

MECHA VS. KAIJU CAMPAIGN SETTING

Requires True20 Adventure Roleplaying by Green Ronin Publishing for Use.

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INTRODUCTION

This is a campaign setting for the True20 Adventure Roleplaying game. In it players take on the persona of a pilot at the controls of a giant robot – commonly referred to as a “mecha.” Their opponents are not each other, but rather the giant monsters – called “kaiju” – that regularly attack their homeland of Japan. These monster attacks occur regularly, and the pilots all belong to the military branch that specializes in defeating them, the “Mecha Assault Force.”

In this game, every giant monster movie you have ever seen, from Japanese imports like “Godzilla” to American atomic-age shockers like “Them,” is a documentary instead of science fiction. These monsters are real, and governments would be fools not to plan for their eventual invasion.

This core rulebook gives you everything you need to create new characters, build advanced mecha machines, and craft giant kaiju to send against them. It also offers an in-depth introduction to the Mecha Assault Force, which guards Japan against invasion. Finally it details the sinister forces behind the attacks and hints at other giant-monster activity around the world.

Supplements will follow describing all known kaiju in the world, mecha designs from the past, present, and future, and details on the mysterious world of the supernatural in Asia. Each book will offer a new campaign setting from a different time or place in the MvK world. This is only the beginning of a fantastic voyage into universe of possibility, framed by the near-limitless borders of Japanese pop culture. Welcome to the world of Mecha vs. Kaiju!

THE ORIGINS OF MECHA VS. KAIJU

I grew up a chronic couch potato sadly lacking cable or a VCR. I spent weekday mornings watching old syndicated cartoons and Captain Kangaroo. Saturday mornings were for network cartoons and, if I was lucky, a trip to the single-screen movie house.

But always there was the search for old movies and the mighty Godzilla! I could usually count on a monster movie every other week, and nothing was better than a giant monster. Even after my folks got cable (they were nervous about me going to movies alone) I still checked the local stations for my Toho favorites. In 1985 my geek dreams came true when a

new Godzilla movie came to theatres, with promises of more to follow.

My daily cartoon intake had always involved Japanese anime. The simplistic adventures of *Speed Racer* progressed to the more mature plot and characters of *Star Blazers*. But it was the military mecha of *Macross* and *Gundam* that captivated my attention. I started watching for the giant robot action, but was quickly moved by the drama of these soldiers and their lives. Japanese cartoons did not talk down to me the way American animation often did; anime was a respected art form there, and watching imports made me feel like a connoisseur.

It was this love of the genre that brought me to begin work on “Mecha vs. Kaiju.” I wanted to create a setting that would capture all the things I loved about Japanese popular culture. For inspiration I suggest the following:

Showa Era Godzilla.

