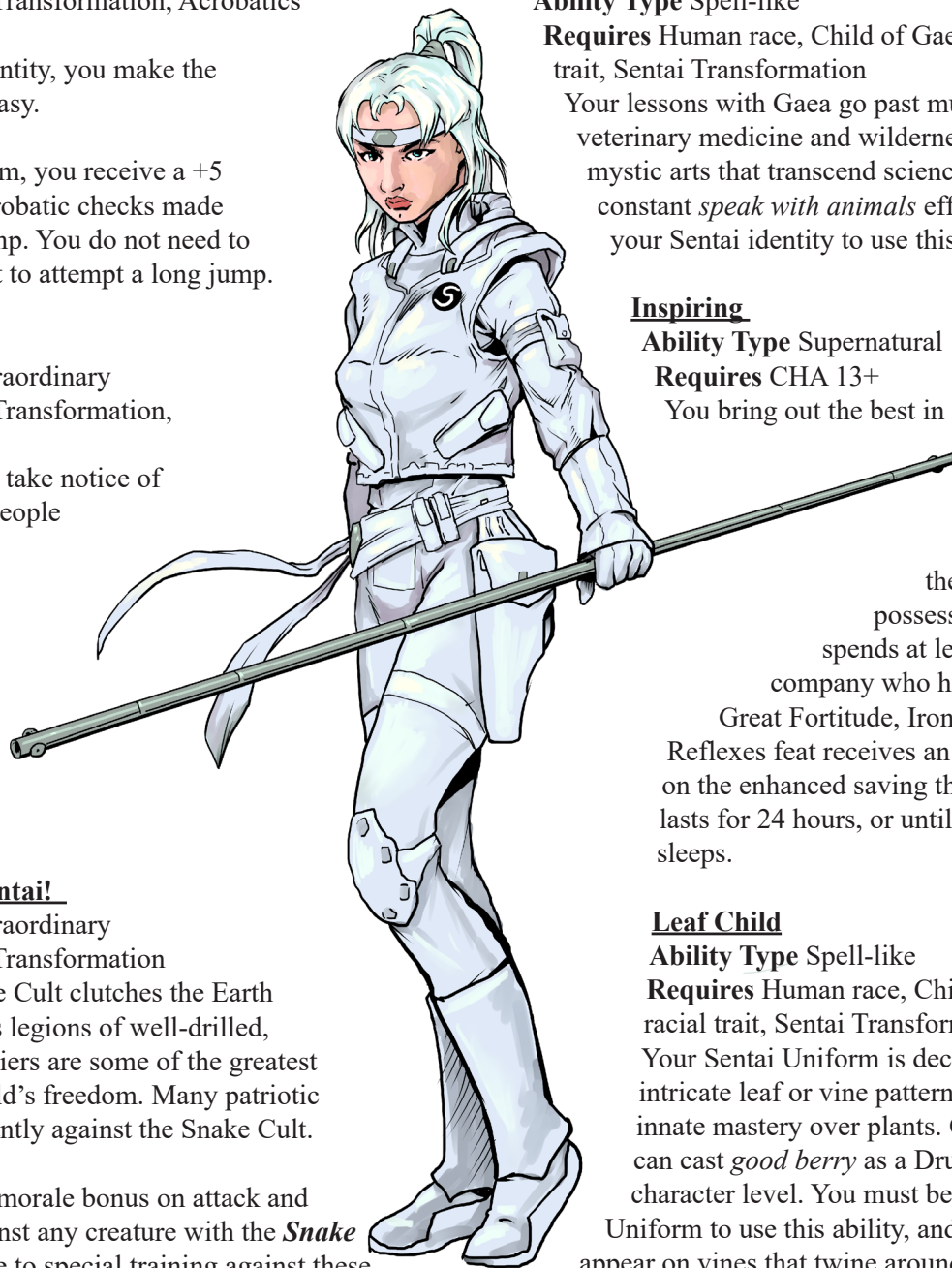
Uniform to use this ability, and the good berries appear on vines that twine around your gauntlets.

Rescue Squad

Ability Type Spell-like

Requires Sentai Transformation, Heal 1 rank

Your Sentai focuses on disaster relief and rescue, and spends as much time saving lives as it does fighting space monsters. When in your Sentai identity, you can cast *detect injured* as a cleric of your total character level. You may use this ability up to three times per day.



SENTAI FAITH TRAITS

Celebrate Diversity

Ability Type Extraordinary

Requires any good alignment

You fight at your best when you've got allies from all over the world, and enjoy meeting those dramatically different than you. You gain a +1 morale bonus to attack rolls and

Reforester**Ability Type** Supernatural**Requires** Human race, Child of Gaea alternate racial trait, WIS 13+

The Children of Gaea carry pocket-fulls of specially treated seeds, protected and nourished by Gean nanotechnology that are able to quickly replant depleted rainforests and deserts.

Once per day, you can toss a crystalline seed as a grenade-like weapon with a 30 ft maximum range. The 5 ft square where this seed lands becomes *difficult terrain* for the next 2d4 rounds. At the end of this time, a massive tree, at least a 100 ft tall and seemingly a decade or more old, erupts from the ground. This tree is a normal, non-magical plant. This ability can be used on any form of unworked earth or stone, but cannot function on worked stone, asphalt, concrete or similar materials.

Young Metal God**Ability Type** Extraordinary**Requires** Metal God Heritage

You've only recently come to terms with your heritage as a Battlechanger "Metal God" hybrid. You've just begun learning the ways in which the hidden Battlechanger presence on Earth has shaped its history, religions and mythology: You know why your people are called "metal gods".

You gain a +1 trait bonus on Knowledge (history) and Knowledge (religion) checks, and these are always class skills for you. You speak and are literate in one Tech dialect of choice, typically Tecy-FG.

SENTAI MAGIC TRAITS

Dazzling Transformation**Ability Type** Supernatural**Requires** Sentai Transformation, CHA 13+

Your transformation into your Sentai identity emits a brilliant pulse of light which can be seen for miles. Any hostile character within 30 ft of you when you transform into your Sentai identity must succeed at a DC 12 FORT Save or be *blinded* for one round.

Emissary of Hell!**Ability Type** Spell-like**Requires** Sentai Transformation, CHA 13+

Your Sentai Uniform incorporates frightening spider and webbing motifs, the better to terrify evil that Hell's come for them! Once per day, you can cast *web* as a fifth level sorcerer; when you reach 5th level, you can cast this ability as a sorcerer of your total character level instead. You must

be in your Sentai form to use this ability.

Partnered Sentai**Ability Type** Supernatural

Requires Sentai Transformation, familiar, animal companion, mount or eidolon (or similar) class feature
When you morph into your Sentai identity, you don't leave your trustworthy animal partner behind. A blaze of energy transforms your animal partner similarly, garbing them in a modified version of your Sentai Uniform.

As long as your animal partner is within 60 ft of you when you assume your Sentai form, it transforms similarly, gaining a unique form of barding/armor that functions identically to your Sentai Uniform and provides it identical benefits. When you reach 5th level, your animal partner gains your Sentai Transformation's ability score bonuses, as if they were a character five levels below you.

SENTAI PSIONIC TRAITS

Mind Power Sentai**Ability Type** Supernatural

Requires Sentai Transformation, power point reserve
Your Sentai embraces the mysterious powers of the mind, and might have an occult, New Age, UFO or parapsychology secondary theme. When you switch to your Sentai Identity, you recover one power point. You can regain a maximum number of power points per day equal to your primary manifester ability modifier in this manner. Farther transformations have no effect.

Venom of Hell!**Ability Type** Psi-Like**Requires** Sentai Transformation, CHA 13+

Your Sentai Uniform incorporates spider and webbing motifs, designed to terrify your enemies and win fights before the first punch is ever thrown. You may use *prevenom weapon* as a psi-like ability as a Wilder of your total character level once per day. This power is considered augmented to the greatest degree possible for a Wilder of your level. You must be in your Sentai form to use this ability.

SENTAI RACIAL TRAITS

Cat World Conversationalist

Ability Type Spell-like

Requires Nekomusume race, Cat World Cutie alternate racial trait

You learned how to talk to ordinary felines back on the Cat World, and can hold a conversation with Earth's normal cats too, even if their accents are near incomprehensible. You may use *Speak with Animals* at will, but only when communicating with felines.

Cat World Technician

Ability Type Extraordinary

Requires Nekomusume race, Cat World Cutie alternate racial trait

The Cat Worlders are justifiably proud of their native technology, and make an active effort to teach lower tech species their secrets. They're surprisingly good engineering teachers. You receive a +1 trait bonus on one high-tech Craft skill of choice, which is always a class skill for you. Anyone using the Aid Another action to assist you with this chosen Craft skill receives a +2 competence bonus on their attempt to do so.

Just Like Catnip

Ability Type Extraordinary

Requires Human race

Some people are just naturally likable where Cat World Cuties are concerned. You receive a +1 trait bonus on Diplomacy checks made against Nekomusume with the Cat World Cutie alternate racial trait. You also receive a +1 morale bonus to AC when adjacent to any ally who is a Nekomusume with the Cat World Cutie alternate racial trait.

Metal God Morpher

Ability Type Supernatural

Requires Metal God Heritage

You can switch between your organic and Battlechanger forms much faster than the norm. You may transform between organic and Battlechanger as a move-equivalent action, rather than a full round action.

Morphing Mark

Ability Type Supernatural

Requires Anthro race, Sentai Transformation

Rather than carry a Morphing Token, a patch of colorful fur, feathers or scales somewhere on your body is your badge as a superheroic Sentai adventurer. You do not require a Morphing Token to use your Sentai Transformation feat.

Sense the Metal Gods

Ability Type Extraordinary

Requires Battlechanger race

Some Battlechangers can sense the presence of their human-hybrid descendants, leading them to become recruiters or protectors for their faction. You perceive a colorful aura around any character with the *Metal God Heritage* feat, as well as a differently colorful aura around any character with the *Kiss Friend* trait.

SENTAI SOCIAL TRAITS

Agricultural Expertise

Ability Type Extraordinary

Requires Human race, Child of Gaea alternate racial trait, Knowledge (nature) 1 rank

You have learned advanced farming techniques from a living embodiment of the planet herself.

You are often sent to farming communities around the world, teaching highly efficient agricultural techniques that maximize yield and preserve or increase the land's fertility. Cropland tended using your techniques, requiring sustained effort over the course of a growing season produces at least 20% greater yield than normal farmland, and is significantly more resistant to disease and weather extremes.

Build Team

Ability Type Extraordinary

Requires Sentai Transformation, Craft (structural) 1 rank

Your Sentai spends as much time rebuilding the cities wrecked by rampaging Kaiju as they do ending the rampages. Your Sentai Uniform probably includes a stylized hardhat or elements resembling a high-visibility safety vest. You gain a +1 trait bonus on Craft (structural) checks, and this is always a class skill for you. When using this skill, you reduce the raw material costs by roughly 10%.

Cat World Exploration Suit

Ability Type Extraordinary

Requires Nekomusume race, Cat World Cutie alternate racial trait, Medium Armor Proficiency

Cat World Cuties exploring the wild galaxy are usually equipped the best protective and life support gear their culture can produce... which is pretty damn good. These advanced armors look like a simple dancer's leotard (with a Kevlar lined tail-sleeve, too!) but they're as durable and useful as any hardsuit you can name.

You begin play with a masterwork quality *Pseudomuscle-I Utility Bodystocking*. This armor is exceptionally versatile: as a full-round action, when worn, you can transform the armor into a masterwork quality Advanced Spacesuit instead. If enchanted, both modes share any special qualities gained. This armor is genetically locked, and will only function for a Cat World Cutie, a feline Anthro, Shipper or other cat-like creature. If this exploration suit is lost, you can replace it through your contacts among your own people when you next gain a level.

Gaeon Explorer

Requires Human, Child of Gaea alternate racial trait, Survival 1 rank

Thanks to your experiences as a Gaeon apprentice, you are more comfortable in a trackless jungle than you are the modern world. You receive a +1 trait bonus on Climb, Survival and Swim checks. Survival is always a class skill for you.

Kaiju Classification Library

Ability Type Extraordinary

Requires INT 13+

You've extensively studied all recorded data on known Kaiju, their hunting grounds and capabilities. You receive a +1 trait bonus on all Knowledge checks made concerning creatures with the Kaiju subtype.

Sentai Astronaut

Ability Type Supernatural

Requires Sentai Transformation, Knowledge (physical sciences) or Pilot 1 rank

You're part of a space-based Sentai squad, which operates outside the atmosphere as often as it fights dirt-side. Your Sentai Uniform always has the *space suit* property.

Sentai Swimmer

Ability Type Supernatural

Requires Sentai Transformation, Swim 1 rank

You're part of an aquatic Sentai, which often fights below the waves. While in your Sentai Uniform, you gain the Amphibious standard monster ability. Your Sentai Uniform typically resembles a wet-suit, has a helmet reminiscent of an archaic diving helmet or modern SCUBA rebreather, incorporates fins or piscine detailing.

Sky Rider

Ability Type Extraordinary

Requires Acrobatics 1 rank

You know how to improve your Flitter's performance. Any Flitter you pilot improves its maximum speed to 90 ft, it's out of combat speed to around 30 mph, and its altitude to around a 250 ft ceiling. This applies to Sentai Boards and Sentai Brooms in their flight configuration as well as

traditional Flitters.

Top Student

Ability Type Extraordinary

Requires INT 13+

You were one of the best students in your class. You receive a +1 trait bonus on any three Knowledge checks of choice, except for Knowledge (pop culture).

Teenager With Attitude

Ability Type Extraordinary

Requires Young Adult age category

When an ancient and uber-powerful Sentai Mentor needs some teenagers with attitude to pilot Mecha-Kaiju and battle evil, you're at the top of the list. You gain a +1 trait bonus on Acrobatics checks to control a skateboard, as well as Knowledge (pop culture) checks. You also receive a +1 trait bonus on WILL Saves against fear.

THE KEY TO SENTAI: SENTAI TRANSFORMATION

The Sentai Transformation feat is the most important feat in this sourcebook! It's the prerequisite for most of the other feats and powers here, and you can't be a Sentai superhero without the ability to transform yourself into a super-powerful alternate identity.

Sentai Transformation – Combat, Sentai

Alone, you're powerful. But together with a team of like-minded heroes in color-coordinated spandex uniforms, you're an unstoppable force for good. You've taken the first step to becoming a Sentai hero, by unlocking the ability to transform into a super-heroic alternate identity.

Requires Any good alignment, base attack bonus +1

Benefit When you take this feat, choose your Spectrum Role, which determines your capabilities as a Sentai hero, provides some skill bonuses and additional class skills, and most importantly, determines the color of your *Sentai Uniform*. You gain a *Morphing Token*, which is usually a pocket-sized object such as a ring, badge, pendant, enchanted cellphone, ect, which allows you to assume your Sentai identity.

Assuming your Sentai identity is a full round action that transforms you into a colorful, disguised superhero, which always requires access to your Morphing Token. You gain the ability to assume your Sentai identity a number of



times per day equal to three (3) plus your Spectrum Role's Primary Ability modifier. For instance, if you're a Blue Sentai hero with a INT 15 (+2 modifier), you could assume your Sentai identity up to five times per day.

Your Spectrum Role

Choose a Spectrum Role for your Sentai hero. The various Spectrum Roles are described following this feat. Once chosen, it is extremely difficult to change your Spectrum Role. If there are multiple Sentai adventurers in the adventuring party, each must choose a different Spectrum Role, if possible, and the three PriMaria Spectrum Roles (Red, Yellow and Blue) must be filled before Secondary or Variant Spectrum Roles can be chosen.

Activating Your Sentai Transformation

Activating Sentai Transformation is a full round action. When the Sentai Transformation occurs, anything the Sentai hero is wearing, including armor is temporarily displaced, and is replaced by a the Sentai Hero's Sentai Uniform. Lost gear reappears when the Henshin Transformation ends. The Sentai Transformation includes two aspects: donning a ***Sentai Uniform*** and gaining ***Heroic Attributes***.

Sentai Uniform

When you gain this feat ability, you gain a particular Sentai uniform, which is a magic armor with Sentai in the name. Choose from the basic Sentai uniforms described later in this sourcebook – this uniform always matches the color of your Spectrum Role. You gain a +1 version of one of these Sentai uniforms, which you always don as part of your Sentai Transformation. Even if this uniform is lost, damaged or destroyed, your Sentai uniform

reappears at full function and in perfect condition when you next undergo a Sentai Transformation.

Various traits and feats can improve your Sentai Uniform or allow you to morph into variant Sentai Uniforms, often with some unique abilities.

Heroic Attributes

While the Sentai Transformation is in effect, you become more physically capable and competent. You gain a large enhancement bonus to your Spectrum Role's Primary ability score, and a lesser enhancement bonus to two Secondary ability scores. These bonuses improve as you gain levels.

When you undergo a Sentai Transformation, your physical appearance can change, sometimes dramatically, though such changes are usually concealed by the Sentai Hero's costume. If you wish, when you first gain this path ability, you can undergo a dramatic physical change when transformed, functioning as *alter self*. Alternatively, the changes can be relatively minor, with your Sentai identity's form simply looking like a slightly fitter and more athletic version of your base self.

Total Character Level	Enhancement Bonus to Primary Ability Score	Enhancement Bonus to Secondary Ability Scores
1 st – 3 rd	+2	+0
4 th – 7 th	+3	+1
8 – 12 th	+4	+2
13 – 16 th	+5	+2
17–20 th	+6	+3

Sentai Abilities

Most feats with the Sentai descriptor require Sentai Transformation as a prerequisite. Sentai feats almost always require you to be in your Sentai Transformation form to utilize them – the rare exceptions are specifically noted. Finally, becoming a Sentai hero requires swearing fealty to the Sentai Code, described elsewhere in this sourcebook. Failure to uphold the Sentai Code can result in the temporary or permanent loss of Sentai powers (depending on the severity of the offense), similar to a Paladin's code of behavior.

Returning to Your Ordinary Identity

You can remain in Sentai form as long as desired, but instantly resume your ordinary form if you fall asleep, become unconscious or are reduced to 0 HP or fewer. If you commit a major violation of the Sentai Code, you return instantly to your normal form. You also return to your

ordinary form if your Morphing Token is lost or destroyed, or is on a separate plane from you for more than one full round.

Returning to your ordinary identity is a move-equivalent action.

Ability Type Supernatural

SENTAI UNIFORMS

Each Sentai hero has a unique, brightly colored uniform which they only don when they undergo the supernatural transformation into their Sentai alternate identity. Each Sentai Uniform is a +1 version of a specific suit of armor. Some of these armor types debuted in *Technology*

Unleashed, while others are already familiar to fans of the *Pathfinder Roleplaying Game*.

A Sentai hero is always proficient with their Sentai Uniform, even if not normally proficient with armor of that type. Arcane spell failure chance and armor check penalty (if applicable) apply normally.

These variant armors are typically fully concealing, with full spandex, rubber, vinyl (or their high-tech equivalents) body-gloves covering the hero head to toe, and include a full-face mask or helmet. Some Sentai Uniforms, like the *Sentai Fuku* offer less concealment by default. Each Sentai Uniform provides a variable equipment bonus on Disguise checks made purely to conceal the wearer's identity, not to pass for someone else.

Retro Sentai Suit

The Retro Sentai Suit is a dashing flight suit that fits more loosely than a typical skin-tight Sentai Suit and doesn't really conceal the wearer's identity. The Retro Sentai Suit has a double breasted pilot's jacket, boots and gloves worn over an armored undershirt and trousers. The Sentai Hero usually wears his or her Morphing Token on the uniform's belt. The Retro Sentai Suit has a motorcycle style helmet with a clear acrylic face shield, similar to a police helmet, but does not otherwise conceal the wearer's identity.

Sentai Fuku

A popular costume for Japanese Sentai adventurers, these colorful costumes are based on the traditional sailor "fuku" uniform. Girls usually favor a short, brightly colored skirts and high boots, while men wear color-coordinated slacks. Instead of a full face mask, light domino masks, glasses or goggles are the normal means of disguise.

Sentai Uniform	Basic Armor Type	Equipment Bonus to Disguise Checks
Retro Sentai Suit	+1 Racing Leathers (light) ¹⁰	+0
Sentai Fuku	+1 School Uniform (light) ¹⁰	+2
Sentai Gown or Tuxedo	+1 Silken Ceremonial (light)	+2
Sentai Knight Suit	+1 Full Plate (heavy)	+8
Sentai Ninja Suit	+1 Quilted Cloth (light)	+6
Sentai Ronin Suit	+1 Leather Armor (light)	+6
Sentai Samurai Suit	+1 O-Yoroi (heavy)	+8
Sentai Suit	+1 Second Skin (light) ¹⁰	+8
Sentai Warden Wear	+1 Scout Armor (medium) ¹⁰	+0

Sentai Gown or Tuxedo

Often chosen by Lunar and Adventurer Princess Sentai heroes, these colorful gowns are glamorous and flowing without impeding athletic ability. Sentai Gowns include a sleek visor that exposes the wearer's lower jaw and her hair, as opposed to the full face helmet worn by other Sentai heroes.

Sentai Tuxedos are the signature uniform of Lunar Princes. Sentai Tuxedos are either glossy black or silvery white, accented with spots of brighter color. They include a light helmet, domino mask, goggles or face scarf to conceal the wearer's identity.

Sentai Knight Suit

This colorful, modern version of traditional knightly plate is brilliantly colorful. The thick, unyielding armor plates might be traditional steel or they might be a futuristic composite with even greater tensile strength. A sculpted face-mask might replace the traditional knight's helm and hinged visor.

Sentai Ronin Suit

Slightly heavier than an ordinary Sentai Suit, this durable body armor is composed of flexible, segmented leather or rubber and includes hardened ceramic or composite plating at the torso, groin, forearms and shins.

Sentai Samurai Suit

Resembling the ornate laminated armor of ancient Earth samurai, this heavier suit is reserved for a Sentai's combat experts. More ornately styled than the bold and iconic Sentai Suits, every inch of this armor is inscribed with fine

details. Decorative blades or fins give the armor a more threatening appearance, and the helmet is often sculpted with a demonic or animalistic motif.

Sentai Suit

This light body armor is a brightly colored Spandex, rubber or vinyl body stocking that includes a heavy, face-concealing helmet with either mirrored visor, or face-concealing mask. The Sentai Suit is the basic armor found in a Sentai campaign.

Sentai Ninja Suit

This Sentai Suit resembles an armored gi and includes stealthy, tabi-like boots and climbing claws built into the gauntlets. This light suit is designed for stealth and flexibility. Most Ninja Suits include a long and flowing scarf or short cloak, that their wearer uses to distract enemies.

Sentai Warden Wear

Warden Wear is top quality survival gear issued to *Children of Gaea*, designed to allow them to survive in almost any environment. The outfit consists of a khaki load bearing vest, cargo shorts, durable hiking boots, and a t-shirt and gloves in the Sentai hero's signature color. Everything about the suit is eco and animal-friendly. Warden Wear does not conceal the wearer's identity in any way.

SPECTRUM ROLES

Each member of a Sentai has a distinct role to play within the group, a role they've trained and drilled exclusively in. Sentai Hero aren't generalists – each has an area of expertise unique to their role. Their allies trust the Sentai Hero to do his job, and the Sentai hero must do the same, trusting his allies to accomplish their functions within the team. The color of a Sentai hero's Sentai Uniform reflects his or her role. Once this choice is made, it can't easily be changed.

The Sentai hero's Spectrum Role determines what attributes are considered PriMaria and which are Secondary to them, and provides bonus class skills. \

Primary Roles

Each Sentai must include at least one of the following color-coded team members: Red, Blue and Yellow. Other colors and Spectrum Roles can be added after this basic requirement of the genre has been met.

Blue

Blue Sentai heroes are intellectuals and tacticians. Some are nerdy, others cool and aloof, but all love learning and place more emphasis on discipline and training than raw battle prowess.

Primary Ability

Score: Intelligence

Secondary Ability

Scores: Dexterity,

Wisdom

Additional Class Skills:

Computer Use, one

Knowledge skill of choice

Red

Red Sentai heroes are the combat leaders of their Sentai. They are trained in armed combat, advanced tactics and military strategy. They prefer to fight with high tech swords and blasters.

Primary Ability Score: Strength

Secondary Ability Scores: Constitution, Charisma

Additional Class Skills: Diplomacy, Knowledge (tactics)

Yellow

Yellow Sentai heroes like to solve problems with skill and diplomacy rather than with brute force. They are usually cautious, cunning and deceptive. When they do fight, they prefer to do so with a pair of light, quick weapons.

Primary Ability Score: Dexterity

Secondary Ability Scores: Charisma, Intelligence

Additional Class Skills: Acrobatics, Bluff

Secondary Spectrum Roles

Do you have a Red, Blue and Yellow Sentai Hero on your team? Good. Now you can branch out to choose from among these Secondary Spectrum Roles.

Black

Black Sentai Heroes are excellent combatants, favoring superhuman displays of martial arts prowess and agility rather than blasters and mecha. They watch their teammate's backs and are usually at the forefront of any battle.

Primary Ability Score: Constitution

Secondary Ability Scores: Dexterity, Strength

Additional Class Skills: Climb, Perception

**Brown**

Brown Sentai heroes have a profound connection to nature, and an almost instinctive understanding of animal psychology. Brown Sentai heroes are similar to Green Sentai heroes, in that they are both more comfortable in the wilderness than the city. It is rare for any Sentai other than one composed entirely of the Children of Gaea to have both roles filled.

Primary Ability Score: Wisdom

Secondary Ability Scores: Charisma, Strength

Additional Class Skills: Perception, Survival

Gold

Gold Sentai Heroes are especially dashing young cavaliers who back up their courage with an assortment of cutting-edge weapons and gadgets. Gold Sentai heroes tend to favor heavier armor than the norm, and make good use of a variety of cool weapons, most of which they've invented themselves.

Primary Ability Score: Intelligence

Secondary Ability Scores: Charisma, Dexterity

Additional Class Skills: Craft (one high-tech skill of choice), Knowledge (technology)

Green

Green Sentai Heroes are excellent fighters and survival experts. They often practice unique animal style kung-fu techniques and genuinely love the animals they imitate. Their combat expertise and pragmatism means Green Sentai Heroes often fill the same role as Black Sentai heroes, making it rare for a Sentai to have both.

Primary Ability Score: Strength

Secondary Ability Scores: Dexterity, Wisdom

Additional Class Skills: Survival

Grey

Grey Sentai heroes are often redeemed villains, who are given a new life and identity as part of a heroic Sentai. Former convicts seeking redemption and possessing unique skills are often recruited right outside the gate after their sentences are up, while some Sentai focus more on rehabilitating cosmic supervillians than destroying them. Grey Sentai heroes wear a somber costume that recalls their life on the wrong side of the law.

Primary Ability Score: Charisma

Secondary Ability Scores: Dexterity, Constitution

Additional Class Skills: Intimidate, Knowledge (local)

Orange

Orange Sentai heroes are rowdy, boisterous brawlers. Rude, crude and a little lewd, Orange Sentai heroes are every bit as ready to fight evil as their more sedate brothers and sisters. Of course, if the battle against evil takes place early in the morning, expect the Orange Sentai hero to show up just a little hung over...

Primary Ability Score: Charisma

Secondary Ability Scores: Strength, Constitution

Additional Class Skills: Knowledge (local) and one Perform skill of choice

Pink

Pink Sentai Heroes are known for their skill with ranged weapons. They are a Sentai's sniper and ranged combat expert. They prefer to fight with blasters, high tech cross bow, energy shuriken and other gadgets, but can fight as well as any other Sentai Hero when the situation calls for it. They are often a Sentai's Primary pilot and air-support expert.

Primary Ability Score: Dexterity

Secondary Ability Scores: Strength, Charisma

Additional Class Skills: Fly, Stealth

Purple

Purple Sentai heroes are natural leaders, trained from an early age in the arts of swordsmanship, tactics and the tenets of bushido. Purple Sentai are high-tech, modern day samurai, who fight evil with sword, laser pistol and strength of purpose.

Primary Ability Score: Wisdom

Secondary Ability Scores: Constitution, Strength

Additional Class Skills: Intimidate, Knowledge (tactics)

Silver

Silver Sentai heroes are usually older and more skilled than the younger members of the Sentai. They serve as mentors and are trained as detectives and investigators. Many served in the conventional military or police force before becoming a Sentai Hero.

Primary Ability Score: Wisdom

Secondary Ability Scores: Dexterity, Charisma

Additional Class Skills: Perception, Sense Motive

White

White Sentai Heroes are daring and stealthy martial artists. They are often the Sentai's infiltration experts. For female Sentai adventurers, this role is often interchangeable with the Pink Spectrum Role, and it's rare to see a Sentai that has women in both roles.

Primary Ability Score: Dexterity

Secondary Ability Scores: Constitution, Charisma

Additional Class Skills: Climb, Stealth

Variant Sentai Spectrum Roles

Rather than Red, Blue and Yellow Sentai heroes on your team, if the gamemaster allows, your Sentai adventurer might choose one of these unique Spectrum Roles. Rather than an iconic color, these Variant Spectrum Roles are based around a unique character concept.

Electronic

Electronic Sentai Heroes are instantly recognizable in a high-tech costume fitted with luminous, electrified circuits and forcefield tech. Among the most brilliant of all Sentai heroes, these genius technologists are counted upon to keep the team's gear functioning at peak efficiency, and to solve problems that require more brains than brawn.

Primary Ability Score: Intelligence

Secondary Ability Scores: Dexterity, Constitution

Additional Class Skills: Computer Use, Craft (electronic)

Holy

Holy Sentai are given their special training and abilities by ancient faiths, fighting evil in the modern day. Depending on the Sentai series, they may be empowered agents of a secret Vatican sentai squad, or might be operatives of a benevolent galactic faith tasked with fighting cruelty

across known space. Holy Sentai heroes are the conscience of their squads, advising younger and more hotblooded heroes, and always looking out for the welfare of innocents. Holy Sentai Heroes often incorporate religious iconography into their armor, and have costumes that incorporate silver and blood red.

Primary Ability Score: Charisma

Secondary Ability Scores: Strength, Wisdom

Additional Class Skills: Diplomacy, Knowledge (religion)

Psychedelic/Rainbow

Psychedelic Sentai heroes are free spirited, unique heroes who prefer defusing conflicts through art, diplomacy and laughter rather than violence. Psychedelic Sentai heroes adapt well to unexpected situations and make excellent first-contact specialists and problem solvers. This is a traditionally female role, and very few Sentai have both this role and a White or Pink role filled simultaneously.

Primary Ability Score: Charisma

Secondary Ability Scores: Dexterity, Intelligence

Additional Class Skills: Craft (visual arts), Perform (one of choice)

Steel

Steel Sentai heroes are durable, dependable and tough. Most of these heroes grew up poor, and hard work is no stranger to a Steel hero. They are excellent hand to hand fighters, standing at the forefront of any confrontation, and are trusted to keep the Sentai's machines in good working order.

Primary Ability Score: Strength

Secondary Ability Scores: Intelligence, Wisdom

Additional Class Skills: Craft (mechanical), Drive

Witch

Witch Sentai heroes have a confidence bordering on arrogance, and are masters of the mystical arts. They often decorate their Sentai Uniforms with occult runes and glyphs, practice unusual religious rites and value freedom of conscience, learning and the mysterious natural world. Witch Sentai heroes often fight at night, rather than by day. This role is stereotypically female, except in the rare cases when all members of a Sentai choose this role.

Primary Ability Score: Intelligence

Secondary Ability Scores: Charisma, Wisdom

Additional Class Skills: Knowledge (arcana), Use Magic Device

OTHER SENTAI FEATS

These feats offer cool new powers to Sentai adventurers, from blinding speed and athleticism to the ability to summon a gigantic war machine to pilot into battle!

1. **Defiant Transformation** – Dazzling Display, Sentai Transformation
 - a. **Henshin Aura!** – base attack bonus +6
 - i. **Henshin Dragon!** – base attack bonus +15
2. **Mecha-Kaiju** – Sentai Transformation, base attack bonus +3
 - a. **Aquatic Mecha-Kaiju**
 - b. **Armored Mecha-Kaiju**
 - c. **Burrower Mecha-Kaiju**
 - d. **Exotic Metal Mecha-Kaiju**
 - e. **Final Minute Summoning**
 - f. **Flying Mecha-Kaiju**
 - g. **Predatory Mecha-Kaiju**
 - h. **Superior Mecha-Kaiju** – base attack bonus +6
 - i. **Galaxy-Class Mecha-Kaiju** – base attack bonus +11
 1. **True Kaiju** – base attack bonus +15
 - i. **Swift Mecha-Kaiju**
 - j. **Tough Mecha-Kaiju**
3. **Metal God Heritage**
4. **Mighty Henshin** – Sentai Transformation
 - a. **Perfect Henshin** – base attack bonus +6
5. **Sentai Board** – Sentai Transformation, Acrobatics 1 rank
6. **Sentai Broom** – Sentai Transformation, Knowledge (arcana) 1 rank OR nay neo-pagan patron deity
7. **Sentai Chameleon** – Sentai Transformation
8. **Sentai Vehicle** – Sentai Transformation, Drive or Pilot 3 ranks
9. **Sentai Weapon** – Sentai Transformation, Weapon Focus
10. **Sentai Transformation** – any good alignment, base attack bonus +1
 - a. **Beast Crest Morph** – character level 5th
 - b. **Duo-Morph Transformation** – character level 10th
11. **Ultra Henshin Transformation** – Sentai Transformation, base attack bonus +3
12. **Versatile Morphing** – Sentai Transformation

Aquatic Mecha-Kaiju – Combat, Sentai

Your Mecha-Kaiju is modeled on an aquatic lifeform of some kind: shark, dolphin, swordfish, or even something more unusual like a mechanical carp, eel, octopus or even a dragon. Whatever its form, it can slice through water with uncanny grace and speed.

Requires Mecha-Kaiju

Benefit Your Mecha-Kaiju gains a Swim speed equal to three times (3x) its base landspeed. It can descend to any depth safely, and when fully submerged, gains Blindsight with a 500 ft range.

Ability Type Supernatural

Artillery Mecha-Kaiju – Combat, Sentai

Your Mecha-Kaiju is the team's big gun!

Requires Mecha-Kaiju

Benefit Increase the base damage of your Mecha-Kaiju's basic laser cannon ranged attack by one damage dice. In addition increase the basic laser cannon's range increment to 500 ft.

Your Mecha-Kaiju gains a *breath weapon*, usable as often as once per minute. It inflicts damage equal to your basic laser cannon ranged attack to all creatures within a 500 ft line, with a REF Save for half damage. The Saving Throw DC is equal to $10 + \frac{1}{2}$ your total character level + your CON modifier (or CHA modifier for Undead Sentai heroes).
Ability Type Supernatural

Beast Crest Morph – Combat, Sentai

Your Sentai Uniform includes a crest depicting a powerful animal that inspires your heroic identity. By touching this crest, you can shapeshift into animal form. Requires Sentai Transformation, character level 5th

Benefit Once per day, you can transform into an animal of your choice, chosen when this feat is taken. You always change into the same animal, depicted on your Sentai Uniform. Doing so functions as *Beast Shape I*, with a caster level equal to your total character level.

When you reach 8th level, this improves to *Beast Shape II*, to *Beast Shape III* at 12th level, and *Beast Shape IV* at 15th level. You gain an additional daily use of this ability at 10th level, and a third use at 18th level.

Anytime the spell emulated improves, you can choose a new animal crest, representing your transformation into a new, more powerful animal. For example, you might be the Blue Bat Ranger, then evolve to the Azure Tiger Ranger after gaining a few levels.

Ability Type Spell-like

Burrowing Mecha-Kaiju – Combat, Sentai

Though slow and ponderous, your Mecha-Kaiju is equipped with a digging bore, atomic drill or powerful claws that enable it to burrow through earth and stone.

Requires Mecha-Kaiju

Benefit It gains a Burrow speed of 30 ft or half its base land speed (whichever is greater).

Ability Type Supernatural

Defiant Transformation – Combat, Sentai

When you transform, you do not simply display your Morphing Token, you perform a deadly dance with your signature weapon, frightening your enemies with your prowess even before the

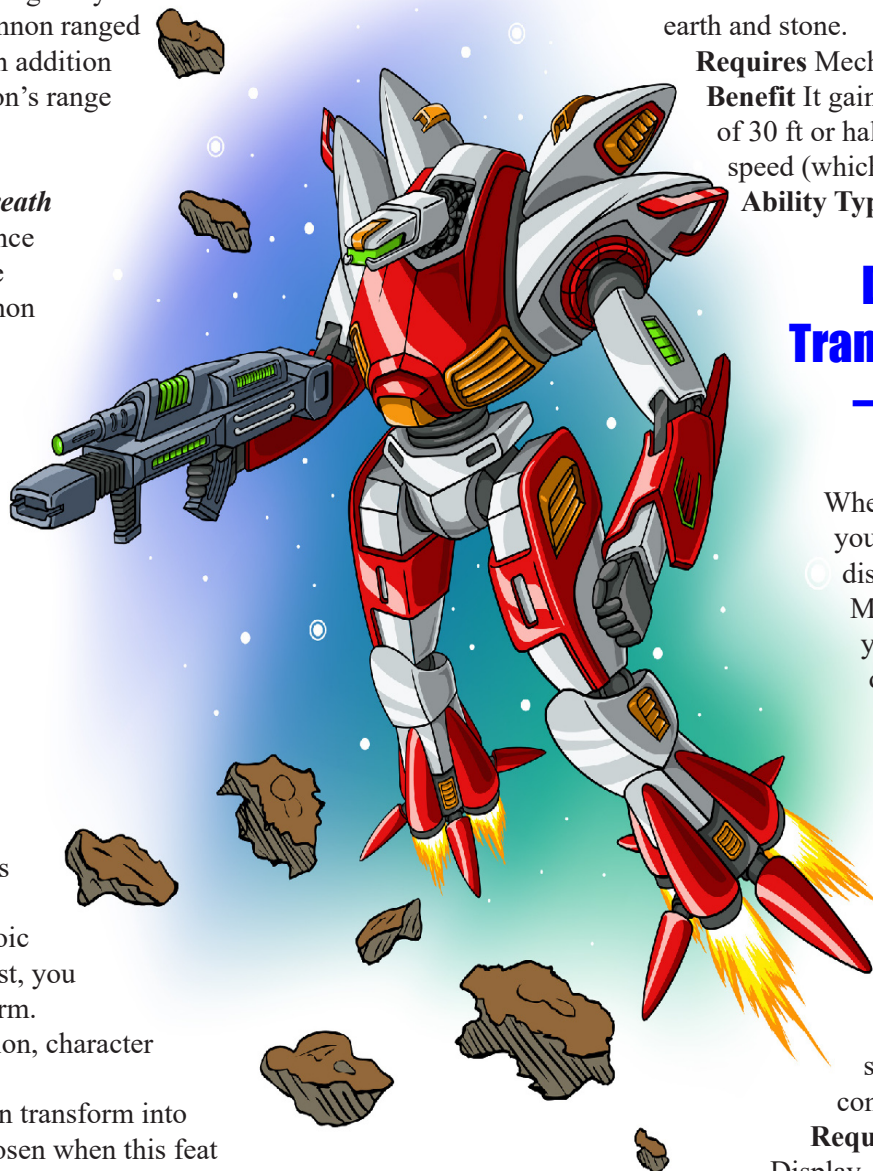
transformation into a Sentai superhero is complete.

Requires Dazzling Display, Sentai Transformation

Benefit Rather than requiring a full round action just to transform to your Sentai identity, you can transform as part of a dazzling display. When you transform in this manner, your Sentai Uniform gains the -Defiant property against any creature types you have successfully intimidated.

Special: If you have the Mighty Henshin feat, when transforming, you can use dazzling display as a move-equivalent action rather than a full round action.

Ability Type Supernatural



Duo-Morph

Transformation– Combat, Sentai

As an experienced and trusted Sentai hero, you've been presented with a unique Duo-Morphing Token that allows you to assume a specialized form. Your Sentai Uniform appears as a wild mismatch of two clashing Uniforms, each with their own style and coloration, split down the midline of your body.

Sentai heroes with this feat are rarely referred to by their suit color, unlike other members of their Sentai. Instead, these talented superheroes are usually given a unique prefix to their codename that hints at their identity, such as Quantum Champion, Lightspeed Ninja Defender, Phoenix Soldier, or some equally grand title.

Requires Sentai Transformation, character level 10th

Benefit You choose a second Sentai Spectrum Role, and when you assume your Sentai Identity, you gain the benefit of both Spectrum Role's physical ability score enhancements and bonus class skills. Ability score bonuses provided by this feat stack with each other.

Ability Type Supernatural

Exotic Metal Mecha-Kaiju – Combat, Sentai

Your Mecha-Kaiju's fists, feet, weapons and other striking surfaces are inlaid with exotic metals, gathered from beneath strange stars.

Requires Mecha-Kaiju

Benefit: Your Mecha-Kaiju's weapons and natural attacks are considered to be of a specific type of exotic material, chosen when this feat is selected. Your Mecha-Kaiju might be inlaid with exotic metals such as *adamantine*, *cold iron*, *silver* or other exotic materials common to your campaign and approved by the game master.

When you reach 10th level, choose another exotic metal from this list. When summoning your Mecha-Kaiju you choose which exotic material it is reinforced with, changing its appearance to match. Your Mecha-Kaiju can only be inlaid with a single exotic material at any given time. You can also choose to summon your Mecha-Kaiju without any exotic material inlaid if you so desire.

Ability Type Supernatural



Final Minute

Summoning – Combat, Sentai

Your willpower and affinity for your machine to call on a Mecha-Kaiju that has fallen to fight on against impossible odds.

Requires Mecha-Kaiju

Benefit If your Mecha-Kaiju is destroyed, it normally cannot be summoned for 24 hours. However, you can summon a destroyed Mecha-Kaiju. As the name of this feat implies, the Mecha-Kaiju can only operate for a maximum of one minute before being dismissed again. The destroyed Mecha-Kaiju returns with full Bonus Hit Points regardless of its condition prior to activating this feat.

Ability Type Supernatural

Flying Mecha-Kaiju – Combat, Sentai

Your Mecha-Kaiju is modeled on an avian form that allows it winged flight.

Requires Mecha-Kaiju

Benefit Your Mecha-Kaiju gains a Flight speed equal to its base land speed times four (x4). Your Mecha-Kaiju has average maneuverability.

Ability Type Supernatural

Galaxy-Class Mecha-Kaiju – Combat, Sentai

Your Mecha-Kaiju is one of the most impressive in the galaxy, a towering champion of justice painted in bold colors!

Requires Mecha-Kaiju, Superior Mecha-Kaiju, base attack bonus +11

Benefit When you summon your Mecha-Kaiju, your statistics change in the following manner, supplanting the changes from the Mecha-Kaiju feat.

- Your size increases to Gargantuan (or by one category if you are already a Gargantuan creature).
- Your base land speed increases to 80 ft, if less.
- You gain a +18 equipment bonus to STR and a +0 equipment bonus to DEX.
- You gain two slams (4d10 +STR bludgeoning, 19-20/x2)
- You gain a basic laser cannon ranged attack (4d10 fire, 19-20/x2, 50 ft range increment, single shot)
- You gain a +16 equipment bonus to Armor Class.
- You gain Damage Reduction 10/magic.
- You are treated as wearing armor with the *space suit* property. You can perceive unencrypted radio/television and wifi signals and gain lowlight vision.
- You gain Massive Strength as a bonus feat.
- You gain 120 Bonus Hit Points. These hit points are lost first. If they are reduced to 0, your Mecha-Kaiju is destroyed, and cannot be summoned again for 24 hours. If dismissed and later summoned again, your Mecha-Kaiju returns with the same bonus HP total it had when dismissed, unless you specifically return to base for repairs.
- You are treated both as a creature of your original type and a Construct with the Mecha subtype for determining how special abilities, such as Favored Enemy, or bane weapons, affect you.

Ability Type Supernatural

Henshin Aura! – Combat, Sentai

You summon strange energies to empower you, and while supercharged your body burns a rainbow of different energies that protect you and damage your foes.

Requires Defiant Transformation, base attack bonus +6

Benefit When you use a dazzling display to transform into your Sentai identity, your Sentai Uniform gains the Energy Resistance property. You choose which energy type this property protects against each time you transform. In addition, your body is sheathed with a brilliant aura of the chosen energy type, which inflicts +1d6 points of the chosen energy damage with successful melee attacks. Your Sentai Uniform is modified with design elements representing your chosen energy type.

When you reach 10th level, this acts as Improved Energy Resistance. This improves to Greater Energy Resistance at 15th level.

Ability Type Supernatural

Henshin Dragon! – Combat, Sentai

With a loud roar, you transform into a bolt of energy that moves with incredible speed and burns hotter than magnesium, more deafening than thunder, or colder than absolute zero!

Requires Henshin Aura, base attack bonus +15

Benefit You may use a modified version of *ride the lightning*, as a spell-like ability once per day. Your caster level is equal to your total character level. When you activate this power, you may choose your energy type and are not limited just to Electricity, the effect gains the appropriate descriptor.

Ability Type Spell-like

Mecha-Kaiju Ain't Mecha!

In the Sentai genre, mecha aren't treated as realistic war machines. They don't need maintenance, they can't be deployed by conventional militaries, regardless of the local tech-level, and they aren't built with real-world engineering concerns in mind. Mecha in a Sentai show are colorful props.

In game terms, these towering robots are treated as an extension of the characters who pilot them. Effectively, a Sentai hero with a mecha is a superstrong, super-sized superhero.... the fact the powers come from a mecha rather than an innate ability is only a cosmetic trait. Sentai hero who choose feats from this tree gain progressively larger and more impressive Mecha-Kaiju.

Mecha-Kaiju are treated as a 'mini-template' that plugs directly into the Sentai player character's stat-block rather



than as vehicles or even as actual fighting partners like animal companions or eidolons.

Why? Because in Sentai television, the robots used by the heroes tend to be pretty standard and not too complex... these colorful behemoths certainly don't have onboard radar or fire off anything as realistic as chaff to evade enemy missiles. In fact, they move and fight more like actors in rubber suits than mechanized warmachines. The various Mecha-Kaiju feats offer all the customization you'd need to replicate most of the machines found on Sentai television.

Mecha-Kaiju – Combat, Sentai

You've earned a unique war machine called a Mecha-Kaiju, whose heavily armored hull is color-coordinated to match your Sentai Uniform. This gigantic war machine materializes around you and fights as an extension of your body and will, enabling you to battle even the most monstrous creatures on an even footing.

Requires Sentai Transformation, base attack bonus +3

Benefit As a full round action, when in your Sentai Transformation, you can summon or dismiss your Mecha-Kaiju. The Mecha-Kaiju functions as a short-term transformative template that enhances your abilities, rather than a vehicle. You control the Mecha-Kaiju like a suit of armor, and are not required to make Drive or Pilot checks to control the Mecha-Kaiju.

You can operate your Mecha-Kaiju a number of minutes per day equal to your total character level. This duration need not be consecutive, but must be taken in one-minute increments.

Your Mecha-Kaiju can be either bipedal or quadrupedal, chosen when this feat is selected. If quadrupedal, remove the equipment bonus to Dexterity and provide the Mecha-Kaiju with a +4 racial bonus on its Combat Maneuver Defense score against trip and bull rush attempts.

When you summon your Mecha-Kaiju, your statistics change in the following manner.

- Your size increases to Large (or by one category if you

are already a Large creature).

- Your base land speed increases to 60 ft, if less.
- You gain a +8 equipment bonus to STR and a +4 equipment bonus to DEX.
- You gain two slams (2d6+STR bludgeoning, 19-20/x2)
- You gain a basic laser cannon ranged attack (2d10 fire, 19-20/x2, 50 ft range increment, single shot)
- You gain a +10 equipment bonus to Armor Class.
- You gain Damage Reduction 5/magic.
- You are treated as wearing armor with the *space suit* property. You can perceive unencrypted radio/television and wifi signals and gain lowlight vision.
- You gain 50 Bonus Hit Points. These hit points are lost first. If they are reduced to 0, your Mecha-Kaiju is destroyed, and cannot be summoned again for 24 hours. If dismissed and later summoned again, your Mecha-Kaiju returns with the same bonus HP total it had when dismissed, unless you specifically return to base for repairs.
- You are treated both as a creature of your original type and a Construct with the Mecha subtype for determining how special abilities, such as Favored Enemy, or bane weapons, affect you.

Ability Type Supernatural

Metal God Heritage – Racial

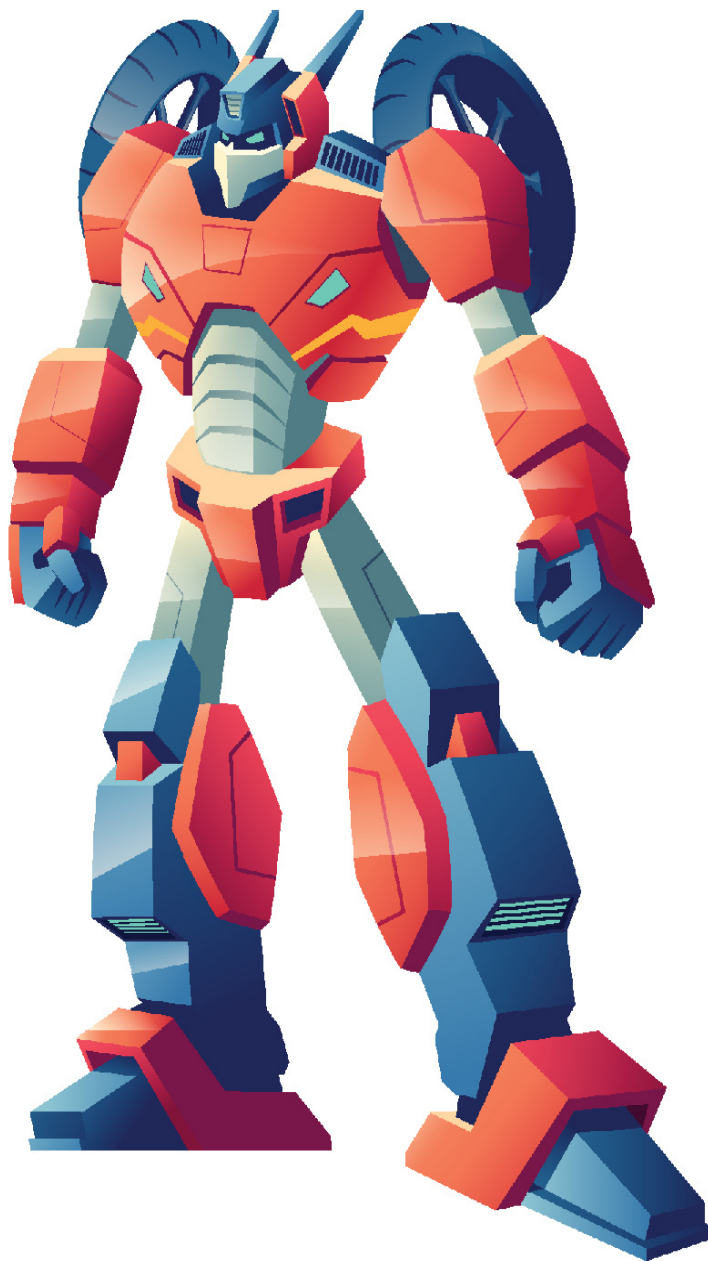
Somehow, whether through genetic inheritance that marched organic tissue and Techysian alloy, radiation-spawned mutations or occult-tech experimentation, your organic body conceals a Battlechanger heritage. After learning of your partially robotic heritage, you gain the ability to draw upon the planet's energies to transform your organic form into a powerful Battlechanger body and back again, at will. You are truly a perfect balance of flesh and steel.

Benefit You gain the Battlechanger subtype and count as both a Battlechanger and a member of your original race for the purpose of effects dependent on race.

When you take this feat, you create a variant version of your character that uses your base ability scores, without existing racial adjustments. You build this character as a Battlechanger, choosing a new set of ability score modifiers and an alt-mode (s) of your choosing. Your Battlechanger form has the same classes and other chosen abilities and typically the same (or nearly the same) Hit Point total as your base form. You may reassign any racial traits or feats unique to your original race to Battlechanger-specific racial traits and feats when in your Battlechanger form.

You may transform between your original race and your Battlechanger form as a full round action. This ability is usable at will.

Ability Type Supernatural



Mighty Henshin – Combat, Sentai

All Sentai heroes can switch between their normal and costumed identities thanks to their Morphing Token, but you've taken your morphing abilities a step farther!

Requires Sentai Transformation

Benefit You can activate Sentai Transformation as a move-equivalent action. Increase the enhancement bonus to your Primary Ability Score by +2 and to your Secondary Ability Scores by +1 each.

Ability Type Supernatural

Perfect Henshin – Combat, Sentai

When in your Sentai form, you are truly superhuman.

Requires Mighty Henshin, base attack bonus +6

Benefit When you activate your Sentai Transformation, you gain a variety of immunities usually reserved for powerful creatures like Constructs and Outsiders. You become immune to critical hits, stunning, massive damage, disease, poison, fatigue and exhaustion, as well as the sickened and nauseated conditions.

Ability Type Supernatural

Predatory Mecha-Kaiju – Combat, Sentai

Your mecha-kaiju is modeled on a golden lion, sabertooth tiger, T-rex dinosaur or other fearsome carnivore.

Requires Mecha-Kaiju

Benefit Your Mecha-Kaiju Slam Attacks become Claws that inflict slashing damage rather than bludgeoning, and increase their damage dice size by one step. Your Mecha-Kaiju gains the Pounce and Rake special abilities. Your Rake triggers when both claw attacks hit and inflicts damage equal to your claw attack.

Ability Type Supernatural

Sentai Board – Combat, Sentai

Most Sentai squads recruit athletic, confident young warriors, and many Sentai adventurers are issued sleek hover-boards to ride into battle. Each Sentai Board is color coded to match its rider, and is buoyed aloft on a cushion of electromagnetic force.

Requires Sentai Transformation, Acrobatics 1 rank

Benefit You begin play with a Sentai Board. This unique device is a transformable skateboard, which functions identically to a *Competition Skateboard (High Tech Heroes)*.

When you assume your Sentai identity, your Sentai Board functions as a *Flitter (Technology Unleashed)* instead, but is still usable with skateboarding feats and traits.

You can summon your Sentai Board to you as a standard action, so long as both you and the Sentai Board are on the same plane. If your Sentai Board is lost or destroyed, you can replace it when you next gain a level.

In addition to the standard powers, each Sentai Board has a unique *gimmick mode*. You can transform your Sentai Board into its *gimmick mode* from its *Flitter* mode as a free action while in your Sentai identity. While in gimmick mode, the Sentai Board is not usable as transportation,

obviously. Roll randomly to determine your Sentai Board's unique power.

Ability Type
Extraordinary

D10	Sentai Board Special Powers
1	Medi-Board: In gimmick mode, the Sentai Board becomes a Masterwork Healer's Kit with integrated Medi-Comp.
2	Fire-Booster Knuckles: In gimmick mode, the Sentai Board becomes boots and knuckle-dusters that provide the wearer's unarmed strikes with the Flaming magic weapon property
3	Shield Transformation: In gimmick mode the Sentai Board functions as a +1 light steel shield of Fire Resistance.
4	Laser-Blast Board: In gimmick mode, the Sentai Board functions as a +1 blaster rifle of infinite ammunition.
5	Rocker Board: In gimmick mode, the Sentai Board functions as a +1 lazer rocker.
6	Electro-Booster Knuckles: In gimmick mode, the Sentai Board becomes boots and knuckle-dusters that provide the wearer's unarmed strikes with the Shocking magic weapon property.
7	Emergency Tele-Jaunt System: In gimmick mode, the Sentai Board allows the user to teleport without error to their headquarters once per day.
8	Shield Transformation: In gimmick mode, the Sentai Board functions as a +1 Kaiju-defiant heavy steel shield
9	Cyber-Comp Board: In gimmick mode, the Sentai Board functions as an upgraded +4 desktop computer with two equipped Specialized Sensors of the user's choice
10	Star-Suit Board: In gimmick mode, the Sentai Board upgrades the wearer's Sentai Uniform. The uniform's base type changes to Advanced Space Suit instead of its usual type.

Sentai Broom – Sentai, Combat

Sentai Brooms are an ideal air-transport option for Sentai with a secondary ‘witchcraft or magic’ theme, and are often issued to Lunar Sentai heroines in place of a Sentai Board. After all, Boards are not considered acceptable for a lady of the Lunar Empire. These occult-tech brooms are equipped with hidden anti-grav systems and glow within a nimbus of energy in its assigned user’s signature color.

Requires Sentai Transformation, Knowledge (arcana) 1 rank OR any Neo-Pagan patron deity

Benefit You are equipped with a Sentai Broom. If your Sentai Broom is lost or destroyed, you can replace it (including any additional enhancements) when you next gain a level. You can summon your Sentai Broom to you as a standard action, so long as you and the broom are on the same plane.

This Sentai Broom functions as a *+1 combat besom* (Technology Unleashed), and can be enchanted for farther capabilities normally. You may use your Sentai Broom in this form even when you are NOT in your Sentai identity.

While in your Sentai identity, you can transform your Sentai Broom into one of two alternate forms as a standard action. You can shift the broom into a *Flitter* (which cosmetically resembles a witch’s broom, but otherwise works normally). Alternatively, you can transform the broom into a *+1 heart wand*.

Ability Type Extraordinary

Sentai Chameleon – Combat, Sentai

Your Sentai Uniform is specially designed, allowing you to modify your abilities to better suit the challenge at hand.

Requires Sentai Transformation

Benefit As a standard action, you can alter the configuration of your Sentai Uniform. In addition to making minor cosmetic changes to the style of your suit, you dramatically change the tint. You can choose to turn your Sentai Uniform’s colors *pastel* or *super-saturate* them.

Pastel

When your Sentai Uniform is in *pastel mode*, your body partially phases out of reality. You are treated as being under a constant *blink* effect.

Super-Saturation

When your Sentai Uniform is in *super-saturated mode*, your body is supercharged. You are treated as being under a constant *haste* effect.

Each time you activate this ability, the effect remains in place for 1d3 rounds, which improves to 1d4+1 rounds at

10th level. You cannot activate the same suit mode twice in a row – you must alternate between modes. Your caster level equals your total character level. You may activate this feat as often as once per encounter.

Ability Type Spell-like

Sentai Roll – Combat, Sentai

You can tuck and roll away from the clumsy swings of your enemies.

Requires Dodge, Sentai Transformation

Benefit While in your Sentai identity, any time you are missed by a melee attack, you may take a 5 ft step as an immediate action.

Ability Type Extraordinary

Sentai Vehicle – Combat, Sentai

The best pilots and combat drivers of the Sentai are issued impressive and colorful, futuristic vehicles for combat and rescue work. These vehicles come in a dizzying array of colors and functionality, and include the ability to transform into a add-on equipment module designed to farther power-up a Mecha-Kaiju.

Requires Sentai Transformation, Drive or Pilot 3 ranks

Benefit You are issued an extraordinary Sentai Vehicle. This vehicle only functions when you are in your Sentai identity and if attempting to activate it outside your Sentai form, it requires a DC 25 Disable Device check. If your Sentai Vehicle is lost or destroyed, you can replace it, or build a new category of Sentai Vehicle when you next gain a level, as long as you uphold the Sentai Code and are on good terms with your Sentai Mentor.

You design your Sentai Vehicle as if building a Large or Huge vehicular alt-mode using the rules found in *Battlechangers: Ironworks*. You may choose one starting trait to apply to this vehicle. You may choose Battlechanger-specific feats which upgrade your alt-mode to upgrade your Sentai Vehicle as you gain levels, ignoring racial prerequisites.

In addition to the standard abilities you choose for your Sentai Vehicle, your Sentai Vehicle gains the ability to transform into a MK Booster. In this form, it does not function as a vehicle. Changing into or out of MK Booster mode is a standard action. When in MK Booster mode, the Sentai Vehicle physically merges with a Mecha-Kaiju of your choice within 500 ft, providing that Mecha-Kaiju with a randomly chosen bonus feat. Roll randomly to see what ability your Sentai Vehicle provides when it enters MK Booster mode.

Ability Type Extraordinary

MK Booster Mode (D10)

1 Aquatic Mecha-Kaiju	6 Predatory Mecha-Kaiju
2 Armored Mecha-Kaiju	7 Swift Mecha-Kaiju
3 Burrower Mecha-Kaiju	8 Tough Mecha-Kaiju
4 Exotic Metal Mecha-Kaiju	9 Provides the Mecha-Kaiju's weapons with the Kaiju Bane property, which affects creatures with the Kaiju subtype
5 Flying Mecha-Kaiju	10 Provides the Mecha-Kaiju with the Kaiju Defiant armor property, which affects creatures with the Kaiju subtype

Sentai Weapon – Combat, Sentai

When you transform into your Sentai identity, you are equipped with a colorful signature weapon (that's unique and effective, despite looking like toylike, bright plastic).

Requires Sentai Transformation, Weapon Focus

Benefit When you assume Sentai form, you are equipped with a **+1 magical weapon**, of a type which you have Weapon Focus in. Your Sentai Weapon always appears with full Hit Points (and a full ammunition load or energy clip, if applicable) when summoned, regardless of the weapon's condition when last used.

If you have Weapon Focus in multiple weapons, you choose which weapon you are equipped with each time you transform. When you reach 10th level, you can dismiss one Sentai Weapon and summon another one as a swift action, if you have access to multiple, different Sentai Weapon types. You can assign different abilities to different weapons.

Your Sentai Weapon becomes more powerful as you gain levels. Your Sentai Weapon gains an additional +1 enhancement bonus at 10th and again at 15th level. In addition, your weapon gains special qualities at specific levels.

When you reach 3rd level, choose from the following magic weapon qualities:

Allying, Bane (any), Distance, Keen, Infinite Ammunition, Merciful

When you reach 9th level, choose from the following magic weapon qualities, or choose another quality from the 3rd level list:

Corrosive, Flaming, Frost, Pleasuring, Shock

Ability Type Supernatural

Superior Mecha-Kaiju – Combat, Sentai

You can summon an even more impressive Mecha-Kaiju!

Requires Mecha-Kaiju, base attack bonus +6

Benefit When you summon your Mecha-Kaiju, your statistics change in the following manner, supplanting the changes from the Mecha-Kaiju feat.

- Your size increases to Huge (or by one category if you are already a Huge creature).
- Your base land speed increases to 70 ft, if less.
- You gain a +12 equipment bonus to STR and a +2 equipment bonus to DEX.
- You gain two slams (2d8+STR bludgeoning, 19-20/x2)
- You gain a basic laser cannon ranged attack (3d10 fire, 19-20/x2, 50 ft range increment, single shot)
- You gain a +10 equipment bonus to Armor Class.
- You gain Damage Reduction 8/magic.
- You are treated as wearing armor with the *space suit* property. You can perceive unencrypted radio/television and wifi signals and gain lowlight vision.
- You gain Massive Strength as a bonus feat.
- You gain 80 Bonus Hit Points. These hit points are lost first. If they are reduced to 0, your Mecha-Kaiju is destroyed, and cannot be summoned again for 24 hours. If dismissed and later summoned again, your Mecha-Kaiju returns with the same bonus HP total it had when dismissed, unless you specifically return to base for repairs.
- You are treated both as a creature of your original type and a Construct with the Mecha subtype for determining how special abilities, such as Favored Enemy, or bane weapons, affect you.

Ability Type Supernatural



Swift Mecha-Kaiju – Combat, Sentai

Your mecha-kaiju is modeled on a cheetah, white tiger or other super-agile predator.

Requires Mecha-Kaiju

Benefit Your Mecha-Kaiju is faster and more nimble than the norm. Increase the Mecha-Kaiju's equipment bonus to DEX by +4. All movement modes are increased by +30 ft.

Ability Type Supernatural

Tough Mecha-Kaiju – Combat, Sentai

Your Mecha-Kaiju is designed to take a pounding and keep fighting.

Requires Mecha-Kaiju

Benefit Your Mecha-Kaiju's Damage Reduction increases by five (5) and is overcome by Mythic. Your Mecha-

Kaiju gains an additional +40 Bonus Hit Points, and its equipment bonus to Armor Class increases by +4.

Ability Type Supernatural

True Kaiju – Combat, Sentai

When giant monsters threaten Tokyo (or anywhere else in the civilized world), your Sentai steps up to defend humanity. Your Mecha-Kaiju is awe-inspiringly massive.

Requires Galaxy-Class Mecha-Kaiju, base attack bonus +15

Benefit Your Mecha-Kaiju becomes Colossal and improves the equipment bonus to STR provided to +24. Your Mecha-Kaiju gains the Kaiju subtype and gains the Massive standard monster ability. Your Mecha-Kaiju gains Energy Resistance 30, which applies to all Energy Types.

Once per round, as an attack action, you can cast either *earthquake* or *tsunami* as a Druid of your total character

level while piloting your Mecha-Kaiju. You do this by stomping the ground with your massive Mecha-Kaiju and disturbing the environment by sheer bulk and power.

Special: If your Mecha-Kaiju has an inherent Flight speed, you can also use *winds of vengeance* as a spell-like ability in the same manner described above.

Ability Type Supernatural

Ultra Henshin

Transformation - Combat, Sentai

Rather than depending on a gigantic Mecha-Kaiju to do your fighting for you, you grow to giant size and beat back space monsters and other threats with your mighty fists!

Requires Sentai Transformation, base attack bonus +3

Benefit Rather than summoning a Mecha-Kaiju, you physically transform into a gigantic, superheroic alter identity. This functions identically to the Mecha-Kaiju feat except as noted below. This feat counts as Mecha-Kaiju for the purpose of qualifying for other feats, such as Artillery Mecha-Kaiju or Superior Mecha-Kaiju. In these cases, your increased capabilities are inherent to your giant-sized form.

- You do not gain the sensory qualities inherent to the Mecha-Kaiju feat.
- You do not gain the Construct type, nor the Mecha subtype when activating this feat.
- Rather than being destroyed when your giant-sized Bonus Hit Points are lost, your transformation ends and you return to your normal form. Each time you transform to giant-sized, you gain whatever bonus Hit Point total you had when your prior transformation ended.
- You can never Merge with standard Mecha-Kaiju, and but you may be able to combine with other characters with this variant feat, subject to gamemaster approval. (Think *Steven Universe* rather than *Voltron*....)

Ability Type Supernatural

Versatile Morphing - Combat, Sentai

You can adapt your Sentai Uniform to the situation, incorporating technology and from non-sentai armor and costumes to make you a more capable Sentai hero.

Requires Sentai Transformation

Benefit When you morph using Sentai Transformation, you can retain your existing armor rather than replacing it with your Sentai Uniform. Make the choice at the moment of transformation. If you choose to retain your existing armor, it undergoes a cosmetic transformation to match your Spectrum Role's coloration and typical styling, but its game play statistics remain similar.

Your modified armor conceals your identity to the same degree your Sentai Uniform would, and if your Sentai Uniform has special qualities, your existing armor gains those properties for the duration of your transformation.

Ability Type Supernatural

GIANT ROBOT RULES VARIANTS

Mecha-Kaiju are already a pretty game-breaking rules element, however, the relatively short duration of these powered-up forms means the players are probably only going to shift up to giant mode once or twice per game day.... Usually for the climactic battle with the session's boss-monster. In other words, Mecha-Kaiju are unbelievably unbalanced... but they work exactly like you'd expect Giant Sentai Robots to work!

The following two rules variants take Mecha-Kaiju in different directions.

"Mechaform Menagerie!" Rules for More Complicated Mecha-Kaiju

As they stand in the core rules, Mecha-Kaiju are pretty simplistic. Ironically enough, to model Sentai fiction, I treated Mecha-Kaiju as what they are in the real world: rubber monster suits worn by actors. The player characters put on their Mecha-Kaiju 'costume' and start stomping monster ass.

Do you want more diverse and mechanically complex Mecha-Kaiju you can use the Mechaform Template, presented in *Secret Soldiers* and *Horrors of the Multiverse*, to build all the robotic dinosaurs, gun-equipped tigers and jet-propelled pterodactyls you could ever want.

The resulting creatures tend to be pretty high power, especially when you're choosing the impressive kinds of animals that most Mecha-Kaiju are inspired by. Typically, this option works best for high level campaigns. The gamemaster might restrict this option to level 10-12 and beyond.

The rules for Mechaform Mecha-Kaiju are pretty simple.

1. Prebuild your favorite Mechaform Mecha-Kaiju ahead of time. This might be cosmetically similar to the standard Mecha-Kaiju you started the campaign with – IE if you've been piloting a Yellow Tigerform MK, you might apply the Mechaform Template to a Dire Tiger to build your improved robot. Alternatively you can build a radically different robot.

2. The resulting Mechaform MK has its own Hit Point total, and does not add these Hit Points to yours as bonus HP. When the Mechaform MK's HP are reduced to 0, it is destroyed.
3. The resulting Mechaform is considered equivalent to your standard-issue Mecha-Kaiju. Feats requiring Mecha-Kaiju as a prerequisite apply their changes to the Mechaform creature, such as increasing its size, or adding additional weapons to the Mechaform creature. Additional Bonus Hit Points gained by follow-up feats in the Mecha-Kaiju chain are applied as extra Hit Points for the resulting creature.
4. When you summon your Mechaform MK, you appear in its cockpit as normal. When destroyed, the Mechaform MK vanishes, and cannot be summoned again for 24 hours, as normal for Mecha-Kaiju.

MECHAFORM CREATURE TEMPLATE

Mechaform combat mecha are spectacular, colorful and highly effective combat robots modeled on animal anatomy. Mechaform creatures include bio-mechanical dinosaurs, robotic insects and spiders and artificial, heavily armed versions of alpha predators like wolves or sabertooth tigers.

- **Challenge Rating** Increase the base creature's challenge based on its size, as shown on the chart below.
- **Available To** This inherited template may be added to any Animal or Vermin that is at least Medium sized.
- **Creature Type** The base creature's type changes to Construct with the Mecha subtype.
- **Hit Dice** Change all HD to D12 and remove the Mechaform's CON modifier and bonus HP. Apply bonus HP based upon the Mechaform's new size. If this total is less than the Mechaform's base hit point total, use that instead. Do not recalculate derived statistics except as noted below.
- **Ability Scores** The Mechaform creature loses its CON and INT scores.
-

Size If the Mechaform creature is size Large or Medium, increase it to Huge. If the Mechaform is already Huge it retains the size of the base creature.

- **Saves** The Mechaform gains the FORT and WILL Saves of a Construct of its HD but retains the REF Save of the base creature, if that would be greater than an equivalent Construct's REF save.
- **Senses** The Mechaform creature gains Darkvision 60 ft and can perceive unencrypted radio/television/wifi signals. It loses the Sense special quality, if possessed.
- **Natural Armor** Mechaform creatures up to size Huge gain a +4 natural armor bonus to AC, which increases by +2 for every size category they obtain beyond Huge.
- **Damage Reduction** The Mechaform creature gains Damage Reduction 10/magic.
- **Immunities** The Mechaform creature gains Construct immunities, subject to the situational limitations of the Mecha subtype.
- **Skills** The Mechaform creature loses all skill ranks, though retains racial bonuses to skills.
- **Feats** The Mechaform creature loses all feats except feats with the Combat descriptor.
- **Standard Monster Abilities** The Mechaform creature loses any poison or disease attacks possessed by the base creature. It gains the *Piloted* special quality. Any special ability previously dependent on CON now becomes dependent on STR.

Cannons (EX)

The Mechaform creature gains a pair of long-ranged cannons built into its shoulders, haunches or spinal plating. When this template is gained, choose whether these cannons inflict Ballistic, Electrical, Fire or Force. Once chosen, this choice cannot be changed. Damage and range increment are based on the Mechaform Creature's size. In any case, these cannons have effectively infinite ammunition/charges.

The Mechaform may make two cannon attacks at its highest base attack bonus as a new ranged attack option. The three new Mechaforms in *Sentai Strike!* show a little more variation from the basics of the template than the Mechaforms found in *Secret Soldiers* where this template first appeared. The Mechaform Tiger and Mechaform T-Rex from that sourcebook follow the 'rules' a lot more closely.

Mechaform Size	Challenge Rating	Cannon Damage	Critical	Range Increment
Huge	+2	4d6	20/x2	1,000 ft
Gargantuan	+4	8d6	20/x2	1,500 ft
Colossal	+6	10d6	20/x2	2,000 ft

ICONIC MECHAFORMS

Five iconic Mechaforms, each based on various prehistoric mega-fauna, are described below.

Mechaform Mastodon – CR 11

Huge N Construct (mecha)*

XP 12,800

Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +10

Languages pilot's languages*

Defense

AC 25 **Touch** 9 **Flatfooted** 24 (+1 DEX, +16 natural, -2 size)

HP 14d12 +40 hp (133 HP)

Damage Reduction 10/magic

FORT +4 **REF** +10* **WILL** +5*

Resist Cold 15

Immune construct immunities

Weaknesses Intelligent Pilot

Offense

Spd 40 ft

Melee +20 gore (2d8+12 piercing, 20/x2) plus +20 slam (2d6+12 bludgeoning, 20/x2)

Ranged two +12 cannons (4d6 cold, 20/x2, 1,000 ft range increment, single shot)

Special Attacks Trample (2d8+18 bludgeoning, R-DC 29)

Special Qualities Piloted

Statistics

Str 34 **Dex** 12* **Con** – **Int** – * **Wis** 13* **Cha** 7*

Base Atk +10* **CMB** +24 **CMD** 35 (39 vs trip)

Feats Improved Bull Rush, Power Attack, Weapon Focus (cannons)

Skills Perception +10

Ecology

Environment any land

Organization usually found as a multi-colored sentai squad

Treasure incidental

Nature

The Mechaform Mastodon is a heavy weapons platform designed for arctic warfare. It has been given heavy-duty Cold resistance and has weapons capable of inflicting Cold damage, rather than the usual options for the Mechaform Template. These flavorful modifications do not increase the mecha's final challenge rating. The Mechaform Mastrondon is based on a Dire Elephant (B1).

Mechaform Pterodactyl – CR 5

Huge N Construct (mecha)*

XP 1,600

Init +8 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2

Languages none*

Defense

AC 19 **Touch** 13 **Flatfooted** 15 (-2 size, +4 DEX, +1 dodge, +6 natural)

HP 5d12+40 hp (73 HP)

Damage Reduction 10/magic

FORT +4 **REF** +8* **WILL** +3*

Immune construct immunities

Weaknesses Intelligent Pilot

Offense

Spd 30 ft, Flight 120 ft (average)

Melee +5 bite (2d6+6 slashing/20x2 plus grab)

Ranged two +7 cannons (4d6 force, 20/x2, 1,000 ft range increment, single shot)

Special Qualities Piloted

Statistics

Str 16 **Dex** 19* **Con** – **Int** – * **Wis** 15* **Cha** 12*

Base Atk +3* **CMB** +7 **CMD** 21

Feats Dodge, Improved Initiative, Mini-Missile Flurry

Ecology

Environment any

Organization usually found as part of a multi-colored sentai squad

Treasure incidental

Special Abilities

Mini-Missile Flurry (SU)

As a full round action, the Mechaform Pterodactyl can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Mechaform Pterodactyl can target up to 2 targets, inflicting 7d8 damage (half fire/half ballistic). This attack offers a DC REF 15 Save for half damage.

The Mechaform Pterodactyl can unleash up to two (2) mini-missile flurries per day.

Nature

The Mechaform Pterodactyl uses the Pteranodon (B1) as the base creature. To emphasize its role as an excellent close air-support Mecha-Kaiju, the resulting creature was given Mini-Missile Flurry as a racial bonus feat. This does not affect its final challenge rating.

Mechaform Tiger – CR 6

Huge N Construct (mecha)*

XP 2,400

Init +6 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +1

Languages none*

Defense

AC 17 **Touch** 10 **Flatfooted** 15 (-2 size, +2 DEX, +7 natural)

HP 6d12+40 hp (79 HP)

Damage Reduction 10/magic

FORT +2 **REF** +7* **WILL** +3*

Immune construct immunities

Weaknesses Intelligent Pilot

Offense

Spd 40 ft

Melee two +9 claws (1d8+6 slashing, 20/x2 plus grab), plus +8 bite (2d6+6 slashing/20x2 plus grab)

Ranged two +5 cannons (4d6 electrical, 20/x2, 1,000 ft range increment, single shot)

Special Attacks Pounce, Rake (2 claws, 1d8+6)

Special Qualities Piloted

Statistics

Str 23 **Dex** 15* **Con** – **Int** –* **Wis** 12* **Cha** 6*

Base Atk +4* **CMB** +12(+16 grapple) **CMD** 24 (28 vs trip)

Feats Improved Initiative, Weapon Focus (claw)

Ecology

Environment any

Organization usually found as part of a multi-colored sentai squad

Treasure incidental

Nature

The Mechaform Tiger is a light, fast scout. The Mechaform Tiger uses the Dire Tiger (B1) as the base creature.

Mechaform Triceratops – CR 10

Huge N Construct (mecha)*

XP 9,600

Init -1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +1

Languages none*

Defense

AC 25 **Touch** 7 **Flatfooted** 25 (-2 size, -1 DEX, +18 natural)

HP 14d12+40 hp (131 HP)

Damage Reduction 10/magic

FORT +9 **REF** +8* **WILL** +5*

Immune construct immunities

Weaknesses Intelligent Pilot

Offense

Spd 30 ft

Melee +17 gore (2d10+12 piercing, 19-20/x2)

Ranged two +7 cannons (4d6 fire, 20/x2, 1,000 ft range increment, single shot)

Special Attacks Powerful Charge (gore, 4d10+16 piercing), Trample

Special Qualities Piloted

Statistics

Str 26 **Dex** 19* **Con** – **Int** –* **Wis** 12* **Cha** 7*

Base Atk +10* **CMB** +20 (+22 bull rush) **CMD** 29 (33 vs trip)

Feats Improved Bull Rush, Improved Critical, Power Attack, Run Weapon Focus (gore)

Ecology

Environment any

Organization usually found as part of a multi-colored sentai squad

Treasure incidental

Nature

The Mechaform Triceratops is a plodding and tough war-machine. It's main purpose is to act as a protective wall of steel between the enemy and less heavily armored Mecha-Kaiju. The Mechaform Triceratops uses the Triceratops (B1) as the base creature.

Mechaform Tyrannosaurus – CR 13

Gargantuan N* Construct (mecha)

XP 25,600

Init +5 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2

Languages none*

Defense

AC 27 **Touch** 7 **Flatfooted** 26 (-4 size, +1 DEX, +20 natural)

HP 18d12 +60 hp (HP 177)

Damage Reduction 10/magic

FORT +6 **REF** +12* **WILL** +8*

Immune construct immunities

Weaknesses Intelligent Pilot

Offense

Spd 40 ft

Melee +20 bite (4d6+22 slashing, 19-20/x2 plus grab)

Ranged two +10 cannons (8d6 fire, 20/x2, 1,500 ft range increment, single shot)

Special Attacks Swallow Whole (2d8+11, AC 20, hp 18)

Special Qualities Piloted

Statistics

Str 32 **Dex** 13* **Con** – **Int** –* **Wis** 15* **Cha** 10*

Base Atk +13* **CMB** +28(+32 grapple) **CMD** 39

Feats Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Initiative

Ecology

Environment any

Organization usually found as part of a multi-colored sentai squad

Treasure incidental

Special Abilities

Powerful Bite (EX)

A Mechaform Tyrannosaurus applies twice its STR modifier to bite damage.

Nature

The Mechaform T-Rex is a nasty close combatant, with a steel-crushing bite. The Mechaform Tyrannosaurus is based on the Tyrannosaurus Rex (B1).

"AND I'LL FORM THE HEAD!" RULES FOR COMBINING MECHA-KAIJU

The first edition, PDF-only version of *Sentai Spectacular* shied away from combining Mecha-Kaiju, both because giving the players access to robotic war machines that big and powerful could stretch either the Pathfinder Roleplaying Game or the D20 Modern rules past the breaking point, and more importantly, by merging their mechas, the rule removed control over the action from the majority of the players.

That said, merging Sentai robots are a staple of the genre, and if you want rules for combining your Mecha-Kaiju, here they are. Just remember that these rules are optional, (at least more optional than any RPG rule is by default) and might not be right for every Sentai campaign.

Merging Mecha-Kaiju Quick Rules

1. The Caller requests a merge from other Sentai Heroes. (Free action)
2. All other Sentai Heroes within range can accept or refuse the merge. (Free action)
3. Any pilots agreeing to the merge begin combining.
4. The Merged MK is ready for action on the initiative count of the slowest pilot agreeing to the merge. The Merged MK acts at this point in the initiative count for the rest of combat.
5. The Merged MK's HP, size and abilities are determined by its component Mecha-Kaiju.
6. A Merged MK takes a Move action directed by the Caller. In addition, on its turn, the Caller and each component pilot make one Standard Action.
7. Once the merge ends, all component MK cannot be summoned again for 24 hours!

Modular Mecha-Kaiju

Any Sentai character currently piloting a Mecha-Kaiju can call for a merge at any time, as a free action. (This character is referred to as the Caller in this section.) Likewise, any other Sentai hero piloting a Mecha-Kaiju can agree to a merge, as long as they are within sight of the Caller. Agreeing to a merge is also a free action. There is no real distance limit to the merge request- even if the Mecha-Kaiju are hundreds of feet away, battling on opposite sides of a distant battlefield, their pilots can merge their war machines as easily as they could if they were standing back to back. Sentai TV never really worried too much about scale or distance, so we shouldn't either.

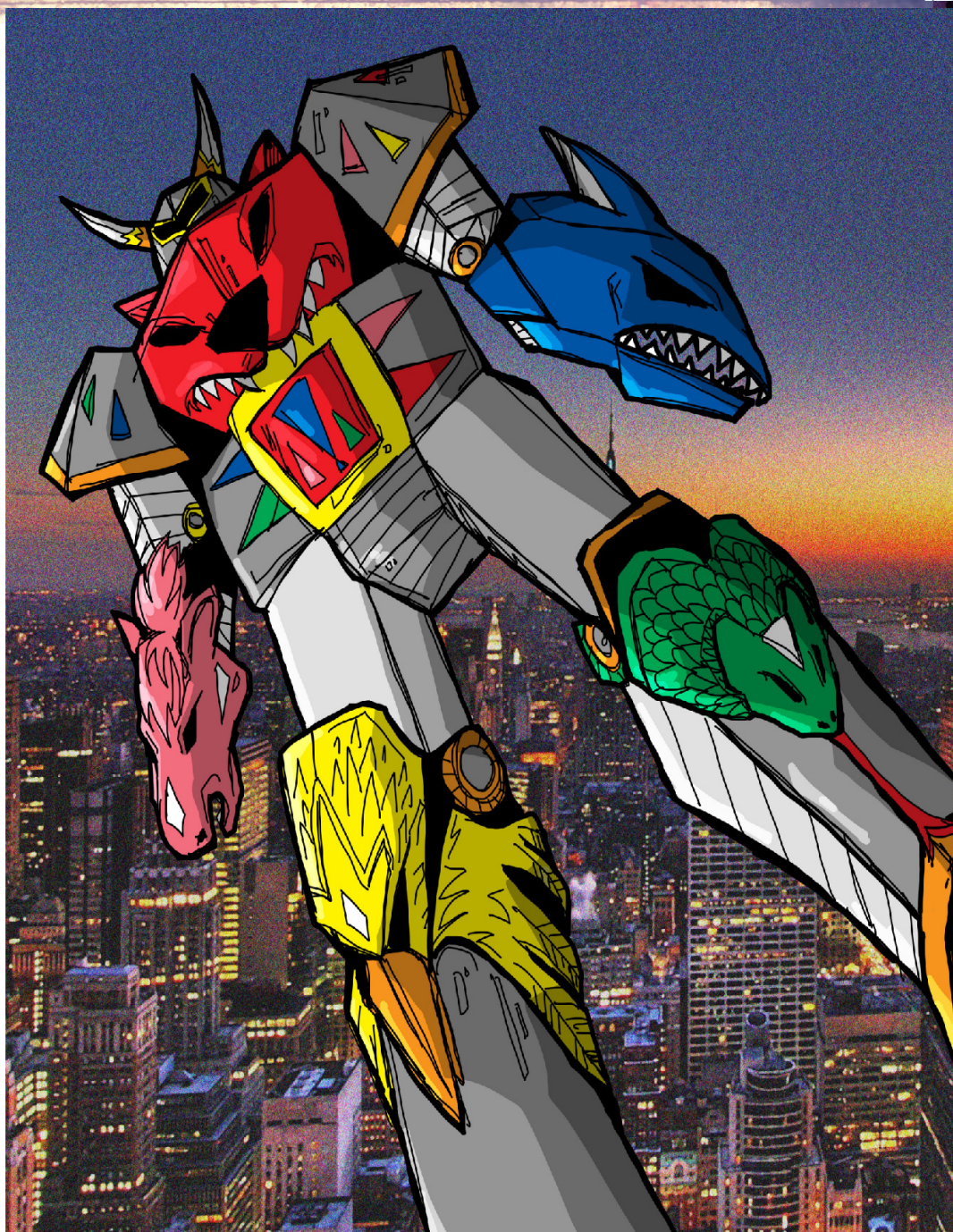
Any number of Mecha-Kaiju can merge.

These fantastic war mecha are as modular as Lego blocks, able to merge in virtually any number of combinations. The whole team is not required to merge simultaneously. If the five-member CyberLion Force is having some trouble with a particularly bothersome monster, three of the CyberLions can decide to merge into 'Chimera Function III' while the pilots of two other CyberLions decide to fight independently. This modularity gives flexibility around the game table: some Mecha-Kaiju pilots might prefer to fight merged, some might prefer to battle independently, and some Sentai Heroes might have no use for Mecha-Kaiju at all, and don't even bother taking talents from that feat tree! Either way, all the players are playing the way they want to.

Roleplaying the Merge

When Mecha-Kaiju combine, the robotic beasts seem to partially disassemble around their pilots as the gigantic robots slam into each other. Components extend from previously hidden panels on the Mecha-Kaiju bodies, latching the mecha together. As the transformation progresses, the pilots of the secondary Mecha-Kaiju find themselves shunted into the Caller's now radically redesigned and expanded cockpit. With a few checks of the interlinked systems, and some dialogue between the pilots to make sure the dynotherms are connected and megathrusters are GO!, the Merged Mecha-Kaiju is ready for action!

The Caller gets to quickly describe the final appearance of the Merged Mecha-Kaiju, though this impressive mechanical god-machine will always share the appearance of its component parts. The multi-colored behemoth will always have recognizable components from its constituent Mecha-Kaiju. For example, if the Crimson Burrower Bull has a combat drill in individual form, any Merged Mecha-



Kaiju built using Crimson Burrower Bull will also have an impressive combat drill as a weapon. The Caller also gets to name the Merged Mecha-Kaiju, and this name should be as over the top as possible, and preferably shouted enthusiastically every time this robot comes onto the scene.

If the Sentai has a particular combination of Merged Mecha-Kaiju that it likes, their pilots should work together to come up with a unique look and name for these favorite combination. For instance, if the CyberLion Force's Red, Yellow and Black Lions always merge, the look and name of the Merged Mecha-Kaiju known as Chimera Function III should always stay the same. There is no game-play difference if the players like to shake things up, by deciding that even if the same component robots form the

same Merged Mecha-Kaiju that the exact configuration is determined by which pilot was the Caller this time. In fact, this faux complexity is perfectly in keeping with the toyetic nature of Sentai TV.

The Merged Mecha-Kaiju

The Merged MK is a combination of all Mecha-Kaiju involved in the merge. Its statistics are derived in the following manner.

Appearance and Name: See Above. Really, coming up with a cool name for your gestalt Mecha is the most important part of piloting one of these behemoths.

Location: The Merged Mecha-Kaiju appears in the nearest open space capable of holding a creature of its size from the Caller's position.

Hit Points: The Merged Mecha-Kaiju has bonus Hit Points equal to the current total of all MK involved in the Merge.

Size: The Merged Mecha-Kaiju is one size category larger than the largest individual MK involved in the Merge, to a maximum of Colossal. If three or more Mecha-Kaiju are involved in the merge, add an additional size category to the Merged Mecha-Kaiju.

Abilities: The Merged Mecha-Kaiju has all the abilities of any individual MK involved in the merge. Thus, if individual robot with the Flying Mecha Kaiju feat, another with the Artillery Mecha-Kaiju feat, and a third robot with the Burrower MEcha-Kaiju feat, the end result would be a heavily armed, flying behemoth who could also dig beneath the earth to hide.

Damage Reduction and Energy Resistance: The Merged Mecha-Kaiju takes the best Damage Reduction or Energy Resistance provided by its component Mecha-Kaiju; these resistances do not stack. Thus, if a Tunneled Dynamo X (which has DR 10/- and Fire Resist 5) and Warpjet Gyu (which has DR 5/- and Fire Resist 10 plus Cold Resist 5) merge, the resulting Merged MK would have DR 10/-, Fire Resist 10 and Cold Resist 5

Run Time: Once multiple Mecha-Kaiju merge into a single Merged MK, the daily use limit on the Sentai hero's Mecha-Kaiju feat. Theoretically, a combined robot could stay merged for hours, maybe even days, before ending the merge (but see below).

Actions: Once the Merged Mecha-Kaiju is formed, it acts on the initiative count of the slowest pilot involved in the merge.

Each round the Merged Mecha-Kaiju makes a single *move action*, which is directed by the Caller. The Caller is also able to make a *standard action*, which may be an additional move, at the Caller's option. The Caller can take his move and standard action in any order, and if he possesses feats such as Mobility or Drive-By Attack, they function normally within the Merged Mecha-Kaiju.

After the Caller acts, each additional Sentai Hero involved in the merge may take a *standard action*. However, these actions cannot be 'downgraded' to *move actions*, though they can be traded for *move-equivalent* actions as desired. These actions may involve attacks made with the Merged Mecha-Kaiju's weapons systems (which may provoke attacks of opportunity, for instance if a copilot uses a ranged weapon while adjacent to an enemy). These actions might also be actions unrelated to piloting the robot; a copilot might choose to cast a spell or use a psychic power rather than attacking with a Merged Mecha-Kaiju weapon, for example.

In practical terms, this means instead of the Sentai's pilots taking their attack actions at various points during the round, they all attack simultaneously during the action of the slowest team member.

Ending the Merge

When the Merge ends, all component Mecha-Kaiju disappear, and cannot be summoned again for 24 hours. What ends the Merge?

- The Caller can end the Merge as a standard action.
- Any co-pilot involved in the Merge can choose to end the Merge as a standard action.
- The Merged Mecha-Kaiju's bonus HP is reduced to zero (0) and the Merged Mecha-Kaiju is destroyed.

Why Couldn't We Merge Before?

Some campaigns might allow Sentai heroes to merge their Mecha-Kaiju only after reaching a milestone in their adventures- after a major victory, or more appropriately to the genre, after a crushing defeat, or when they reach a significantly high level, such as 5th, 10th or 12th. Suddenly being able to merge their Mecha-Kaiju into one massive war-machine is a potent new advantage for a Sentai team. Your players might start wondering why their Mecha-Kaiju can suddenly merge now, when this previous denied ability was such a trope of Sentai TV.

The best way to integrate the Merge rules is to position this new capability as a 'mid season upgrade' for the team. It's a tradition in Sentai TV that about halfway through a season, the team encounters a monster so powerful and deadly it utterly humiliates them, destroys some or all of

their mecha, and threatens the entire planet. The only solution: unleash a fleet of upgraded mecha with equally impressive powers of their own.

The gamemaster might either 'cheat' a bit and design a Kaiju specifically designed to destroy the team's Mecha-Kaiju, or just take advantage of fluky dice rolls or bad player tactics to run the battle. A cool new class feature might just take the sting out of a near total party kill....

SENTAI MAGIC WEAPONS

Most of the magic gadgets in Sentai are 'internal' to the player characters. The Sentai Weapon feat allows you to conjure up a mid-range magic weapon every time you transform, and the Versatile Morphing feat improves your Sentai Uniform's magic armor properties. There's less of an emphasis on external devices in a Sentai campaign than in a standard adventure. That said, here are a whole assortment of Sentai-specific weapons.

Anti-Kaiju Mortar

Aura strong evocation **CL** 16th

Slot weapon **Price** 192,000 gp (DC 36) **Weight** 28 lbs (separates into 2x 14 lb components)

This massive weapon resembles a futuristic artillery piece longer than an Abram's main gun. Its cavernous barrel is decorated with glowing spheres and circuits whose color match the colors of the Sentai fire team assigned ownership of this massively destructive device. The Anti-Kaiju Mortar is only ever fielded against the most powerful threats, in the greatest extremis.

The Anti-Kaiju Mortar functions as a **+4 Kaiju-bane infantry mortar of infinite ammunition**.

Characters in their Sentai identity can supercharge the weapon prior to firing. The shooter readies an action to fire, and can hold this action for up to three rounds. During this time, each character with the Sentai Transformation feat who sacrifices a standard action while adjacent to the device provides the weapon with a cumulative +1 bonus to hit, and inflicts an additional +1d6 damage on a successful hit.



The Anti-Kaiju Mortar can gain a maximum +10 to hit and +10d6 damage in this manner.

(Infantry Mortars are described fully in *High Tech Heroes*.)

Construction

Requirements Craft Magic Arms and Armor, Sentai Transformation, *flame strike*, *infinite ammunition*
Cost 96,000 gp (DC 33)

Civilian Stasis Projector

Aura faint abjuration **CL** 5th

Slot weapon **Price** 14,900 gp (DC 27) **Weight** 2 lbs

This gun-like device is vital for keeping civilians safe during Kaiju battles. This blunt-tipped blaster looks to be made of some durable white plastic, decorated with glowing zig-zag motifs.

The Civilian Stasis Projector is a **+1 spacer's blaster of infinite ammunition**.

In addition, it can project a protective force-beam around any creature within 60 ft, which functions identically to the *sanctuary* spell, save the greater range. The wielder can shoot themselves with this weapon to gain the benefit of *sanctuary* themselves. Using *sanctuary* is a standard action.

Similar Items

The Civilian Stasis Projector can easily be built on the 'chassis' of another energy weapon of choice, modifying the construction cost somewhat. The Military Pulse Rifle is a common choice.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition*, *sanctuary*
Cost 7,450 gp (DC 25)

Ninja Animal Weapons

Aura faint transmutation CL 5th

Slot weapon **Price** 4,600 gp (DC 23) **Weight** usually around 2-7 lbs, depending on weapon

A wide variety of melee weapons are grouped under this heading, and all function similarly and have nearly identical cost and construction requirements. These weapons have polymer striking surfaces and blades in bold colors, and the grips or tangs of the weapons are sculpted or stamped with animal crests. Such weapons change their appearance to instantly suit the color scheme of the Sentai adventurer that wields them.

Ninja Animal Weapon are **+1 weapons** of a specific type. When wielded, each Ninja Animal Weapon provides an additional benefit to the wielder. This secondary benefit is only accessible in Sentai identity, otherwise the Ninja Animal Weapon functions simply as a **+1 weapon** of the listed type.

(For greater variety, feel free to mix and match weapons and special benefits, or create similar abilities using the *Anthro Adaptation* spell as your base.)

Weapon Name	Weapon	Special Benefit
Raccoon Sai	+1 sai	Wielder gains Improved Steal
Dolphin Trident	+1 trident	Wielder gains the Amphibious special quality
Triceratops Axe	+1 battleaxe	Wielder gains the Ferocity special quality
Wolf Sword	+1 longsword	Wielder gains Trip with successful attacks with this blade
Eagle Saber	+1 scimitar	Wielder gains Combat Reflexes
Elephant Staff	+1 quarterstaff	Wielder gains the Stability racial trait
Gorilla Mace	+1 heavy mace	Wielder gains Power Attack
Tiger Dagger	+1 dagger	Wielder gains Improved Disarm

Construction

Requirements Craft Magic Arms and Armor, Sentai Transformation, *anthro adaptation*
Cost 2,300 gp (DC 21)

Sentai Boomer

Aura strong evocation CL 16th

Slot weapon **Price** 52,500 gp (DC 32) **Weight** 3 lbs
 This 2.5-foot-long high-tech boomerang has a sharply angled, V-shaped wing. It collapses for easy storage on a belt or strapped to the spinal plating of a Sentai Uniform when not in use, and adheres magnetically. When thrown, the painted color decorating the blade erupts into a blaze of sun-hot neon light.

The Sentai Boomer functions as a **+3 brilliant energy, returning starknife** when wielded by a character in their Sentai identity. Outside of this, the Sentai Boomer functions merely as a **+1 returning starknife**.

Construction

Requirements Craft Magic Arms and Armor, Sentai Transformation, *continual flame*, *gaseous form*, *telekinesis*
Cost 26,250 gp (DC 29)

EXAMPLE SENTAI HEROES

The following useful stat-blocks represent a few generic Sentai Heroes. The *Sentai Ranger* and *Magical Girl* are low-level heroes exemplifying the different builds you can create with this sourcebook. The *Pretty Soldier* is imported unchanged from *Black Bestiary V2*, showing how you can build a Sentai-flavored character without these new rules. Same concept, radically different executions.

Magical Girl – CR 4

Medium NG Humanoid (human) Rogue 5

XP 1,200

Init +4 **Senses** Perception +1

Languages English and Japanese or one other Earth language of choice

Defense

AC 16 **Touch** 14 **Flatfooted** 12 (+4 DEX, +2 armor)

HP 5d8 +5 hp (21 HP)

FORT +2 **REF** +8 **WILL** +2

Defensive Abilities Evasion, Trapfinding, Trapsense +1, Uncanny Dodge

Offense

Spd 30 ft

Melee +6 shocking dagger (1d6+2 slashing plus 1d6 electrical, 19-20/x2)

Ranged +8 spacer's blaster (2d8+1 fire, 20/x2, 50 ft range increment, single shot)

Sneak Attack +3d6

Statistics

Str 12 **Dex** 18 **Con** 13 **Int** 20 **Wis** 13 **Cha** 13

Base Atk +3 **CMB** +4 **CMD** 17

Feats Combat Reflexes, Gearhead, Mighty Henshin, Sentai Transformation

Skills Acrobatics +11, Bluff +9, Climb, Computer Use +15, Craft (electronic) +15, Diplomacy +9, Drive +6, Heal +6, Knowledge (arcana, local, technology) all at +14, Pilot +7, Stealth +12

Gear +1 shocking dagger, +1 spacer's blaster of infinite ammunition, Morphing Token, palmtop computer (built into glove of Sentai Fuku)

Ecology

Environment any

Organization usually found as part of a multi-colored Sentai squad of 4-6 fellow heroes

Treasure standard (including gear)



Special Abilities

Dazzling Transformation (SU)

When the Magical Girl transforms into her Sentai identity, all hostile creatures within 30 ft must succeed at a DC 12 FORT Save or be *blinded* for one round.

Fast Stealth (EX)

The Magical Girl can move at full speed while using the Stealth skill without penalty.

Sentai Transformation (SU)

As a move-equivalent action, the Magical Girl can brandish her Morphing Token and transform into her Sentai Identity. This stat-block assumes the Magical Girl is in their Sentai form. The attribute bonuses provided assume the character

chose the Blue Sentai Spectrum Role. If you want a Magical Girl of a different color, just modify the ability scores as desired.

Nature

This Magical Girl is a clever, multi-talented Blue Sentai heroine. She's got a variety of skills that help her Sentai, on and off the battlefield: she's the team's hacker, primary engineer and medic as well as being a competent fighter.

Pretty Soldier – CR 9

Medium NG gyaru Human Magus 10

XP 6,400

Init +3 **Senses** Perception +0

Languages Celestial, English, Japanese

Defense

AC 19 **Touch** 16 **Flatfooted** 16 (+3 DEX, +3 armor, +1 deflection +2 luck)

HP 10d8+10 hp (55 HP)

FORT +8 **REF** +7 **WILL** +7

Offense

Spd 30 ft

Melee +9/+4 naginata (1d8+1 slashing, 20/x4, 10ft reach)

Ranged +11/+6 heart wand (2d6 force, 19-20/x2, 50 ft range increment, unlimited ammo)

Special Qualities Arcane Pool, Knowledge Pool, Improved Spell Combat, Spell Recall, Spell Strike

Familiar Bakeneko (reskinned familiar)

Arcane Pool 9 points

Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal

Spellcasting (CL 10th Concentration +19)

Zero – dancing lights, daze (W-DC 14), detect magic, flare (F-DC 14), spark (R-DC 14)

First – color spray (W-DC 15) (*prepared three times*), jump, magic missile, vanish

Second – blur, cat's grace, scorching ray (*prepared twice*), schoolgirl's twintails^E

Third – blink, daylight, shojo burst^E (*prepared twice*)

Fourth – dimension door (*prepared twice*)

Statistics

Str 11 **Dex** 17 **Con** 13 **Int** 19 **Wis** 11 **Cha** 15

Base Atk +7 **CMB** +10 **CMD** 20

Feats Agile Maneuvers, Combat Reflexes, Dodge, Super Kawaii, Weapon Focus (heart wand), Weapon Focus (naginata)

Skills Acrobatics +13, Computer Use +9, Diplomacy +12, Heal +5, Knowledge (arcana) +17, Perform (dance) +12, Spellcraft +17, Use Magic Device +15

Gear +1 naginata, +1 heart wand, +2 glammered school



uniform, ring of protection +1, wand of cure light wounds (20+2d6 charges), smartphone

Ecology

Environment any urban

Organization solitary, pair or soldier squad (4-6)

Treasure double standard (including gear)

Special Abilities

Arcane Accuracy (SU)

The Pretty Soldier can expend 1 point from her arcane pool as a swift action to grant herself an insight bonus equal to her INT bonus (+4) on all attack rolls until the end of her turn.

Hasted Assault (SU)

The Pretty Soldier can expend 1 point from her arcane pool as a swift action to move more quickly. This functions as *haste*, but only targets the Pretty Soldier and lasts for 4 rounds.

Gal Circle (SU)

Gyaru are at their best when accompanied by a sister; they form cute little covens called 'gal circles' when needed. A *gyaru* character receives a +1 morale bonus on WILL and REF Saves for every other allied *gyaru* character within 100 ft (maximum +5 bonus).

Unconventional (SU)

Gyaru reject Japanese politeness and fashion in favor of more modern, foreign styles. That really, really tends to piss off the older generation.

Gyaru only succeed on Bluff and Diplomacy checks if they both beat the check DC and roll 17+ when interacting with any Japanese character in the Middle Aged age category or older. Lower rolls are considered a failure.

Nature

The Pretty Soldier is imported unchanged from Black Bestiary Volume II. She is included here as she was created as a 'magical girl' heroine before the Sentai rules in this book were revised. This way, you can compare and contrast her with the Magical Girl stat-block.

The Pretty Soldier is a fashionable and passionate young Japanese girl, chosen by the forces of heaven to protect mortals from a very, very dangerous world. Prior to her induction into a supernatural sorority of like-minded young warriors, she was an ordinary high school or college student, completely unaware of what lurked in Black Japan's shadows. Then one day, she adopted a rather unusual lost cat as a pet, and everything changed. Her strange *bakeneko* familiar is as much mentor as pet, teaching her about magic, the supernatural and the structure of the three Realms. It chose her because she was kind and had the capacity to be courageous, even if she hadn't discovered her courage yet.

Today, the Pretty Soldier is a veteran in the hidden war against evil. She's an attractive Japanese woman in her early 20s, dressed in a sailor's fuku so brilliant and vibrantly colored it may as well been woven from light itself. Her bleached hair, worn in complex buns and twintails, and make up are beyond perfect, even in the heat of battle. She carries a magical wand crested with cut crystal in her birth sign and carries an heirloom naginata once owned by a brave female samurai. She is soft spoken and extremely compassionate to victims sometimes to her

detriment. She's let more than one monster escape because she chose to heal and comfort a terrified mortal rather than give chase.

Pretty Armies

Pretty Soldiers often fight in small teams of 4-6 magical girls. Merely by changing out her favored weapons and associated Weapon Focus feats, you can differentiate different Pretty Soldiers. Typically, each Pretty Soldier wields an archaic melee weapon and either a magical wand, enchanted shuriken or shortbow as a ranged weapon, though some may carry magical shields instead of a ranged weapon.

Pretty Soldiers rarely use guns or high-tech weapons, though a magical girl associated with the gunslinging *Eyrines Sisterhood* might break this unspoken rule. You can swap out a few skill ranks for further customization: Computer Use, Heal and Perform (dance) are purely flavorful skills that can be altered with little effect on the Pretty Soldier's combat prowess. Finally, changing the Pretty Soldier's associated familiar makes her feel unique: Spark Foxes and White Pollen Rabbits make great familiars, and a Child Familiar can represent a chibi kid sister who follows her heroic *sempai* around.

Sentai Ranger – CR 4

Medium LG Humanoid (human) Fighter 5
XP 1,200

Init +1 **Senses** Perception +7

Languages English, Japanese or one other Earth language of choice

Defense

AC 14 **Touch** 12 **Flatfooted** 12 (+1 DEX, +1 dodge, +2 armor)

HP 5d10 +15 hp (47 HP)

FORT +7 **REF** +2 **WILL** +3

Defensive Abilities Bravery +1

Offense

Spd 30 ft

Melee +10/+5 long sword (1d8+5 slashing, 20/x2)

Ranged +8 spacer's blaster (2d6+1 fire, 20/x2, 50 ft range increment, semi-auto)

Special Qualities Armor Training 1, Weapon Training 1 (pistols)

Statistics

Str 19 **Dex** 13 **Con** 16 **Int** 14 **Wis** 15 **Cha** 12

Base Atk +5 **CMB** +9 **CMD** 20

Feats Dodge, Mecha-Kaiju, Power Attack, Predatory Mecha-Kaiju, Sentai Transformation, Weapon Focus (long

sword)

Skills Acrobatics +6, Climb +9, Diplomacy +8, Drive +2, Knowledge (tactics) +8, Perception +7

Gear mwk. longsword, +1 spacer's blaster of infinite ammunition, Morphing Token

Ecology

Environment any

Organization usually found as part of a multi-colored Sentai squad of 4-6 fellow heroes

Treasure standard (including gear)

Special Abilities

Mecha-Kaiju (SU)

As a full round action, the Sentai Ranger can summon their Mecha-Kaiju. The Mecha-Kaiju can operate for up to five minutes per day. This duration need not be consecutive, but must be taken in one minute increments.

The Sentai Ranger's Mecha-Kaiju is a gigantic robotic dinosaur resembling an armored T-Rex bristling with claws, blasters and futuristic sensors. In Mecha-Kaiju form, the Sentai Ranger has the following modified stat-block.

Sentai Ranger – Mecha-Kaiju Rex Form

The following stat-block represents the Sentai Ranger when they summon their Mecha-Kaiju.

Size and Type Large Construct (mecha)

Init +3 **Senses** Lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +7

Languages English, Japanese or one other Earth language of choice

Defense

AC 23 **Touch** 13 **Flatfooted** 19 (-1 size, +3 DEX, +1 dodge, +10 armor)

HP 5d10 +15 hp +50 bonus HP (97 HP)

Damage Reduction 5/magic

FORT +7 **REF** +4 **WILL** +3

Defensive Abilities Bravery +1

Immune Suffocation, radiation, vacuum (Space Suit)

Offense

Spd 60 ft

Melee two +12 claws (2d8+8 slashing, 19-20/x2)

Ranged +8 basic laser cannon (2d10 fire, 19-20/x2, 50 ft range increment, single shot)

Special Attacks Rake (two claws, 2d8+8 slashing)

Special Qualities Armor Training 1, Weapon Training 1 (pistols)

CMB +14 **CMD** 26



Sentai Transformation (SU)

As a move-equivalent action, the Sentai Ranger can brandish their Morphing Token and transform into their Sentai Identity. This stat-block assumes the Sentai Ranger is in their Sentai form. The attribute bonuses provided assume the character chose the Red Sentai Spectrum Role. If you want a Sentai Ranger of a different color, just modify the ability scores as desired.

(Or don't, since nobody sees behind the GM's screen anyway, and in this version of the Sentai rules, no abilities are restricted by color.)

Nature

The Sentai Ranger represents a competent young Sentai hero. The Sentai Ranger is assumed to have a Red Spectrum Role, and matching Mecha-Kaiju, but if you want to change colors, that's an easy modification to make.



MINIONS AND MASTERMINDS

This mini-bestiary provides a few modular stat-blocks that will be very useful in a Sentai campaign. The *Sentai Minion* is a modular humanoid enemy for Sentai heroes to bash in large numbers. When the heroes hit high enough level the *Sentai Minion Horde* provides an even greater challenge. Finally, the *Sentai General Template* turns any high-level opponent into a Sentai master-villain – complete with the ability to turn into a Kaiju just when the heroes think they’ve got the upper hand. Several examples of the Sentai General Template are provided as ready-to-use boss monsters for your campaign.

Sentai Minion – CR ½

Medium CN, CE, NE or LE Monstrous Humanoid
XP 200

Init +1 **Senses** Lowlight vision, Darkvision 60 ft, Perception +0

Languages usually speaks one language of choice, often Abyssal, Draconic, English, Japanese or another of the

game master’s choice

Defense

AC 15 **Touch** 12 **Flatfooted** 13 (+1 DEX, +1 dodge, +3 natural)

HP 1d10 +1 hp (7 HP)

FORT +1 **REF** +3 **WILL** +2

Offense

Spd 35 ft

Melee +3 slam (1d6+2 bludgeoning, 20/x2)

Statistics

Str 14 **Dex** 13 **Con** 13 **Int** 7 **Wis** 10 **Cha** 9

Base Atk +1 **CMB** +3 **CMD** 14

Feats Dodge, Power Attack

Skills Acrobatics +5, Climb +6, Stealth +5

Ecology

Environment any

Organization individual Minions are usually found in packs of 3d4; larger groups are best represented by Minion Hordes

Treasure incidental

Special Abilities

Odd Nature (EX)

Sentai Minions are created from a random assortment of household goods, animals, concepts and other oddities. Typically, each master villain has their own individual Sentai Minions, each with their own look and capabilities.

Roll 2d20 on the Sentai Gimmick chart on page XXX. The Sentai Minion gains both these random powers, and their appearance reflects the combination of the two concepts. Duplicated effects are cumulative. You can also roll a third D20 on the “Cosmetic Theme” chart if you need some additional visual inspiration – these elements have no game play effects, just serve to make your monster GROW....grow into something even weirder looking!

Nature

For gamemasters, roll up a suitably distinctive Minion, and use these minions at least once a session, and probably more for an entire campaign. Overuse these minions, until the players start getting bored with them, familiar with every power they can bring to bear. After a few episodes of a Sentai show, the heroes are all old hands at taking down the villain’s thugs – your players should be equally proficient.

Sentai TV shows usually changed the costume designs for their minions once per season. You might consider changing the appearance and tactics of your minions each time the player characters gain a new level.

Finally, regardless of their statistics, or the base creature used, Sentai Minions look only like what the game master decides they look like. Some suggested themes for Sentai Minions in your campaign include:

D12	Major Look for the Sentai Minion	Unusual Details	Minion Quirks
1	Hulking, muscular baboon men	Wears scrap armor made from junked cars and trucks	Never aid another, all fight individually
2	Skeletons made out of silver or steely metal	Equipped with gear similar to a Roman Legionnaire’s	Speak in enigmatic Haiku while fighting
3	Humanoid ninjas with grey skin and black armor	Weapons and armor are glowing, hardlight constructs	Speak in a sing-songy chorus
4	Seven foot tall sabertooth tiger Anthros	Carries a massive trident the size of a grown man	Clever enough to take loved ones or innocents as hostages
5	Muscular four armed wrestlers	Wields a gigantic flaming warhammer	Always leave a calling card at their crime scenes
6	Turbaned and masked djinni	Armor is decorated with a playing card theme	Even more cowardly than the usual Sentai Minion
7	Goblins with Halloween masks	Drips water, acid or other strange fluid	Always leave a few minions in reserve to report back to the boss
8	Humanoid soldiers in fascistic uniforms	Carries futuristic weapons	Spies on the heroes in their civilian IDs
9	Bipedal shark-people	Explodes into confetti and sparkles when destroyed	Always gang up on the most wounded Sentai Hero and go for the kill
10	Carnivorous were-plants	Surrounded by swirling black fog	Never attack at night/always attack at night
11	Living man-shaped shadows	Uses elemental fire or ice as a weapon	Repulsed by music
12	Misshapen humanoids with weapons for hands	Wields Stone Age weaponry	Terrified of magic or energy weapons

- Fully masked humanoids wearing red and black armor with a playing card motif. More powerful minions in this set resemble Jacks, Queens and Kings and have more colorful armor.
- Rock-like, heavily armored humanoids made of coal or granite that shatter explosively when destroyed.
- Black bodied humanoids with golden, pyramidal helmets, who carry a flaming crook and flail.
- Feral werewolf like monsters dressed in unusually colorful chainmail.
- Fast and agile ninja-like minions that resemble Tengu

from Japanese myth.

- Robotic thugs equipped with energy axes.
- Empty suits of armor equipped with both ancient and modern weapons.
- Dull witted mini-golems made of grey clay that turn to mud when they die.

Inspiration: Quick Roll Sentai Minions

You might need some inspiration to match the weird, imaginative costume designs of long running sentai series like *Ultraman* and *Kamen Rider*. Use the chart on page 54 to generate a random 'look' and theme the endless legions of Sentai Minion thugs you'll send to bedevil the heroes.

Sentai Minion Horde – CR 9

Gargantuan CE Humanoid (orc, swarm)

XP 6,400

Init +4 **Senses** Darkvision 60 ft, Perception +0

Languages one language of choice, often Abyssal, English, Draconic or Japanese

Defense

AC 11 **Touch** 7 **Flatfooted** 9 (-4 size, +1 DEX, +4 armor)

HP 14d8 +56 hp (119 HP)

Fast Healing 10 (epic or mythic)

FORT +11 **REF** +5 **WILL** +4

Defensive Abilities Swarm Traits (see modifications below)

Vulnerable Area Effect Attacks

Offense

Spd 40 ft

Melee swarm damage (4d6+6 slashing plus Bleed 4 and grab)

Melee +10 concentrated attacks (4d6+6 slashing plus Bleed 4 and grab)

Special Attacks Constrict (4d6+6 slashing)

Statistics

Str 23 **Dex** 13 **Con** 16 **Int** 7 **Wis** 10 **Cha** 11

Base Atk +10 **CMB** +20 **CMD** 32

Feats Dodge, Power Attack, Toughness

Ecology

Environment any

Organization usually solitary, or accompanying a Sentai General as their army

Treasure standard

Special Abilities

Against an Army (EX)

The Sentai Minion Horde is allowed to make attacks of opportunity, despite this ability not normally being available to Swarms.

In addition to its Swarm damage, the Sentai Minion Horde can make one additional melee attack per round, at its full attack bonus, per opponent fighting against it, to a maximum of 10 attacks per round.

Horde (EX)

The Sentai Minion Horde is effectively an extremely large Swarm, composed of dozens or hundreds of Medium Humanoids rather than tens of thousands of Tiny or smaller Vermin. It has the Swarm subtype, but some Swarm traits are modified for the Sentai Minion Horde.

The Sentai Minion Horde deviates from the standard rules for Swarms in the following ways:

- The Sentai Minion Horde's Armor Class is based upon the size of the component Horde, and it is vulnerable to physical damage normally. The hundreds of capering mooks that make up the Horde are easy enough to kill individually, but the Horde itself is difficult to disperse.
- The Sentai Minion Horde may make attacks of opportunity with its Swarm Attack, in which case, use the listed melee attack bonus.
- The Sentai Minion Horde is considered to have 10 ft reach, and can threaten opponents within 10 ft of an occupied square.

Odd Nature (EX)

Sentai Minion Hordes are every bit as variable and customizable as individual Sentai Minions. Roll 2d20 on the Sentai Gimmick chart on page XXX. The Sentai Minion Horde gains both these random powers, and their appearance reflects the combination of the two concepts. Duplicated effects are cumulative. You can also roll a third D20 on the "Cosmetic Theme" chart if you need some additional visual inspiration – these elements have no game play effects, just serve to make your monster GROW....grow into something even weirder looking!

Shapeable Area (EX)

The Sentai Minion Horde occupies a total of 36 squares, on a battle mat, but it can shape this number in any way it wishes as a free action. Squares need not be contiguous, as long as there is no more than 30 ft from another component square, and the squares can clearly see and hear one another.

SENTAI GIMMICKS

D12	GIMMICK COLUMN 1	GIMMICK COLUMN 2	COSMETIC THEME
1	Fish (gains Amphibious subtype, Swim +8 and Swim Speed 30 ft)	Tiger (replace melee attack line with two +3 claws (1d6+2 slashing, 19-20/x2))	Old-timey nurse or candystriper
2	Wild West Revolver (gains ranged attack +2 pistol (2d6 ballistic, 20/x2, 50 ft range increment, single shot only, unlimited ammo)	Igloo (gains Cold Immunity, adds +1d6 Cold damage to melee attacks)	Golden Age of Piracy
3	Ninja (gains Stealth +7, increase DEX by +4)	Football Player (increase STR by +4, gains a mwk. volley ranged attack: +3 volley, 2d8+2 bludgeoning, 20/x2, 50 ft range increment, single shot)	Pseudo-Egyptian flavoring
4	Viking (gains a mwk. great axe, change melee attack line to +4 great axe (1d12+3 slashing, 20/x3))	Ape (increase CON by +4, gains a Climb speed of 30 ft, increase Climb to +12)	Evil Knight
5	Computer (increase INT by +4, gains Computer Use +4, Knowledge (any one) +4)	Rock (increase natural armor bonus to AC to +8)	Featureless, blobby monster made of clay or mud
6	Wood (becomes immune to Bludgeoning damage)	Playing Card (+1 luck bonus on all attack rolls, skill checks and saving throws)	Bathroom fixtures and household appliances
7	Octopus (gains Multiattack and two additional slams at same attack bonus)	Winged (gains Flight speed of 120 ft, average, Fly +8)	Outdated consumer electronics
8	Tarot Card (use Summon Monster I as spell-like ability, 3x/day, CL 5 th , Concentration +4)	Gold/Jewels (use Unnatural Lust, W-DC 12, as spell-like ability, 3x/day, CL 5 th , Concentration +4)	Bar and liquor themed
9	Dragon (gains Breath Weapon, 30 ft line, 3d6 energy of GM's choice, R-DC 12 half, usable every 1d4+1 rounds)	Engine Block (become immune to critical hits, stunning, ability score damage/drain)	Wild West outlaw
10	High End Sports Car (increase base land speed to 60 ft, gains Run as racial bonus feat)	Rubber (gain Elasticity as a bonus feat)	Samurai!!!
11	Telephone (perceive unencrypted radio/television and wifi signals, use <i>Comms Intercept</i> at will as spell-like ability)	Giant Eye (gain All-Around Vision, Perception +8)	High school/teen movie clichés
12	Athletic Equipment (gains +2 STR, +2 DEX, +2 CON)	Medical Equipment (Gains Fast Healing 3/acid, fire)	Exotic predatory animals
13	Oven (gains Fire Immunity, adds +1d6 Fire to melee attacks)	Ballistic Vest (becomes immune to Ballistic damage)	Exotic herbivores
14	Wasp (melee attacks inject Giant Wasp Venom)	Boom Box (gains +2 sonic beam ranged attack (2d10 sonic, 20/x2, 50 ft range increment; target is deafened for 1d4 rounds, F-DC 12 negates)	1950s hotrodder/greaser
15	Anchor Chain (target hit by melee attack is <i>held</i> for one round, F-DC 12 negates)	Siren (use Shatter, DC 11, once per day)	Space vehicles and travel
16	Grave Marker (inflict 1 negative level with melee attack, F-DC 12 negates, becomes immune to Negative Energy)	Fireworks (gains the Death Throes quality, 10 ft burst, 3d6 fire, R-DC 12 half)	Slot machines and casino games
17	Bulldozer (cannot be tripped, repositioned and ignores difficult terrain)	Children's Toy (gains a +8 bonus on Diplomacy checks against children and a +2 deflection bonus to AC when adjacent to any child)	Construction equipment
18	Spider (use <i>Web</i> at will as a spell-like ability 1x/day, R-DC 12)	Two Heads (immune to Vorpal weapons, gains +4 bonus on Perception checks and +2 racial bonus on WILL Saves)	Military equipment/ soldiers
19	WWII Propaganda Poster (attacks gain the Bane property vs Japanese Humans)	Astronomy Equipment (gains +2 on attack rolls, skill checks and saving throws at night)	Playground equipment
20	Microscope (increase INT +4, gains a +8 racial bonus on Perception checks)	Fancy Hat of Some Kind (gains Intimidate +4, gains Dazzling Display as a bonus feat)	Trains

Nature

A remorseless horde of Sentai Minions can be a dangerous threat to life and liberty. These monsters attack in vast swarms that stretch across the horizon, and only very experienced Sentai adventurers, fighting with fully powered-up Mecha-Kaiju stand a chance against the onslaught.

THE SENTAI GENERAL TEMPLATE

The true villains of a Sentai campaign can hail from any planet in the Multiverse, drawn into conflict with the heroes in furtherance of great and cruel schemes. These colorful, egotistical masterminds soften up the Sentai heroes with waves of Sentai Minions and Minion Hordes before taking the battlefield themselves. Sentai Generals are beyond the capability of ordinary police or military to defeat, and it requires a well-equipped Sentai to bring them to justice, because when they're initially defeated, they only get more dangerous! They grow to city-shaking size before rampaging across the world in pursuit of their mad goals.

- **Challenge Rating** Increase the base creature's Challenge Rating by +5.
- **Available To** This acquired template may be added to any Dragon, Humanoid, Monstrous Humanoid, Outsider or Undead with at least 10 Hit Dice. The creature gains the Augmented and Kaiju subtypes, even in its smaller 'ordinary' form.
- **Size** If the base creature is size Medium or smaller you may increase it to at Size Large or leave it as a creature of its base size.
- **Armor Class** The Sentai General gains a +4 natural armor bonus to Armor Class.

Kaiju Resurrection (SU)

When the Sentai General is reduced to 0 HP it is slain, or immediately destroyed, but immediately undergoes a startling transformation. At initiative count 0 on the round it was slain, it rises again with full Hit Points as a Kaiju. This transformation lasts for up to five minutes; if the Sentai General is still alive at the end of this time, the effect ends and the Sentai General returns to its normal form at its current HP total. The Sentai General cannot undergo a Kaiju Resurrection more than once per month. If slain again before this period elapses, it dies normally.

The Sentai General grows to size Colossal, gains a +24 enhancement bonus to STR and a -8 penalty to DEX, to a

minimum of 1 DEX. The Sentai General gains the Kaiju subtype and undergoes the following changes, for the spell's duration.

The Sentai General gains DR 20/epic, and its attacks count as epic and magic for the purpose of overcoming damage reduction. The Sentai General gains Darkvision 600 ft and Fast Healing 30. For the spell's duration, the Sentai General becomes immune to ability score damage and drain, death effects, disease and fear. The Sentai General gains Resist 30 against acid, cold, electricity, fire, negative energy and sonic damage for the effect's duration

The Sentai General gains the *Ferocity*, *Massive* and *Hurl* *Foe* universal monster abilities while in Kaiju form.

Odd Nature (EX)

Like all Sentai creatures, the Sentai General is a unique and quirky assembly of random themes, with a surreal and piecemeal appearance.

Roll 2d20 on the Sentai Gimmick chart on page XXX. The Sentai General gains both these random powers, and their appearance reflects the combination of the two concepts. Duplicated effects are cumulative. You can also roll a third D20 on the "Cosmetic Theme" chart if you need some additional visual inspiration – these elements have no game play effects, just serve to make your monster GROW... grow into something even weirder looking!

Increase any saving throws according to the following formula: $10 + \frac{1}{2}$ the base creature's Hit Dice + its CON modifier. If the Dragon Breath Weapon is rolled, increase damage to $\frac{1}{2}$ Hit Die; scale other numerical effects similarly to suit the creature's adjusted Challenge Rating.

Summon Minions (SU)

The Sentai General gains the following Summon abilities, with a caster level equal to its Hit Dice.

At Will – Quickened Summon (3d6 Sentai Minions, 100%)

1x/day – Summon (1 Sentai Minion Horde, 100%)

Scouting Minions (SU)

The Sentai General can scry, as the spell, upon any Sentai Minion or Minion Horde under its command. It is considered extremely familiar with any area the Minions or Minion Horde have visited for the purpose of effects such as teleportation.

EXAMPLE SENTAI GENERALS

The following stat-blocks represent a few unique master-minds in both their normal-sized and kaiju-scale forms! Each of these creatures got randomly rolled Sentai Gimmicks to make them even more memorable, so.... Go, go, kick their asses!

- General Pig Iron (*Nalfeshnee Demon, B1*)
- Lady Steam Belle (*Fire Giant, B1*)
- Maria Malice (*Psyren Opener of Ways, from Horrors of the Multiverse*)
- Ringside Crusher (*Demon Beast Grappler, from Black Bestiary II*)

General Pig Iron – CR 19

Huge CE Outsider, chaotic, demon, evil, extraplanar, kaiju
XP 204,800

Init +5 **Senses** Darkvision 60 ft, true seeing, Perception +21

Languages Abyssal, Celestial, Draconic, *telepathy* 100 ft

Aura Unholy Aura (W-DC 23)

Defense

AC 33 **Touch** 13 **Flatfooted** 32 (-2 size, +1 DEX, +20 natural, +4 deflection)

HP 14d10+12d6 hp (203 HP)

FORT +22 **REF** +9 **WILL** +21

Damage Reduction 10/good

Immune Electricity, poison, critical hits, ability score damage/drain, stunning

Resist Acid 10, Cold 10 Fire 10 **Spell Resistance** 25

Offense

Spd 30 ft, **Flight** 40 ft (poor)

Melee +23 bite (3d8+11, 19-20/x2) plus two +23 claws (2d6+11, 20/x2) plus +25 unholy greataxe (2d10+15 slashing, 20/x3)

Spellcasting Spell-Like Abilities (CL 12th)

Concentration +17)

Constant – true seeing, unholy aura (W-DC 23)

At will – call lightning (R-DC 18)

- feblemind (W-DC 20)
- greater dispel magic
- slow (W-DC 18)
- greater *teleport* (self plus 50 lbs. of objects only; considered familiar with any place its Sentai Minions have been)
- quickened Summon (3d6 Sentai Minions, 100%)

1/day – summon (1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

- summon (1 Sentai Minion Horde, 100%)

Statistics

Str 32 **Dex** 13 **Con** 29 **Int** 23 **Wis** 22 **Cha** 20

Base Atk +14 **CMB** +27 **CMD** 42

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifiers** +8 on Perception

Gear +2 unholy greataxe

Ecology

Environment any (Abyss)

Organization usually accompanied by Sentai Minions of various kinds

Treasure standard

Special Abilities

Kaiju Resurrection (SU)

When General Pig Iron is reduced to 0 HP it is slain, or immediately destroyed, but immediately undergoes a startling transformation. At initiative count 0 on the round it was slain, it rises again with full Hit Points as a Kaiju.

This transformation lasts for up to five minutes; if General Pig Iron is still alive at the end of this time, the effect ends and the Sentai General returns to its normal form at its current HP total. General Pig Iron cannot undergo a Kaiju Resurrection more than once per month. If slain again before this period elapses, it dies normally.

General Pig Iron – Kaiju Form

In Kaiju Form, General Pig Iron uses the following modified stat block.

Size Colossal

Senses Darkvision 600 ft, true seeing, Perception +21

Aura Unholy Aura (W-DC 23)

Defense

AC 24 **Touch** 4 **Flatfooted** 24 (-8 size, -3 DEX, +20 natural, +4 deflection)

HP 14d10+12d6 hp (203 HP)

Fast Healing 30

FORT +22 **REF** +6 **WILL** +21

Damage Reduction 20/good or epic

Immune Electricity, poison, critical hits, ability score damage/drain, stunning, death effects, disease, fear

Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

Spell Resistance 25

Offense

Spd 30 ft, **Flight** 40 ft (poor)

Melee +29 bite (3d8+23, 19-20/x2) plus two +29 claws (2d6+23, 20/x2) plus +31 unholy greataxe (2d10+31 slashing, 20/x3)

Special Attacks Hurl Foe

Special Qualities Massive, Ferocity

CMB +45 **CMD** 49

Scouting Minions (SU)

General Pig Iron can scry, as the spell, upon any Sentai Minion or Minion Horde under its command. General Pig Iron is considered extremely familiar with any area the Minions or Minion Horde have visited for the purpose of effects such as teleportation.

Unholy Nimbus (SU)

Three times per day, as a free action, General Pig Iron can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body.

One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 WILL Save or be dazed for 1d10 rounds as visions of madness hound it. The Save DC is CHA-based.

Nature

*General Pig Iron uses a Nalfeshnee Demon (B1) as the base creature. He randomly rolled the **Viking** and **Engine Block** qualities from the Sentai Gimmick chart. Given the creature's high CR and demonic nature,, I gave him a +2 unholy greataxe rather than a masterwork quality one.*

This stubborn and dangerously fearless Sentai General looks like a fifteen foot tall pig-man with skin of hammered, gunmetal grey steel. His bulging stomach is a high-performance V-8 engine, pistons pumping and blue flames belching almost musically. Two spiraling horns made from motorcycle handlebar assemblies rise from the crest of his great helmet, adding significantly to his height. Black steel wings with silver feathers, which appear comically small against his massive bulk rise from his shoulders.

While General Pig Iron likes softening his victims up with hordes of Sentai Minions as much as the next Sentai General, once he gets stuck in to actual combat, he never retreats. General Pig Iron is an overconfident bully, and even though he's technically a genius, this genius never really trickles down to actual tactics. He prefers simple brute force, and is easily tricked, and even more easily goaded into a rage.

Lady Steam Belle – CR 15

Large LE Humanoid (fire, giant, kaiju)

XP 51,200

Init -1 **Senses** Lowlight vision, Perception +14

Languages English or Japanese, Giant

Defense

AC 25 **Touch** 8 **Flatfooted** 25 (-1 size, -1 DEX, +8 natural, +9 armor)

HP 15d8 +75 hp (142 HP)

FORT +15 **REF** +5 **WILL** +10

Defensive Abilities Rock Catching

Immune Fire

Vulnerable Cold

Offense

Spd 40 ft (30 ft in armor)

Melee +23/+18/+13 greatsword (3d6+16 slashing, 20/x2) or two +21 slams (1d8+10 bludgeoning, 20/x2)

Ranged +11 rock (2d8+15 bludgeoning plus 1d6 fire, 20/x2, 120 ft range increment)

Spell-Like Abilities (CL 15th, Concentration +17)

At Will – *Quickened* Summon (3d6 Sentai Minions, 100%)

1x/day – Summon (1 Sentai Minion Horde, 100%)

Statistics

Str 31 **Dex** 9 **Con** 21 **Int** 10 **Wis** 14 **Cha** 10

Base Atk +11 **CMB** +22 **CMD** 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword)

Skills Climb +15, Craft (any one) +9, Intimidate +12, Perception +15

Gear mwk. half-plate, mwk. greatsword

Ecology

Environment any

Organization usually solitary

Treasure standard

Special Abilities

Anchor Chain (EX)

Any creature hit by Lady Steam Belle's melee attack must succeed at a DC 22 FORT Save or be *held* for one round.

Heated Rock (SU)

Lady Steam Belle transfers the heat of her body to rocks as part of an attack action when she throws rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Kaiju Resurrection (SU)

When Lady Steam Belle is reduced to 0 HP she is slain, or immediately destroyed, but immediately undergoes a startling transformation. At initiative count 0 on the round

she was slain, she rises again with full Hit Points as a Kaiju.

This transformation lasts for up to five minutes; if Lady Steam Belle is still alive at the end of this time, the effect ends and she returns to her normal form at her current HP total. Lady Steam Belle cannot undergo a Kaiju Resurrection more than once per month. If slain again before this period elapses, she dies normally.

Lady Steam Belle— Kaiju Form

In Kaiju Form, Lady Steam Belle uses the following modified stat block.

Size Colossal

Senses Darkvision 600 ft, lowlight vision, Perception +14

Defense

AC 15 **Touch** 0 **Flatfooted** 15 (-8 size, -5 DEX, +8 natural, +9 armor)

FORT +16 **REF** +3 **WILL** +7

Damage Reduction 20/epic

Immune the Pinned condition, ability score damage/drain, death effects, disease, fear

Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

Spd 40 ft (30 ft in armor)

Melee +29/+24/+19 greatsword (3d6+28 slashing, 20/x2) or two +27 slams (1d8+22 bludgeoning, 20/x2)

Ranged +6 rock (2d8+27 bludgeoning plus 1d6 fire, 20/x2, 120 ft range increment)

CMB +34 **CMD** 39

Lucky (SU)

Lady Steam Belle is incredibly lucky, and receives a +1 luck bonus on all attack rolls, skill checks and saving throws.

Scouting Minions (SU)

Lady Steam Belle can scry, as the spell, upon any Sentai Minion or Minion Horde under her command. Lady Steam Belle is considered extremely familiar with any area the Minions or Minion Horde have visited for the purpose of effects such as teleportation.

Nature

*Lady Steam Belle uses a Fire Giant (B1) as the base creature. Lady Steam Belle randomly rolled the **Anchor Chain** and **Playing Card** qualities from the Sentai Gimmick chart. I increased the DC of her Anchor Chain ability to better suit her Hit Die.*

Lady Steam Belle is the stereotypical Southern maiden: except that she's 24 ft tall, and made out of a conglomeration of a gleaming brass steam boiler, the ivory white hull of a Mississippi river boat and molten metal cast in womanly form. She wears poofy white petticoats and carries an umbrella, both of which are bedecked with colorful black and red accents in the shape of playing card suits. She talks like Scarlett O'Hara, girlish and polite, even as she pounds her opponents into the dirt.

Lady Steam Belle thinks she is far more intelligent and cultured than she really is. She succumbs easily to flattery and especially to the attentions of a pretty man. Play her right and you can defeat her without throwing a single punch. Like all Southern ladies of the plantation era, she is patronizingly racist – she's learned all the worst lessons of the Old South, even if she was off somewhere conquering planets in the Andromeda Galaxy during the 1860s.

Maria Malice – CR 15

Large N Aberration (Kaiju, Psyren, Psionic) Oracle 11
XP 9,600

Init +1 **Senses** Darkvision 60 ft, Perception +2

Languages Galactic Common, Psyren, *telepathy* 100 ft

Defense

AC 23 **Touch** 18 **Flatfooted** 22 (-1 size, +1 DEX, +4 natural, +4 deflection, +5 armor)

HP 11d8 hp (53 HP)

FORT +3 **REF** +4 **WILL** +9 (+11 vs. charm and compulsion effects)

Spell Resistance 15

Offense

Spd 30 ft

Melee +8/+3 aberration-bane quarterstaff (1d6/1d6 bludgeoning, 20/x2)

Special Attacks Breath Weapon (30 ft line, 5d6 Electricity, R-DC 15 half, usable every 1d4+1 rounds), Death Throes (5d6 Electricity, 10 ft burst, R-DC 15 half)

Spellcasting (CL 11th Concentration +16)

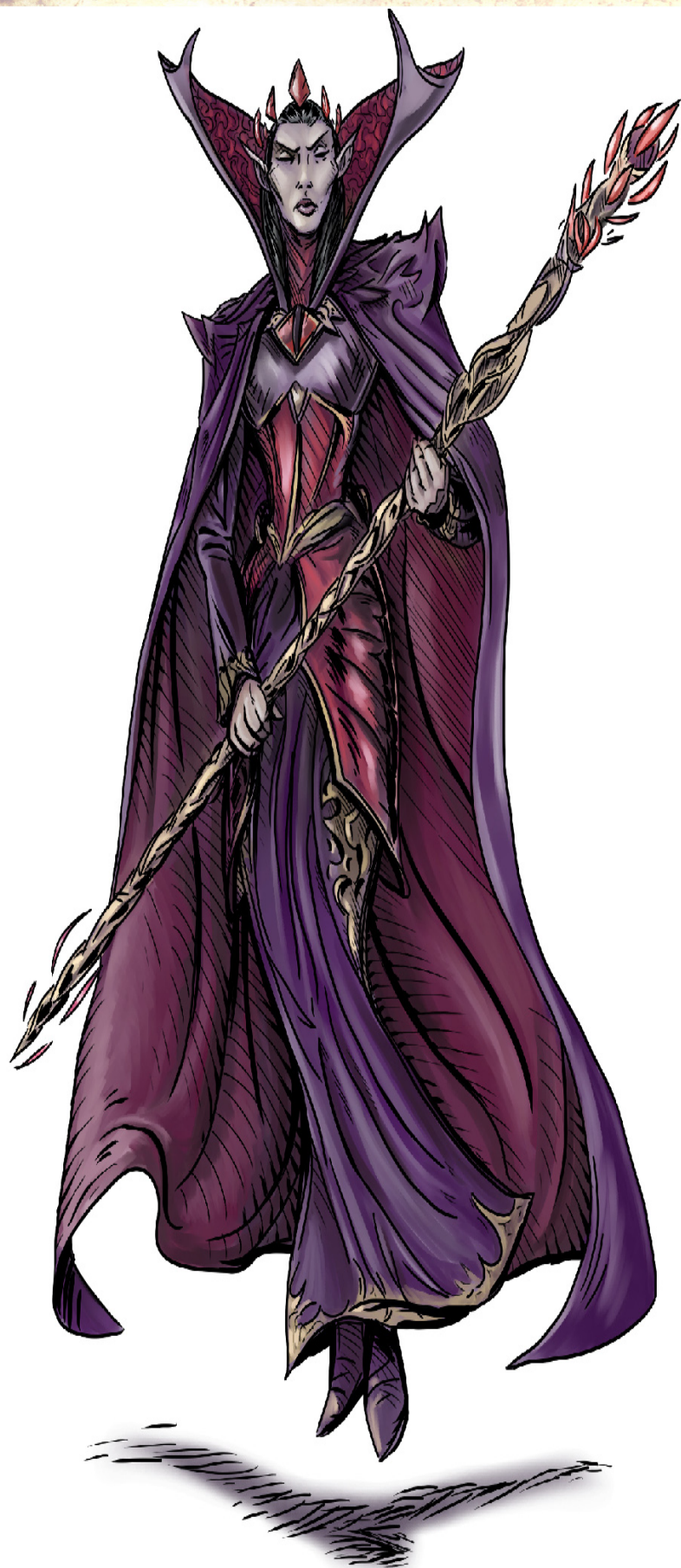
Fifth (5 slots) –overland flight, true seeing, warp envelope*

Fourth (7 slots) – dimensional anchor, kiss of The Flier* (F-DC 19), rainbow pattern (W-DC 19), restoration

Third (7 slots) –cure serious wounds, daylight, edge of Mars*, guiding star, wrathful mantle

Second (7 slots) –calm emotions (W-DC 16), gravity acclimation*, hypnotic pattern (W-DC 17), make whole, silence, share language

First (8 slots) –atmos field*, color spray (W-DC 16), inflict light wounds, lighten space suit, neurogram (W-DC 16), obscuring mist



Zero – (all DC 15 if applicable) bleed, create water, detect poison, guidance, inspection ready*, light, purify food & drink, read magic, resistance, stabilize

Spell-like Abilities (CL 11th Concentration +16)

At Will – *Quickened* Summon (3d6 Sentai Minions, 100%)

1x/day – Commune (via Star Chart)

- Phantasmal Killer (W-DC 19)
- Summon (1 Sentai Minion Horde, 100%)

Statistics

Str 9 Dex 13 Con 11 Int 15 Wis 14 Cha 20

Base Atk +8 CMB +7 CMD 18

Feats Blindfight, Combat Expertise, Craft Wondrous Items, Starship Operations, Zero G Training

Skills Craft (electronic) +16, Computer Use +13, Heal +16, Knowledge (arcana, the planes) both at +16, Pilot +15 (+20 if pilot linked)

Gear +2 second skin piloting interface of SR 15, ring of protection +4, palmtop computer, mwk electronics kit, various tools and 2d4 potions of choice (mostly cure light wounds, squirreled away for a moment of crisis)

Ecology

Environment deep space or hyperspace

Organization solitary

Treasure standard (including gear)

Special Abilities

Blessing of the Warp Dreams (SU)

Once per day, while aboard any vessel traveling through hyperspace, Maria Malice may place herself into a coma-like sleep, similar to the *stasis* spell. She determines how long she will remain asleep; while in this trance state, the vessel she is traveling on has its travel speed increased by roughly 30%.

Emissary (EX)

Her species are consummate liars and instinctive diplomats. Once per day, when making any Bluff or Diplomacy check, Maria Malice may roll 2d20 and take the better result. If making a Bluff or Diplomacy check involving her sexual favors, the Maria Malice receives a +2 racial bonus on the check.

Interstellar Void (SU)

Maria Malice calls upon the frigid depths of outer space to bring a terrible chill to her enemies. As a standard action, she cloaks one target within 30 ft in void, inflicting 11d6 cold (FORT DC 20 half). Creatures that fail their save are fatigued. She may use this ability twice per day.

Kaiju Resurrection (SU)

When Maria Malice is reduced to 0 HP she is slain, or immediately destroyed, she immediately undergoes a startling transformation. At initiative count 0 on the round she was slain, she rises again with full Hit Points as a Kaiju.

This transformation lasts for up to five minutes; if Maria Malice is still alive at the end of this time, the effect ends and the Maria Malice returns to her normal form at her current HP total. Maria Malice cannot undergo a Kaiju Resurrection more than once per month. If slain again before this period elapses, she dies normally.

Maria Malice—Kaiju Form

In Kaiju Form, Maria Malice uses the following modified stat block.

Size Colossal

Senses Darkvision 600 ft, Perception +2

Languages Galactic Common, Psyren, *telepathy* 100 ft

Defense

AC 19 **Touch** 14 **Flatfooted** 19 (-1 size, -4 DEX, +4 natural, +4 deflection, +5 armor)

HP 11d8 hp (53 HP)

FORT +3 **REF** +0 **WILL** +9 (+11 vs. charm and compulsion effects)

Immune ability score damage/drain, death effects, disease, fear

Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

Spell Resistance 15

Offense

Spd 30 ft

Melee +14/+9 aberration-bane quarterstaff (1d12+12/1d12+12 bludgeoning, 20/x2)

Special Attacks Breath Weapon (500 ft line, 10d6 Electricity, R-DC 15 half), Death Throes (10d6 Electricity, 100 ft burst, R-DC 15 half), Hurl Foe

Special Qualities Ferocity, Massive

CMB +27 **CMD** 33

Real Space Sickness (EX)

Maria Malice is sickly and unsuited for existence in realspace, which is part of the reason she claws fiercely for any chance to enter the rainbow unreality known as hyperspace.

Maria Malice suffers a -2 penalty on D20 rolls and checks while in real space, on the material plane. She does not suffer this penalty in hyperspace or on any other planes.

Scouting Minions (SU)

Maria Malice can scry, as the spell, upon any Sentai Minion or Minion Horde under its command. Maria Malice is considered extremely familiar with any area the Minions or Minion Horde have visited for the purpose of effects such as teleportation.

Spray of Shooting Stars (EX)

As a standard action, Maria Malice can unleash a ball of energy that explodes in a 5 ft radius burst, inflicting 11d4 fire damage (REF DC 20 half), with a 60 ft range. She can fire up to three balls per day; she may fire more than one ball at a time, but creatures caught inside more than one simultaneous explosion take damage only once.

Star Chart (SU)

Maria Malice carries with her an intricate, holographic map of the stars and routes through hyperspace. Once per day, she may spend 10 minutes studying this star chart to gain the benefit of the spell *commune*.

Strong Willed (EX)

Psyren receive a +2 racial bonus on WILL Saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if Maria Malice fails a such a save, she receives another save one round later to prematurely end the effect (assuming the effect has a duration greater than one round). This second save is made at the same DC as the first.

Nature

*Maria Malice uses the Psyren Opener of Ways (Horrors of the Multiverse) as the base creature. Maria Malice randomly rolled the **Dragon** and **Fireworks** qualities from the Sentai Gimmick chart. The Saving Throw DCs of both abilities were increased to suit her Hit Dice.*

Maria Malice is a mean-spirited, cackling mad-woman who wants to take over the entirety of the civilized universe. She's decided, rather arbitrarily to start with Earth and the Moon, and over the course of several failed or pyrrhic campaigns, she's developed a real grudge against the Solar System's Sentai Heroes. She especially loathes Lunars, hating their innate goodness and heroism. Though she'd never admit it to anyone, she's jealous of their beauty and grace as well. She's got a bad habit of choosing true incompetents as her minions and giving them way too much tactical leeway though she can be a surprisingly effective field commander on the rare occasions her ego doesn't get in the way.

Maria Malice appears as a humanoid woman of indeterminate age and ethnicity. Her skin is normally a pale, pastel violet but it flushes a lurid, royal purple when

she's angry. She's angry most of the time these days. She dresses in an elaborate gown of armored silvery metal accented with golden filigree and tangerine-sized jewels that glow with occult light within their hearts. She wears a horned crown so bulky and spectacularly crested she stoops a bit under its massive, ostentatious weight. Her staff of office, which is a symbol of her royal ambitions is a baroque construction of sworls, metallic loops, whorls and inset alien crystals. Plus, it's a little rude to mention it, but she's got a sorta "Madonna-on-tour" thing going on with her breast plate.

Ringside Crusher – CR 16

Huge NE Monstrous Humanoid (evil, kaiju)

XP 76,800

Init +6 **Senses** Perceive unencrypted radio/television and wifi signals, Perception +15

Languages Abyssal, Infernal, Japanese

Defense

AC 34 **Touch** 20 **Flatfooted** 32 (-2 size, +2 DEX, +10 deflection, +14 natural)

HP 14d10 + 84 hp (161 HP)

Damage Reduction 10/good

Regeneration 5 (acid, fire, good)

FORT +16 **REF** +11 **WILL** +7

Immune the Pinned condition

Weaknesses Sunlight Vulnerability

Offense

Spd 50 ft

Melee four +23 claws (2d6+10 slashing, 20/x3) or four +22 *dazing blows* (1d8+15 bludgeoning, 20/x3 plus *dazed* 1d4 rounds, WILL DC 27 half)

Special Attacks Constrict (2d6+10 bludgeoning), Rend (2 claws, 2d6+10 slashing)

Special Qualities Demonic Stance, King of Demon Grapplers, Sunlight Vulnerability

Spell-like Abilities (CL 14th, Concentration +15)

At Will – Comms Intercept

- *Quicken Summon* (3d6 Sentai Minions, 100%)

1x/day – Summon (1 Sentai Horde, 100%)

Statistics

Str 31 **Dex** 15 **Con** 20 **Int** 11 **Wis** 13 **Cha** 12

Base Atk +14 **CMB** +26 (+28 grapple) **CMD** 38

Feats Cleave, Dazzling Display, Great Cleave, Greater Grapple, Great Fortitude, Improved Grapple, Improved Initiative, Intimidating Prowess, Power Attack, Run, Toughness, Weapon Focus (claws)

Skills Acrobatics +17, Climb +25, Intimidate +26, Knowledge (the planes) +10, Perception +15, Perform (bloodsports) +7

Ecology

Environment any

Organization always solitary or accompanying other Sentai Generals

Treasure standard

Special Abilities

Dazing Blows (SU)

As often as every other round, the Ringside Crusher can unleash a barrage of skull-rattling punches rather than slashing claw attacks. If directed at a single target, calculate the damage from all Dazing Blows at the end of the attack sequence, so only the total damage rolled is subject to the target's Damage Reduction, not each individual punch. The target is also *dazed* for 1d4 rounds (REF DC 27 half).

Demon Claws (EX)

The Ringside Crusher's claw attacks are considered magic, chaotically and evil aligned for the purpose of overcoming damage reduction.

Deflecting Musculature (EX)

The Ringside Crusher receives a deflection bonus to Armor Class equal to his STR modifier (+10 or +22 in Kaiju Form).

Demonic Stance (EX)

The Ringside Crusher has mastered the ten thousand obscene combat arts of the Tatakama. As a full round action, the Ringside Crusher can move through a series of horrific martial arts *katas*, which place the creature into a particular stance. While in a particular stance, the Ringside Crusher receives a +10 competence bonus on combat maneuver checks made to use one specific combat maneuver of choice (such as trip, disarm, ect), and on his CMD to resist that maneuver.

The Ringside Crusher can only maintain one stance at any given time. The stance remains in effect until he takes a new demonic stance or falls victim to the combat maneuver keyed to his current stance. The Ringside Crusher's opponents can attempt a DC 20 Profession (athlete or similar) check or DC 20 Knowledge (the planes) check to determine what stance he is currently in.

Kaiju Resurrection (SU)

When the Ringside Crusher is reduced to 0 HP it is slain, or immediately destroyed, but immediately undergoes a startling transformation. At initiative count 0 on the round it was slain, it rises again with full Hit Points as a Kaiju.

This transformation lasts for up to five minutes; if the Ringside Crusher is still alive at the end of this time, the effect ends and the Sentai General returns to its normal

form at its current HP total. The Ringside Crusher cannot undergo a Kaiju Resurrection more than once per month. If slain again before this period elapses, it dies normally.

Ringside Crusher– Kaiju Form

In Kaiju Form, the Ringside Crusher uses the following modified stat block.

Size Colossal

Senses Darkvision 600 ft, perceive unencrypted radio/television and wifi signals, Perception +15

Defense

AC 36 **Touch** 12 **Flatfooted** 36 (-8 size, -2 DEX, +22 deflection, +14 natural)

Damage Reduction 20/good or epic

Regeneration 30 (acid, fire, good)

FORT +16 **REF** +7 **WILL** +7

Immune the Pinned condition, ability score damage/drain, death effects, disease, fear

Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

Offense

Spd 50 ft

Reach 15 ft

Melee four +29 claws (2d6+22 slashing, 20/x3) or four +28 *dazing blows* (1d8+27 bludgeoning, 20/x3 plus *dazed* 1d4 rounds, WILL DC 27 half)

Special Attacks Constrict (2d6+22 bludgeoning), Rend (2 claws, 2d6+22 slashing)

Special Qualities Demonic Stance, King of Demon

Grapplers, Sunlight Vulnerability

CMB +46 (+48 grapple) **CMD** 52

King of Demon Grapplers (EX)

The Ringside Crusher is never considered pinned and can maintain a grapple without gaining the grappled condition himself, by suffering a -10 penalty on the CMB check made to grapple.

Scouting Minions (SU)

The Ringside Crusher can scribe, as the spell, upon any Sentai Minion or Minion Horde under its command. The Ringside Crusher is considered extremely familiar with any area the Minions or Minion Horde have visited for the purpose of effects such as teleportation.

Sunlight Vulnerability (EX)

The Ringside Crusher hails from the sunless, twilight shadows of the Tatakama, and cannot abide Ameretsu's light. The Ringside Crusher suffers 1d8 HP worth of Fire damage per round of exposure to direct sunlight, or 1d4 HP worth of Fire damage in indirect sunlight, or during rainy or overcast days. The Ringside Crusher is considered *shaken* in direct sunlight.

Vorpal Immunity (EX)

The Ringside Crusher is immune to the effects of Vorpal weapons.

Nature

*The Ringside Crusher uses the Demon Beast Grappler (Black Bestiary 2) as the base creature. The Ringside Crusher randomly rolled the **Telephone** and **Two Head** qualities from the Sentai Gimmick chart.*

Four arms, two heads and a half ton of sheer meanness make the Ringside Crusher an especially nasty fight. The Ringside Crusher is always spoiling for a fight, and is an insufferable braggart, constantly boasting of the hits he's handed out and the hits he's taken. Always up for an (un)fair fight, the Ringside Crusher travels the galaxy in search of proud martial artists and superstrong super-warriors to humble, preferring a bit of structure to his violence, favoring MMA-style fighting competitions rather than indiscriminate bloodshed.

The Ringside Crusher is a gigantic, multi-limbed monstrosity that looks like two especially strong, especially ugly space warriors mashed together at the rough centerline of their shared body. The composite monstrosity wears colorful spandex wrestling togs over its scaly, hyper-muscular physique. The creature's two heads are wrapped in announcer's headphones with long radial antenna, and keep up a constant and self-aggrandizing color commentary of any battle the monster is currently fighting.

A New Monster Each Week

Due to the serial nature of Sentai TV shows, their creators were required to come up with a new threat each and every week, sometimes for years. After even just a few seasons, most Sentai shows built up a rogue's gallery that even the longest running American superhero comic would envy.

No matter what base creature you use as your Sentai Generals, you should make the monster as colorful and eye catching as possible. Some suggestions for the appearance of your major villain include:

- A reptile-man with silver scales inscribed with alien runes.
- A glamorous wasp woman with wings of purple fire.
- A monkey faced samurai in gnarled golden armor.
- A fish-like thug armed with a flaming whip and covered in coral armor and carrying a shield made from the wreck of a sunken pirate ship.
- A sphinx-headed giant made of sand-baked bricks decorated with alien hieroglyphs.
- A giant creature whose entire armored body is covered with laser-shooting eyes.

D20	Grandiose Prefix 1	Grandiose Prefix 2	Grandiose Title	Bizarre Goals	Favorite Tactics
1	Black	Cross	Emperor	Destroy the spirit of youth	Summons strange hybrid monsters
2	Dark	Cosmos	Queen	Pollute the planet	Attempts to blow up the sun
3	Solar	Machine	Prophet	Destroy or deform beauty	Deploys advanced military weapons
4	Atom	Fairy	Messiah	Prevent humans from advancing their technology	Powerful necromancy
5	Hell	Empire	King	Romance an important Human or Lunar character	Mind controls innocents
6	New	Death	Lord	Incubate a space-monster in Earth's core	Turns victims into cyber-monsters
7	Demon	Gear	Lady	Retrieve ancient Sentai technology hidden on Earth	Creates evil imposters of the Sentai
8	Dracula	Overload	Empress	Reshape the continents	Improves its monsters' abilities after every fight
9	Comet	Dragon	God-Eater	Crash the Moon into the Earth	Steals the Sentai's technology
10	Hacker	Sun	Killer	Open a gateway to a hellish dimension	Uses storms as weapons
11	Gladius	Victory	Overlord	Hoard and control all the money on-planet	Creates monsters from toys and fairy tale characters
12	Burning	Live	Caesar	Turn humanity into monsters	Kidnaps innocents as human shields
13	Neutron	Gem	Master	Get the entire galaxy drunk or high	Fames heroes for crimes
14	Blood	Lion	Fuhrer	Steal food and luxury goods from the entire planet	Spreads sin and corruption
15	Slayer	Ice	Satan	Gain vengeance on a particular Sentai Mentor	Threatens loved ones
16	Grotesque	Green	Devil	Achieve godhood	Disables human technology and infrastructure
17	Wasp	Thorn	Celeb	Evolve their species to the next evolutionary plateau	Uses wild animals and monsters as weapons
18	Thorax	Lava	Dark Lord	Free their entire species from a dimension where they are trapped	Uses time travel and paradoxes
19	Violence	Thunder	Warrior	Achieve the goals of a more powerful Sentai Mastermind	Turns the power of rock & roll against the heroes
20	Inferno	Sword	Nightmare	Fight worthy opponents and prove superiority	Has legions of cultists and deep-cover minions

SENTAI MASTER VILLAINS

Traditionally, each season of a Sentai television show focuses on the machinations of a single villain, attempting to conquer the Earth and overwhelm its Sentai defenders. These villains are grandiose cosmic tyrants- they boast impressive and inaccessible fortresses or space-platforms

from which to launch their attacks.

Sentai masterminds are known for vaguely ridiculous titles, bizarre and wide-ranging goals, and legions of troops, whose visual and tactical themes reflect their goals. They all – every last one of ‘em – want to conquer. Roll a bunch of D20s and see what kind of uber-villain you end up with.



SENTAI CITY!

Seraphim Cove is designed as a ready-made base of operations for a Sentai adventuring party.

SERAPHIM COVE

Seraphim Cove is a North California community near the Oregon border, an out of the way, obscure small town that would never have made the national news... except for a serious local problem with rampaging **Kaiju**.

Incorporated some years after the Civil War, Seraphim Cove's first inhabitants were farmers and ranchers – many of these historic ranches are still visible and fully staffed. By the turn of the century, Seraphim Cove's settlers had established a few local fisheries and took full advantage of the nautical bounty of the Cove that gave the township its name. Starting in the 1950s, many of the old farms and ranches converted into wineries, grape arbors and orchards. Though things have modernized a bit in the years since, Seraphim Cove has never grown must past its agrarian beginnings. Today, the Cove is home to around 24,000 residents, including a secretive community of **Lunars**, who have lived in the Cove since its founding.

This settlement stat-block incorporates options found in *Cityscapes* (Otherverse Games, 2011).

Seraphim Cove, California

NG Large Town

Corruption -2; **Crime** -1; **Economy** -1; **Law** +0; **Lore** +2; **Society** +0

Qualities

- **Holy Site** (*Though most locals don't know about it, the **Silver Temple** guides and protects the town. Unconsciously, the townfolk try to live up to the Temple's lofty ideals.*)
- **Rumormongering Citizens** (*Locals know about every personal crisis de jure almost as soon as the participants do, and can't help but offer advice and assistance, whether or not it's wanted.*)
- **Rural** (*Seraphim Cove retains much of its ranch-land character, and is a pocket of 50s ambience trapped in the 1990s.*)

Danger +0

Demographics

Government *Representative Democracy* (Mayor Llewellyn Ravenhart)

Population Roughly 24,000 (78% Human, 14% Lunar, 5% Adventure Princess, 3% other, including a handful of Light Cyborgs and Anthros)

Notable NPCs

The Bad

Dante Broca (*LE male Lunar Combatant 8 – only pride*

keeps him from the ultimate betrayal of the Lunar Empire)
Lucas Killney II (NE male Human Wizard 15 – the ultra-conservative school board asshole who is really an immortal wizard with a passion for creating Kaiju)

The Good

Grand Duchess Titanium (LG venerable female Lunar Cleric 15 – known to locals as wealthy heiress Sylvia Silverstone who owns the local mall and about half the town)

Mayor Llewellyn Ravenhart (NG male Human Druid 12 – New Age book store owner who's become a surprisingly effective local politician)

Colby Brennan (secretly a mournful immortal, openly a functional alcoholic)

Marketplace

Base Value 2,000 gp; **Purchase Limit** 10,000 gp;

Spellcasting 7th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

The Silver Temple

Centuries before Europeans reached the New World, a Lunar expedition was dispatched to the redwood forest that would eventually become incorporated as part of *Seraphim County*. The Lunars were seeking a powerful energy source detected from the moon. Guided to the site by members of the indigenous *Kahosadi* and *Yurok* tribes, the Lunars discovered a massive mega-structure buried beneath the forest's floor.

The Lunars soon discovered the cavernous, subterranean structure was an ancient relic of the *Tyrakron Empire*, built by ancient *Battlechangers* long before modern humanity evolved. The Lunars explored much of the massive underground complex, discovering repositories of weapons, vast machine forges, techno-wombs, vehicle garages, and cultural databases, all left behind by the long vanished Battlechangers. What the Lunars never found was a definitive purpose for the structure, nor a real explanation as why it was sealed and abandoned. Eventually, the Lunars began calling the ruin "The Silver Temple", and the name stuck. To protect the Silver Temple and its secrets, the Lunars established a small, discrete presence on Earth.

Aside from a handful of trustworthy humans, chosen from the local tribes, the Lunars kept their discovery a secret

D12	The Secret She Keeps From Her Sentai	D12	The Secret She Keeps From Her Sentai
1	The Lunars slaughtered the ancient Battlechangers to claim the Silver Temple and know all about the Genesis Engine	7	In a better time, she called <i>Maria Malice</i> her sister.
2	The Silver Temple's fusion reactors are running out of fuel and each mission shortens the complex's lifespan	8	The Lunars betrayed their <i>Kahosadi</i> allies in favor of white settlers, who had a higher tech base, resulting in the tribe's near-extinction
3	Each time a Sentai hero morphs, some of their life force is siphoned to keep the ancient Grand Duchess alive a little longer	9	Owns most of the town through dummy corporations and keeps it poor and undeveloped so the Silver Temple won't be discovered
4	Is willing to ally with modern Tyrakrons to finally open the Genesis Engine's vault	10	Knows that if the Genesis Engine activates its energies will sterilize or kill another Psi-Watch species, such as <i>Hard Genes</i> or <i>Anvil</i>
5	Knows that through a time paradox, one of the Sentai's future children will become a galaxy-conquering War Knight or Sentai General and is trying to prevent their conception	11	The eruption of Mt. Saint Helens, in Oregon, was triggered by a system within the Silver Temple
6	Knows that the Silver Temple is leaking mutagenic radiation into the environment, making Mutants and Kaiju more common to the region	12	There is a dramatic flaw in the Sentai's weapons and Mecha-Kaiju that a clever enemy could exploit

from baseline humanity. When white settlers first arrived in the area in the Nineteenth Century, they unwittingly built their community nearly directly above the ancient structure. That decision would prove to have major repercussions a century later, as increasing industrialization activated long dormant Battlechanger systems in the ruin, drawing dangerous new seekers to the Silver Temple.

The Ultimate Secret of the Silver Temple

Fusion-plants and geo-thermal power taps stretch dozens of miles into the living rock of the Earth. The Silver Temple is massive and there are still large sections of the ruin that remain unexplored, almost seven hundred years after its discovery. A sealed deep-vault can only be opened by a *Metal God Battlechanger* with an installed *Circuit Chalice*. Behind thick, nearly indestructible vault doors of some ultra-dense star-alloy, an ancient supercomputer waits, pulsing with stored power that longs for release. The machine is a *Genesis Engine*: if activated, Seraphim Cove becomes the epicenter of a surge of exotic energy that creates countless new Battlechangers from existing, non-sentient machines.

The rebirth of the Battlechanger species was the complex' original purpose. Why this purpose was left unfulfilled is the mystery. All that is known is occasionally the Genesis Machine flares with energy in a build up to true activation. The Lunars can sense, track and triangulate these energies, and so can less benevolent forces. The Sentai Generals and Kaiju that attack Seraphim Cove on a seemingly weekly basis have been attracted by this energy: they might not know what the power-pulse actually signifies, but they can tell that whatever the origin, the Cove hides a potent energy source.

The Lunars of Seraphim Cove

The Lunars maintain a small garrison and scientific outpost at the Silver Temple. The *House of Metals* holds command. Using the ancient machines of the Silver Temple, they built the first Mecha-Kaiju, and the Silver Temple remains a vital military site for the heroic Lunars. Most of the Lunars in Seraphim Cove hail from the House of Metals or a few subordinate houses. Many of the local Lunars live and work in Seraphim Cove, under an assumed human identity, accessing the Silver Temple via short-range teleporters hidden in their homes.

Grand Duchess Titanium (LG venerable Lunar female Cleric 15) has steered the House of Metals since the early 1900s. Her ancestors have studied the Silver Temple for generations, but the Grand Duchess holds an especially deep connection to the temple. She is the first of her line

to realize that one of the rare, mysterious "Metal God" hybrids might be able to open the Temple's sealed vaults, and is actively seeking young Metal God hybrids as potential Sentai members.

In addition to her duties as chief researcher and minor nobility, the Grand Duchess actively leads and trains young Sentai heroes to protect Seraphim Cove. She maintains a cover identity as a quirky but kindhearted older woman and maintains a business in the Cove that allows her close contact with human teenagers. She prefers to recruit Sentai heroes in their teens, choosing young people for the same reasons human militaries do: passion, loyalty and mutability.

Seraphim Cove's humans know the Grand Duchess as *Sylvia Silverstone*, a wealthy, widowed landowner whose family has been a part of the community for generations. As Silverstone, she affects a snobbish, elitist demeanor in public. The Silverstone family owns the local shopping mall, which the Grand Duchess uses as a vantage from which to observe local teens. The Grand Duchess maintains a small armory and teleport-link to the Silver Temple in a hidden chamber just behind the food court pizza joint, accessible only to Sentai adventurers with a functional Morphing Token.

There's a good chance that despite the affection and mentorship she shows her Sentai, the Grand Duchess is keeping a dangerous secret from the team. Roll D12 to find out which secret she's hiding in your campaign.

Kaho-gear

In addition to its mostly Lunar staff, the Silver Temple is maintained by a staff of little robots. These child-sized mechs are sentient Battlechanger drones that fold out of the Temple's walls as needed. They've acclimated perfectly to working with Lunars rather than fellow Battlechangers, but their memory banks hold no additional data on what happened to the originals. Despite their mechanical amnesia, these droids are hard workers and loyal major-domos, even if they often wistfully wish 'the big guys' would come back.

The Temple's droids are collectively referred to as *Kaho-gear* (LG or NG non-gendered Battlechanger or Star Droid Expert 3). Even though their creation long predates the Freegear Rebellion, they've enthusiastically taken to the suffix. These robots have slender, human-scale frames with minimal armor plating. Their heads are crowned with light metal and polymer plating resembling a feathered head dress. These displays are as boldly colorful as a full Sentai.

D8	Ranch Name	Role in Seraphim Cove	Adventurous Secrets
1	Stray Sheep Ranch	“youth ranch” that serves as a campground and activity center in the summers	One of the harvesters has evolved, thanks to radiation leakage from the Silver Temple, into a <i>Wild Machine</i> (Horrors of the Multiverse)
2	Breckenridge Ranch	Has a huge staff of undocumented workers that the owner treats like shit	Surprisingly nothing. This place is exactly what it looks like from the outside.
3	Tomkins Ranch	One of the early adopters of <i>Mayor Ravenhart's</i> plans for a wind farm	The ranch crew have been brainwashed into a worshipful and extremely dangerous cult that serves a Sentai General
4	Yellow Bird Ranch	Shuttered, abandoned and in legal limbo	Against his better judgment, <i>Colby Brennan</i> is using the main building as a training center and HQ for a rookie Sentai he's putting together
5	Murray Ranch	Transitioning from cattle to wine-making	One of the destroyed Mecha-Kaiju of an obscure 19 th Century Sentai is buried in a fallow field, its secrets awaiting discovery
6	McManus Ranch	The ranch's owners have a long-standing and one-sided grudge against the <i>Silverstone Ranch</i> and are trying to buy it out	A slightly more clever than normal cell of <i>Verth</i> (Horrors of the Multiverse) are using the ranch as a secret staging area for an impending invasion
7	Triple Z Ranch	One of the town's major employers	A <i>Black Goat</i> (Nemesis Unleashed II) uses the ranch as the site of its corrupt, faux-pagan cult.
8	Double Dog Ranch	Recently bought out by a Hollywood celebrity who wants it as a discrete second home / vacation get-away	The owner's spoiled brat children want to buy their way into a Sentai, despite being some combination of useless, stupid, mean-spirited and cowardly

For the fishermen, it's a hard life and getting harder. The waters around Seraphim Cove are growing more and more depleted, and the recent surge of Kaiju assaults have made the situation untenable. Many captains have simply abandoned the Cove, either before or after their boats were turned to flotsam by a rampaging monster. The remaining captains have been press-ganged into service as an early warning system for the town. Mayor Ravenhart authorized upgraded radios and sonar for all fishing boats docked in Seraphim Cove,

paid for at the town's expense. The hope is that a captain can give the town a few vital minutes warning before a Kaiju breaches and comes ashore.

Other Local Ranches

The Silverstone Ranch is one of the oldest ranches in the community. Other local ranches can be randomly assembled by rolling 3D8 on the following chart.

Life on the Water

Industrial fishing boats ply the that give Seraphim Cove its name. Fish canneries and processing plants cover the docks, leaving only a few piers available for cargo. The commercial docks are flanked by private boat slips at each end of the roughly “J” shaped bay. The northernmost docks are more prestigious and pricy, the domain of luxurious fishing yachts owned by Seraphim Cove's wealthiest land-owners. The northern docks open out on a stretch of rocky private beach, where back in the 80s, a particularly troublesome shark decided to follow Aerosmith's advice and eat the rich. The great white killed five beachgoers over the course of two weeks before the harbor patrol shredded it with automatic weapons fire.

The Exile

Dante Broca owns and operates *The Sweet Hitchhiker*, one of the largest fishing boats on the docks. Broca (LE male Lunar Combatant 8) was a common-born Lunar, exiled from his people in the Sixties. Only Broca and the Grand Duchess know what crime he committed, and neither are talking. Broca despises most of the Lunars in Seraphim Cove, the Grand Duchess most of all. If he could get close enough, he'd gladly see her dead. *Maria Malice* and other threats have offered him work spying for them, but he refuses to work for their kind.

As much as he hates the Lunars, the only one he actually wants dead is the Grand Duchess, and he knows Malice is too much of a psychopath to care about collateral damage. Three months back, when one of Malice's underlings



wouldn't take no for an answer, Broca strangled the alien to death and left the corpse on the Grand Duchess' doorstep: lynched from a redwood branch overhanging a supposedly secret entrance to the Silver Temple.

The one mark in Broca's favor is the loyalty he shows to his mostly human crew. Broca takes the screw-ups and drunks that no other boat wants, and under his orders, most of them turn into pretty competent seamen. Or Broca beats the shit out of them before handing them their severance pay.

Subsurface

The *Tyrakron Empire* has established a listening post on the sea bed several nautical miles outside Seraphim Bay, in the cold Pacific. The fearsome and pragmatic *Trithion* (use the *Tyrakron City Commander* stat-block, *Horrors of the Multiverse*) commands the detachment. His *Nautikrons* are a small cadre of deep-water assault specialists built using a variety of Tyrakron statblocks. Like Trithion himself, all his Nautikrons have been modified so their alt-modes are uniformly sea-class.

Trithion is tasked with claiming the *Silver Temple* for the

Tyrakron Empire, and to that end, the warlord has made an alliance of convenience with *Maria Malice*. Unlike many of the glory-seekers and would-be conquerors who've come to Seraphim Cove, Trithion knows exactly where his target lies and what it can do. He's made sure that Malice can't say the same, feeding her lies, and letting her throw away her forces in vain frontal assaults. Meanwhile, his Nautikrons watch and wait. As soon as the useful idiot Malice causes a crisis major enough to empty the Temple of guardians, they'll make their assault.

The Tyrakron Empire considers Trithion one of its most dependable operatives. His superiors know that while Trithion is slow to act, when he finally does move, his plans are often flawlessly executed. They do not know that Trithion does not intend to claim the Silver Temple in the Empire's name. He has gone quietly mad, and worships the *Umbra Nemesis*, a terrifyingly nihilistic Battlechanger deity. There is a ritual that his cult has held secret for a million years and more. Touch a Genesis Engine correctly and end the Battlechanger species.

Trithion knows it's best to be patient when contemplating genocide.

Robo-Shark II: The Revenge

The Tyrakron mercenary *Shredhammer* (LE non-gendered Battlechanger Rogue 5/Ranger 4) recently arrived on Earth, accepting a vital, off-the-books job from Trithion. Shredhammer specializes in capturing organic prey, and has a nasty reputation among galactic bounty hunters for unnecessary brutality. When the wanted poster says 'dead or alive', Shredhammer always and enthusiastically chooses 'dead'. Trithion is paying the robotic bounty hunter a premium for a little bit more discretion.

Shredhammer has been modified for an organic Primitive alt-mode: a massive hammerhead shark. Under orders, he's been recreating the shark attacks that plagued the community in the early 80s. Most of his attacks are random murders of beach goers, intended solely to conceal his motives. When Shredhammer's specialized sensors detect a beach goer with the rare *Metal God Heritage*, the shark-robot moves in, faking a lethal attack and swallowing its prey whole and intact, quickly ferrying them alive to the Tyrakron fortress for brainwashing and experimentation their. He's already live-captured two young Metal Gods, and killed a dozen more swimmers and surfers, spurring the expected terror and confusion.

Malice's Quarters & Retinue

Maria Malice demanded the largest quarters in the command center as her personal refuge when the two warlords forged their alliance. Trithion made a show of protest and then acquiesced, but only after Malice's quarters were thoroughly bugged. Until her alliance bears fruit, Malice and her retinue spend at least six months out of every year in the Tyrakron's undersea fortress.

When Malice is in residence, she is accompanied by her senior generals, her elite bodyguard, and a small army of servants, maids and hanger-on. Their presence transforms the austere Tyrakron fortress into a surreal Versailles, and the presence of so many humans stretches even Trithion's legendary patience to the breaking point. What the Tyrakron warlord does not realize is that these annoying human servants have thoroughly mined the fortress: a single go-command from Malice and the base goes up in an anti-matter firestorm. Trithion's contemptuous dismissal of humans blind him to the danger these little creatures really pose.

Lady Steam Belle, given her aquatic origins (as a Mississippi steam boat brought to life), often accompanies her mistress when she visits the Tyrakron base. She's the only one of Malice's minions on good terms with any of the Tyrakrons. She's begun a sickingly cute romance with Tyrakron junior officer, *Hydrofang*. The two spend all

their time together, write love poems to one another, giggle and hold hands constantly, often slacking off actual duties to spend time together. Hydrofang is a *Tyrakron Hunter Killer*, modified for a Sea-based alt-mode rather than a Sky-based one.

Seraphim's Schools

Seraphim has a few elementary schools, two junior highs and a single high school.

T.M. Rafferty High School is named for one of the town's founding fathers. History doesn't know that Rafferty was kicked out of an 1870s-vintage Sentai for abject cowardice and racism, though his publicly known biography is nasty enough that the students have been trying to get the place renamed for years. Sentai heroes attending Rafferty High groan inwardly every time his name comes up. The mascot, as expected, is the Fightin' Seraphim, a ridiculous mascot-costumed angel that bears more than a passing resemblance to the corporate mascot of Little Caesar's. Again, the kids want to change things, but the adults won't let them.

Nobody, not even the Grand Duchess herself, realizes that rat-bastard Rafferty is still around. He pretends to be a harmless old man, *Lucas Killney II*, who sits on the Seraphim Cove school board. It's all make-up and illusion, as Rafferty (NE male Human Wizard 15) is as healthy as he was in 1873, the day he was cast out of the *Trailblaze Glory Sentai*. He maintains an occult-tech laboratory beneath the town's oldest and largest graveyard, where he uses his vast knowledge to create monsters for *Maria Malice*. His chief goal is sadism: he likes seeing his monsters hurt Sentai heroes, and if they manage to get a kill, the bitter old man is jubilant for weeks! Unlike Malice, he doesn't want to destroy the Grand Duchess; he prefers picking off individual Sentai heroes more.

Seraphim Cove also has two small colleges, neither of which attracts much national attention.

Yost Community College is a two-year instruction with a decent vocational nursing and pharmacology program. Its campus is a few blocks south of Silverstone Mall, easily accessible to working students. *Cranston University* is a small liberal arts school that dates back to the 1920s. Cranston University is a back-up school for rich California students. Even though the school is typically a second or third choice of college, it does the job well enough, and attracts kids from all across California and Southern Oregon.

The Silverstone Mall

Like most of Seraphim Cove, the town's mall is owned by the Silverstone family. The one-story mall is a relic of the early 1960s, though the interior was renovated into a neon and hot pastel wonderland ten years ago. The Silverstone Mall has almost everything you'd expect from a shopping mall in the early 1990s, and a little less.

Seraphim Cove is still a pretty small town, so its shopping options are a little restricted. There's a few mens' and womens' clothing stores, tuxedo and bridal rentals, a brand-new Suncoast Records, a sporting goods store, a B. Dalton bookstore, a high-end shoe store and a food court. The mall's dollar movie theater does the biggest business of the lot. There's also a kiosk where you can get pictures of your pets airbrushed onto t-shirts and sweatshirts, because of course there is.

Pizza and Sentai

The food court is the real center of teenaged life in Seraphim Cove. A secret complex, hidden in a dimensional space-fold, is accessible from the **Breakrock Pizza Parlor**, and acts as an emergency armor for the Grand Duchess' Sentai heroes. A teleport link allows instant access to the Silver Temple from the mall, handy when a Kaiju attack needs immediate response.

Breakrock Pizza is managed by the quietly traumatized **Tom Wills** (NG male Human Fighter 8), a full-blooded Kohasadi Indian, the only survivor of a failed Sentai a decade ago. Wills walks with a severe limp – his right leg is a prosthetic. (The actual leg became Kaiju-chow.)

D8	Who?	Where?	Why?
1	Princess Thornstrike, a rouge Lunar from the House of Flowers (LE or LE female Lunar Magus 8), disguised as a perky college student	A burger and hot-dog joint in the food court	A spy for Maria Malice , studying local kids in hopes of discovering the secret ID of a Sentai hero
2	Carlos Cruz-Inez, a time traveler from the <i>Othervers</i> America reality (LN male Temporal Angel Rogue 3)	A "Japanimation" geek working at Suncoast	Wanting to discover the secret of Sentai Transformation so their faction can reverse-engineer it
3	Kaiju-obsessed conspiracy theorist Charlie Price (NE male Human Alchemist 3)	The manager at the dollar movie theater	Wants to discover the Sentai's identity to sell it to the media and get rich
4	Local idiot pot dealers Skully and Joe (both CN male Human Rogue 1)	The shoe store	Spies for Puzzle Ops , wanting to keep an eye on the weird happenings in town
5	Tomboyish Melissa "Mel" DeCosta (CG or CN female Human Combatant 1)	Spends a lot of time skating in the parking lot	Is studying Sentai-tech in hopes eventually they'll rise as a new Sentai General!
6	Billy Jefferson, bookish straight-A student (N male Human Smart 2)	The overworked janitor you always see, but never notice	Stalker with a romantic obsession about one of the Sentai
7	Paula Abnett, one of the members of the mayor's coven (NG female Human Acolyte 1)	Changes jobs on bad terms every few weeks, but always mall jobs	Has the Sentai identity as the mysterious Ultra-Star Vigilante , equipped with a violet Sentai Uniform and Mecha-Kaiju
8	Local 'tuner' street racer Tracy "TC" Cole, who doesn't realize they're a Metal God hybrid (N female Human Fast 3)	A cook at the bad Mexican place in the food court	Assigned by the Freegear to keep an eye on weird goings on and assist wherever they can without breaking cover

Though he no longer serves as an active Sentai hero, he's got the wisdom of hard-won experience, and wants current generation Sentai warriors to learn from his mistakes. If asked, Tom Wills can offer good advice, and is good enough with Lunar technology he can repair and upgrade Sentai weapons, though Mecha-Kaiju are far beyond him. He also makes sure that no young Sentai hero in town ever pays for a slice – it's the least he can do.

As much as he respects (even likes) most young Sentai warriors, Wills can no longer fully trust the Grand Duchess. Whatever her dark secret turns out to be, Wills probably has an inkling. He speaks to her as little as he can get away with.

Some of the mall's workers and hangers-on are more than they appear...

The chart on page 72 allows you to quickly populate Silverstone Mall with an odd cast of characters.

The Main Drag

Cold Water Street runs the length of the town, beginning at the docks and running straight out into unincorporated county land. Past city limits, Cold Water Street merges into the Interstate Highway, giving drivers a straight shot to Mt. Shasta and then the Nevada border, if they drive east long enough. Cold Water Street neatly bisects Seraphim Cove, and most of the town's restaurants and businesses have a Cold Water address. In addition to a mile-long arcade of chain fast foods restaurants that stretches from the docks to the courthouse, quite a few local institutions have operated out of Cold Water Street for decades.

Words and Wonder New Age Books

Mayor Llewellyn Ravenhart lives with his over-adventurous, preteen daughter *Gwen* (CG female Human? Ranger 1) above the town's best (and only) New Age shop. Mayor Ravenhart (NG male Human Druid 12) opened the shop in the mid-1980s, shortly after arriving in town and filling a need that Seraphim Cove didn't know it had. The quiet, happyish Ravenhart became a minor local institution and a couple of years ago, as much to his surprise as everybody else's, won the town's mayoral election. A few of the more conservative local churches wrote scathing letters to the editor about it, but the prophesied sacrifices of babies to Moloch never happened, so eventually even they just got over it and went back to work.

Mayor Ravenhart's big mission as mayor is to grow local business and arrest the slow decay the town's suffered since the 70s. On his watch, a lot of empty shops in Silverstone Mall have filled up again. True to his faith, he's been negotiating the construction of wind and solar farms on the outskirts of town, and turned some vacant lots just off Cold Water Street into a pretty nice community park. Of course, dealing with the clean-up of semi-regular Kaiju rampages has kept Ravenhart busy and civic funds tied up.

Ravenhart is the center of neo-pagan culture in Seraphim Cove (such as it is). He's the high priest of a small coven that meets out in the redwoods. Ravenhart doesn't know

about the Silver Temple, but he knows the wilderness around town is a place of power, a sacred place that must be protected. He's nixed development that threatens the redwoods, dramatically slowing the economic renaissance he wants for the town and making some enemies for the next election. Even if it costs him the next term, Ravenhart won't budge on any issue that threatens the woods.

Pagan Mysteries

It's no secret that Mayor Ravenhart's not a local, but he doesn't talk much about his life before coming to Seraphim Cove. It's obviously he's got some unusual abilities, but where did he learn them, and from who? The four best and most dramatic possibilities....

- Ravenhart and his daughter travelled backwards from the alternate future of *Othervers America* in hopes of writing a better, more peaceful future than the one they came from. They're both proud citizens of the Covenant and idealists, though Gwen is too young to remember her time in the future. Both have the Post-Christian cultural template, and though he hides it well, Llewellyn is a killer. He's quietly assassinated a handful of Christian theologians and conservative politicians (years before they would rise to prominence) who were responsible for laying the foundations of the *Lifer Army of God* in his original timeline.
- Llewellyn grew up on Orchard Island and fought for the planet's health as a teenaged Sentai eco-warden himself. When his daughter was born, Llewellyn geared his activism back, and began seriously reconsidering the morality of sending kids (even super-powered ones) into frontline combat. He fled Orchard Island when Gwen was three, cutting all ties with his former life and seriously pissing off Gaea.
- Llewellyn hides his daughter's true nature from her, and tells the little girl her mom died when she was an infant. Gwen Ravenhart isn't fully human. During a teaching trip to Wales in his former life as a college professor, Llewellyn met and fell in love with a Battlechanger warrior on a mission of her own. Somehow, the pair were able to produce a hybrid daughter during their brief time together. Gwen doesn't know it, but she's a *Metal God* hybrid... and the key to opening the deep vault beneath the Silver Temple.
- Llewellyn Ravenhart used to be a geneticist for *Puzzle Ops* named *Dr. Jack Mather* until his conscience finally got the better of him. When the termination order for a cute, infant Xeno-Breed hybrid named Gwen came down, he couldn't do it. He took the half-alien baby and fled, eventually ending up in Nor-Cal under an

assumed name and with a new religion. Puzzle Ops is still actively hunting the pair.

Other businesses up and down the length of Cold Water Street cater to the town's teen population. The most popular include:

The Mighty Juicy Juice Bar – a popular hangout spot for health-conscious teens, serving juice, smoothies, fro-yo and healthy snacks. (Visit at least once a game session to really capture that classic *MMPR* flavor.)

Insert Coin – a small arcade and used video game emporium. The nerdy owner *Amir* (CG male Human Smart 5) is good enough with computers that he's been called to do emergency reprogramming on damaged or hacked Mecha-Kaiju more than once.

Brast Video – This sleazy video rental store is probably best known for its 'back room' that's a sacred temple to bad VHS porno. The owner doesn't bother to card anybody who's at least a sophomore, so making a pilgrimage here is a rite of passage for high school dudes. Up front, Brast Video does a brisk business in mass market and adventure films. The store offers half-off sci-fi rentals for a week following a documented Kaiju attack on the town.

Xodiac Comics – run by a greedy, money-grubbing comic speculator, Xodiac is still the only comic shop within easy driving distance. The owner's set up a late summer appearance by Jim Lee and Todd MacFarlane, two of the founders of *Sunburn Comics*. The only problem is, Trithion has intel that one of these two men is a Metal God hybrid, but doesn't know which one, and plans to kidnap both of 'em.

S.C. Hobby and Gaming – The next shop down from Xodiac Comics, this small-town hobby shop sells as much fishing and camping gear as it does HO scale trains and accessories, RC vehicles and roleplaying games. It recently became the center of a minor moral panic when it started selling copies of the adults only horror RPG "Black Tokyo".

The Half Moon Coffee House

This hip independent coffee shop is one of Seraphim Cove's most popular after-school hangouts. Seats are upholstered in a rainbow of bright colors. Not only to Sentai heroes unconsciously sort themselves by Spectrum Role when they come in for a snack, but so do ordinary people, seating themselves by the color of their clothes. Nobody realizes they're doing it.

The Nixon Theater

The Nixon recently reopened, expanding from a 40s vintage twin-screen theater to four mid-sized screens. It retained the original theater's art deco style, neon-lit façade and blinking marquee. The Nixon plays bad sci-fi and kids adventure movies at matinee prices all summer long, and stoner comedies and exploitation movies Friday and Saturday nights.

Brannen's Pup

Technically a traditional Irish pup, the only real concessions to heritage are little Irish flags on the tables, right next to the ketchup bottles. Brannen's serves burgers, steaks and fish in addition to beer and spirits. Brannen's is a working-class bar that never gets too loud, though there's the occasional brawl on payday weekends among local fishermen and ranchers.

There's a set of three shoe-box sized micro-apartments for rent above the bar, accessible by the rear stair case. The bar's owner, the always irritated and rarely sober *Colby Brannen*, keeps the fourth unit.

Seraphim Cove Western Art Museum

Located just a few doors down from the McCarthy, this two-story museum focuses its efforts on Seraphim Cove's western origins. Every kid who grew up in town spent multiple middle school and high school field trips to the museum. Unlike many small town Western museums, Seraphim Cove's depicts the regions indigenous history as accurately as it does the settler era, and often consults with local tribes in the interest of accuracy.

Red's Failure

The coffee house, theater, bar and museum are all owned by the same person, though very few people in town are aware of that fact. The man known today as *Colby Brannen* (use the *Psi-Mortal* statblock) has walked the galaxy for nearly a hundred thousand years. He was one of the first sentient in galactic history to take on a Sentai Spectrum Role: as a very young and still mortal man, Brannen was *Crimson VI*, the most junior member of the *Bold Crimson Strike-Sentai*, a failed galactic police agency that attempted to fill the gap left by the extinction of the *Brightstar Order*.

Every member of the Bold Crimson Strike-Sentai were trained from birth, extensively educated in military tactics, drilled and conditioned until they were hyper-capable martial artists and soldiers. Weakness was beaten out of the heroes, until only duty remained. Unfortunately, imagination and flexibility were also beaten out of them.

Only then were the young heroes allowed to assume their Sentai forms: each was Red, and each mastered the expected tactics of a Red Sentai adventurer. Bold Crimson racked up an impressive string of victories, saving the Milky Way more than once. Eventually though, the all-red Sentai hit a crisis that they hadn't trained for.

deadened ronin to even accept that his team was dead. Eventually, Crimson VI found his way to Earth and had his own adventures. Mostly these adventures consisted of the former hero trying to die, and the process that made him a Sentai warrior not letting him. Later, as he realized that he couldn't actually die, Crimson VI's adventures started including a lot of drinking.



Bold Crimson got slaughtered unceremoniously, and only Crimson VI survived. Years later, he woke up from his healing coma, his powers gone, his team dead, and his reputation in tatters. It took centuries for the emotionally

Sometime in 1903, as the first Colby Brannen, the immortal made his way to Seraphim Cove and had a long talk with the Grand Duchess. As the Lunar was making her own plans for the first Sentai of the 20th Century, Brannen finally realized why his Sentai failed: overspecialization had bred in weakness. The one lesson the surly ex-adventurer had to pass on was this: diversity is strength. His team died because they couldn't think beyond their training.

Brannen has no real interest in returning to the adventuring life. However, he keeps an eye on the various Sentai teams operating out of Seraphim Cove and the surrounding environs, and is secretly pleased that they've learned the lesson he had to bleed for.

OUTSIDE SERAPHIM COVE

There are some other Sentai hot-spots scattered around California and throughout the American Southwest and beyond. Here are some of these adventuring locales, very briefly described. Some of these sites may be fleshed out more thoroughly in future *Psi-Watch Campaign Setting* releases.

29 Palms

Southern California

The United States Marine Corps maintains one of its largest infantry commands at 29 Palms, an inhospitable, arid waster land surrounded by baked Earth and old bombing ranges. The remote and inhospitable base is widely considered one of the worst commands a young Marine can draw. However, these days, 29 Palms is buzzing with new activity.

Secret new hangers on the south end of the base are accessible only to members of the ultra-classified unit: **Detachment Q**. Members of Detachment Q are chosen from the best young Marines: record-setting PRT scores, perfect evals and weapons skills – gung ho soldiers only recently inducted into the USMC. Detachment Q's intent is to create a team of Sentai heroes loyal to the United States above all. The Marine Corps has already assembled a transformation matrix and its own, militaristic Mecha-Kaiju using Sentai-tech recovered from crisis points and hot-spots around the globe. Detachment Q's recruits are capable of shifting into Sentai form and fighting on a superhuman level, but have not yet been deployed in live combat.

Detachment Q is commanded by **General Warren Atlier** (use the **Nanocommando** stat-block). This career officer refuses to let the USMC be left out of the post-human conflicts impending in the 21st Century. He pushed through the USMC Sentai program on the argument that with a half-dozen, expertly trained and superbly equipped super soldiers, he could of won Vietnam cleanly. Asking the rhetorical question "What if the Corps had access to Mecha-Kaiju during the Tet Offensive?" got him all the funding he asked for and more. General Atlier's shaped Detachment Q in his image: professional and infantry all the way. All the young Marines in Detachment Q have been assigned Red Spectrum Roles and wear identical red armored uniforms.

Hopefully this all-red team does better than the galaxy's last all-red Sentai.

Gear City

Near Roswell, New Mexico

During the summer of 1984, a half-mile long starship crashed into the New Mexico desert. While in search of new fuel sources to continue their rebellion against the tyrannical **Tyrakron Empire**, the heroic crew of the **Freegear** star-carrier *Pilgrim II* was ambushed while traveling through hyperspace. The Freegear starship impacted in the New Mexico desert, only a few miles from the top-secret Area 51 base. Knowing the desert was mostly deserted, and unlikely to endanger indigenous life forms in the crash, the Freegears steered their dying starship to the one place in North America their few remaining sensors told them they might find the technology to rebuild their ship.

The Freegear quickly ratified an alliance with America and its military. In 1990, the Freegear were given permission to build a settlement near the site of their first contact with humanity. Thanks to a huge crew of human and Battlechanger builders working overtime, **Gear City**

quickly came on line. Gear City is built around the core of a newly sentient **Originate** (*Horrors of the Multiverse*) who chose the name **Chromemetro**. Chromemetro is Neutral Good and affects a female gender. She is comparatively small and gentle compared to the mountainous elders of her species: a chipper little girl that weighs millions of tons.

Gear City serves as the Freegear's embassy and headquarters on Earth, and functions as a massive energy collection station. Miles of honey-combed solar cells boil in the fierce New Mexico, gathering solar energy and converting it to Fuelon on a grand scale. A techno-womb in the city's deepest, best protected chambers allows the Battlechangers to reproduce, building up the numbers of "**The Earth Generation**" – robots whose heritage belongs to Earth as much as it does distant Technys.

Gear City is a shell of its true potential. It's dormitories, apartments and mess halls can accommodate more than a hundred thousand human residents, though fewer than 500 staffers and their families currently call the facility home. Likewise, the Battlechanger garrison is only a fraction of its intended strength, and only a few of its assembly lines are yet working at full capacity.

The Earth Defense Force

The EDF is a very young agency with a global mandate it is only just beginning to fulfill. Less than two years old, the EDF is a multi-national defense agency intended to assist Battlechangers operating on Earth in their struggle against the Tyrakron Empire. There a few command centers for the young agency scattered across the world. America's EDF Command is located at Gear City. The EDF has received a chilly welcome from the American government – they've become another 'globalist' boogymen for the Spencer Administration and right-wing America to rail against. Interference and harassment by American black operations like Puzzle Ops are the norm when operating on American soil.

Only Gear City's status as an embassy, and the sheer firepower that the native Battlechangers can bring to bear has prevented a full-scale assault on Gear City by Puzzle Ops shock-troops. The EDF contingent in America is commanded by a triumvirate, representing not only humanity and Battlechanger, but also a seamless hybrid of the two.

Marissa Pazzini (LN female Human Fast4/Dedicated 5) is a former NYPD detective who allied with the Freegear when she discovered a case she was working had extraterrestrial complications. Pazzini is humorless and harried, and is most cynical about the prospects of humanity peacefully cooperating with Battlechangers.

She's pushing the hardest to shore up the city's defenses, because she knows that Puzzle Ops' reticence won't last forever. When the attack comes, the EDF must be ready for it, otherwise it's over – finished!

Ancient Storyteller (NG non-gendered Battlechanger Oracle 14) is a Battlechanger sage whose existence predates both human evolution, and the rise of the Tyrakron Empire. Ancient Storyteller often loses itself in thought, memory and reminiscence. Ancient Storyteller is an idealist, with an almost childlike certainty that good will triumph simply because it is good, and that the very real problems facing the Freegear can easily be overcome.

Jason Iacocca (N male Human Smart 5) is heir to one of the USA's largest automotive fortunes, born a **Metal God Hybrid** because his father unknowingly used Battlechanger-derived alloys to build cars on his Detroit assembly lines. The college aged man is awed by his powerful new robotic body and almost overwhelmed by his duties as one of Gear City's defenders. He's easily swayed by Ancient Storyteller's boundless optimism, and as a child of unimaginable wealth and privilege, doesn't realize the danger President Spencer poses to both Gear City and the young EDF.

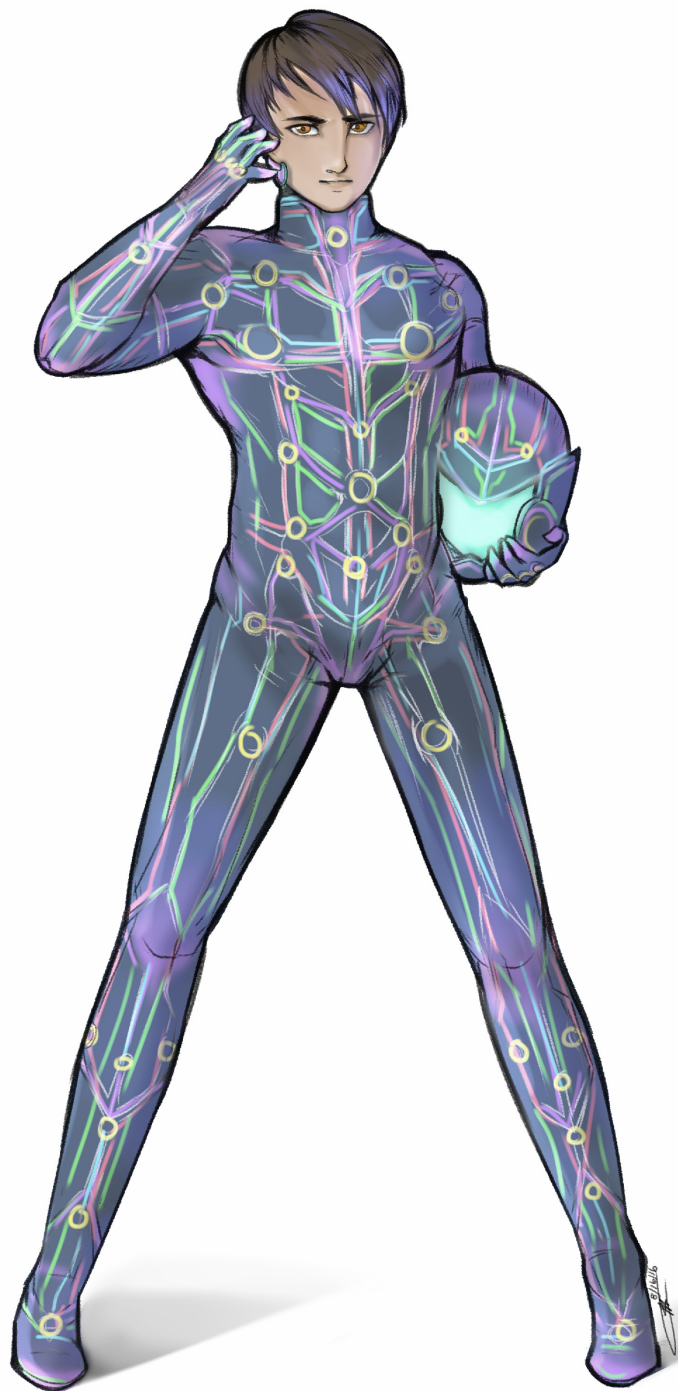
In Iacocca's robot form, he becomes **Motorvate**, a bulky robotic superhero who transforms into a custom Chrysler (large ground speedster) that can hit near supersonic speeds thanks to its alien engine. Motorvate shares an instantly recognizable red, white and blue flame and flag deco in both modes.

Scramble Teams

Part of the purpose of Gear City is to better integrate humans into Battlechanger combat units, to fight for Earth together! Scramble Teams are mixed-species Sentai trained for close cooperation. In addition to humans with **Metal God Heritage**, the slightly more common **Kiss Friends** are often recruited into these units. Scramble Team Battlechangers are given special training, and new bio-mech components similar to Combiner technology that allows the robots to merge with Mecha-Kaiju to form an earthshakingly massive giant robot. (Consider this a thematic minor expansion of the Scramble Combiner trait from *Battlechangers: Ironworks*.)

Scramble Forces Alpha, Beta, Chi, Gamma, and Theta represent the city's Sentai squads. Alpha and Beta are operational units, and have been into combat against Tyrakron and rogue Kaiju alike. Chi and Gamma are the active reserves: if Alpha and Beta get overwhelmed, they're the reinforcements. Scramble Force Theta is a training unit, not deployed into active combat, but sometimes sent

into the field to assist in rescue operations or post-battle clean-up. Alpha and Beta members are typically older teens, while Theta's roster consists of school-aged kids (and newly on-line Battlechangers) with enormous potential.



The Wojtyla Family, All Over the World

The Wojtyla are a sprawling Polish brood whose members – proud and capable Polacks all – can be found anywhere in the world. Wojtylas work any job you can imagine, live any life you can imagine, and they always prove themselves

to be more accepting of the extraordinary than the other humans around them.

The Wojtyla family are the Freegear's staunchest human allies on Earth. **Gregory "Shaft" Wojtyla** (CG male Human Rogue 8), and his pre-teen son Fairlane were outlaw bikers and shade-tree mechanics when they ran into the Freegear back in '84. These days Shaft Wojtyla has matured into the hard-edged and blustering, but incorruptible Mayor of neighboring Roswell, New Mexico. Under his leadership, Roswell is thriving, in partnership not only with the Battlechangers, but with the bikers Shaft used to ride with.

Meanwhile, his eldest boy **Fairlane Wojtyla** (LG male Human Cavalier 5/Smart 2) runs operations at Gear City and acts as a liaison between the human and mechanoid staffers. A merit scholarship studying engineering and urban planning transformed Fairlane's instinctive love of his bike into a keen understanding of mechanical systems of all kinds. Fairlane's a father these days. **Danielle Wojtyla** is an adorable five-year old with a passion for video games. Dani grew up around Battlechangers and was the first Earther to demonstrate **Kiss Friend** talents. Little Dani might still be a preschooler, but that doesn't make her any less capable as a combat driver, and she's every bit as adventurous as her dad and grandpa. She's the Yellow member of **Scramble Force Theta**, Gear City's training unit for young Sentai adventurers.

New Mexico's Wojtyla are just one branch on a family tree that stretches across all seven continents, and into every race of mankind, most of whom have an innate affinity for Battlechangers. There are Wojtyla working at high levels of the military-industrial complex. The only reason that **Brigadier General Sam Wojtyla** (LG male Human Cavalier 12/Tactician 3) isn't SEC-DEF is that the man is simply too decent and honorable to be trusted by the Beltway crowd and is no friend of the Spencer Administration.

And of course, the most famous member of the widely dispersed Wojtylas no longer goes by that surname... During the darkest days of World War II, the man now known as **Pope John Paul II** saved the life of a Battlechanger weapons engineer who remains his closest confident.

Orchard Island

The Caribbean

The mysterious Gaea dispatches teams of Sentai Heroes from her equatorial island headquarters in the Caribbean. Orchard is relatively tiny, only about 30 square miles. Save for a handful of domed structures that house her students and a well-equipped hanger for her team's Mecha-Kaiju, built into an underground cavern system, Orchard Island is pristine, unspoiled rainforest. A natural clearing at the southern end of the roughly heart-shaped island has become a preserve for endangered animals around the world. Gaea's Sentai eco-wardens often rescue injured or abandoned animals during their missions; the animals remain at the preserve until their injuries heal, before being returned to the wild.

Few vehicles are allowed on Orchard. Hiking trails wind through the forest, and the Children of Gaea use mag-lev Sentai Boards to visit remote corners quickly. A nearly silent mag-lev rail system encircles the island, drawing power from ley lines converging at Orchard. Orchard's high-tech facilities, including life support, the monorail system and the Mecha-Kaiju hangers, are powered entirely by renewable resources, including advanced solar and ley line tap technology pioneered by Gaea herself.

A single runway provides launch capability for Gaea's supersonic Sentai Jets, while civilian sea planes make twice monthly supply runs to a cargo pier on Orchard's southern point, near the animal preserve. The jets are hangered and maintained in same cavern systems that shelter the team's Mecha-Kaiju. Most of the island's inhabitants live in comfortable domed barracks; Gaea herself resides in a humble log hut, much larger on the inside than the outside, that overlooks Orchard's rainforests. In addition to her living quarters, surgical suites and library filled with ancient tomes recovered from Atlantis, the strangely mazelike building is also host to the Geo-Pool.

The Geo-Pool

Water flows uphill to the Geo-Pool from the sea itself, drawn by the power of Gaea's techno-magic. The Geo-Pool chamber is a cavernous marble cathedral, with stone steps leading down into the salt water pool itself. The Geo-Pool acts as an emergency teleport system for Gaea's Sentai, for quick transit to crises where even a flight in a transonic Sentai Jet is too slow.

Only heroes wearing Sentai Uniforms, can activate the Geo-Pool. As the first member of the Sentai steps into the water, it changes color to match his or her Sentai Suit, and the color change happens again and again, as the team gathers in the water. When the full team is assembled, they



are teleported to the mission location in a flash of rainbow light. Only a full Sentai squad can activate the Geo-Pool. The Geo-Pool can transport the Sentai squad to any natural, mostly undeveloped spot on the planet. It cannot teleport the Sentai into any urban area. The Geo-Pool can function up to three times per day, functioning similarly to *teleport without error*. During special phases of the moon, the Geo-Pool unlocks even greater power, and at Gaea's command, can teleport those standing in the luminous waters to other planets, functioning similarly to *interplanetary teleportation* instead.

The Children of Gaea

Gaea personally recruits promising kids from around the planet for training and possible membership in an eco-focused Sentai. Most Children of Gaea begin their training around 11-12, learning every skill necessary to save the planet from botany to jujitsu, with the best and boldest pulling on the spandex and Kevlar of a Sentai adventurer during their later teen years. Gaea selects for intelligence, compassion and skill, rather than raw physical talent or a capacity for heroic violence. Even her Red Sentai heroes have hidden depths and a solid skill set in addition to their combat expertise. Quite a few Children of Gaea are

orphans, or were born into some war-torn hell; to them, Gaea is both mentor and mother, and the fellow members of their Sentai are literally brothers and sisters.

Life on Orchard Island is hard, but rewarding. The island community of about 300 souls is Gaea's test bed for her utopian and eco-tech theories. Barring emergency deployments to battle a kaiju or other monster of sentai, most Children of Gaea rise with the sun. The day begins with martial arts practice as the sun rises over the treeline, and the day continues with classroom education and field work around the island, especially caring for the rescue animals at the island's preserve. The island's major domos prepare meals for the children and Sentai eco-wardens – exclusively vegetarian or sea food dishes.

The nights belong to the Children of Gaea themselves. Most surf the crashing waves along the island's long, complex coast line as the moon rises, blasting above the waves on their anti-gravity Sentai Boards. The island's verdant forests are popular rendezvous spots for young lovers (who are well supplied with birth control by Gaea, who advocates a philosophy of zero population growth).

The Goddess of the Bio-Sphere

Gaea is the collective consciousness of Earth's biomass, an avatar of the planet itself, who first coalesced into human form during the early 17th Century, as European colonization of the Americas first began altering the global biosphere negatively.

She has sponsored unique, well-equipped activist Sentai since the early 1960s, and her students have saved the planet (and even the whole Western Spiral Arm) multiple times. As proud as she is of her student's superheroic accomplishments, she takes greater pride in their intellectual and technological achievements. Many former Sentai squad-members become ecologists or scientists, using what they learned during their stay on Gaea's island to produce revolutionary new 'green-tech'.

Gaea acts as the mentor and mission commander for a single eco-themed Sentai at a time. This Sentai is comprised almost exclusively of *Children of Gaea* who have grown up on the island, and proven themselves time and again. If the team suffers casualties, or if members retire from the heroic life to pursue a scientific career, new members are selected from among the ranks of the many promising young kids waiting for their turn to pull on the spandex.

In terms of personality, Gaea usually adopts a serious, maternal demeanor. She is utterly committed to her ideals, and when it comes to the health of the biosphere, is inflexible in the way that only the physical embodiment of an abstract concept can be. She knows more than she lets on about many subjects, but has wide gaps in her knowledge. Many of the Children of Gaea themselves can negotiate a mutually beneficial resolution to the ecological crisis de jure, finding a balance between business, the needs of workers, and the health of the planet, when Gaea herself could not.

Clerics born and raised on the island often choose Gaea as a patron deity, or else any faith with a strong concern for the environment and a love of the natural world.

The Youth Peace Institute

The Hauge, Netherlands

This idealistic anti-war and pro-environment group operates out of Europe, and recruits promising young activists from all across the planet. The group not only lobbies governments around the world, the Youth Peace Institute sponsors a unique Sentai of its own: *The International Peace Heroes*. The International Peace Heroes are headquartered in the International Criminal Court's skyscraper headquarters, occupying the upper-most five stories. Rapid launch catapults for Mecha-Kaiju and Sentai Jets crown the rooftop like bloody spear points, brilliant red against the smoked glass of the rest of the skyscraper.

The International Peace Heroes are mentored by *Breamlyn*, an ancient AI that began as a *Cultureborn* war-machine and eventually evolved past its pre-programmed hatred for 'lesser' lifeforms. Breamlyn manifests as a dapper holographic ghost dressed in archaic Cultureborn fashion, walking the halls of the HQ. Breamlyn can be best represented by a Lawful Good *Sentient Megacorp*, with its 'core consciousness' tied to the ICC. Breamlyn has worked with Earth authorities at The Hauge since the 1960s, its core mission to bring war criminals of all nationalities and species to justice. Working with humanity, Breamlyn was able to establish the International Criminal Court as an independent international police force for the prosecution of crimes against humanity in early 1988.

The first incarnation of the *International Peace Heroes* debuted in 1991, and in their two years of operation, the Sentai has seen action in Yugoslavia, the Balkans, Northern Ireland, and throughout Africa. Breamlyn (and by extension, the International Peace Heroes) are considered traitors to the Cultureborn, due to the ancient AI's role in bringing several especially bloody "*Final Sword*" assassin guilds to justice. The Sentai is more than capable of defending itself from the fierce Cultureborn, as their Culture-derived Mecha-Kaiju are some of the most advanced in the world, and the young heroes recruited for temporary membership are trained by the AI in marital arts techniques that far predate the Final Sword's own style.

Deity	Alignment	Domains (associated sub-domains)	Favored Weapon
Gaea	NG Intermediate Goddess	Animal (both), Community, Healing (restoration), Protection (purity), Water (oceans), Weather (seasons)	Either Long Spear or Net

Called to Duty

The International Peace Heroes recruit brave young people from around the world for a six month tour of duty with the Youth Peace Institute. The sojourn is often covered as a mundane class trip or internship, to protect the identity of any recruits that already have a secret ID back home. Those with existing powers are given access to upgraded Morphing Tokens which offer increased abilities and a new Sentai Uniform styled on the hero's national flag.

Power Up!

Temporarily granting an upgraded Mecha-Kaiju feat as a bonus feat, or swapping in the variant *Mechaform Mecha-Kaiju* rules is a good way to get the point across that Breamlyn has access to the best Mecha-Kaiju tech in known space! If you wish to emphasize the International Peace Heroes role as war-criminal hunters, taking down genocidal warlords and geriatric Nazis who've escaped justice for decades, give them from of the War Register ability and related talents from Chapter Two of *High Tech Heroes*.

Red Responsibility

When they report for duty with the International Peace Heroes, Sentai heroes typically choose a new Spectrum Role and suit color, especially if they held a Red Spectrum Role back in their home nation. The team already has a highly capable Red Sentai Hero of its own. The red, white and blue-clad *American Peace Heroine* was born Samantha Smith (LG female Light Cyborg Paladin 5), who spent much of her too-short childhood urging American and Russian leaders to denuclearize at the height of the Cold War. Though she lost her family and most of her birth-body when an airborne Kaiju attacked a plane she was travelling on in 1985, she's lost none of her idealism. After Breamlyn rebuilt her, she became the heart of his Sentai, undergoing extensive training and conditioning. To the AI, she is the closest thing to a daughter it will ever have.

As the field leader of the International Peace Heroes, Samantha is a strident force for peace. She holds her squad to strict rules of engagement: She's benched hot-headed Sentai heroes for escalating a fight unnecessarily, and has no time for anyone not 100% committed to the mission. Despite her pacifist ideals, her time with the team is wearing on her: She's been active for years, while her teammates rotate out after a six month tour. The things she saw in Africa really got to her, and for the first time, she enjoyed using her super-strength to beat a local warlord into unconsciousness. Despite some advice from Breamlyn after the mission, Samantha is starting to wonder if it's time for her to step down from the Red Spectrum Role and from leading the team.

Cat World: Mios

The Other Side of the Milky Way Galaxy

Cat World is officially designated as "Mios" and it's pronounced "Meee-ows". Like you would really expect anything different? Mios is a lush, Earthlike world that's been at peace for the last 7,000 years. The paradisiacal world is the adopted home of the Cat World felinoids, but it's not the species' original homeworld. Mios is one of the few planets in the galaxy that can legitimately claim never to have been host to an atrocity.

Cat World Cuties know the rest of the galaxy isn't so lucky: war, famine, poverty and class struggle, the violence of expansionistic galactic powers like the Cultureborn and Bleeding Ghosts, the depredations of the Lifechain, and worst of all, the mass enslavement of cat-girls as sexual playthings on world after world. It's a dangerous galaxy, and Cat World Cuties venture out to make it a little bit safer, a little bit kinder.

Cat World Cuties are a highly capable species of space travelers, and each of their starships is typically protected by a Sentai. In addition to their military role, these feline Sentai heroes typically hold another ship-board specialty, from navigation to computer repair to xeno-botany. Cat World Sentai Uniforms may or may not include a Disguise bonus, as very few of the felinoids maintain a secret identity. Instead, they operate openly as a respected part of their crew. Cat World explorers tend to fight for, and to improve, any world they initiate first contact with, without much concern for what the world's governments feel about the issue. Basic human(oid) rights can't be legislated away by any planetary government, no matter how powerful. MEOW!

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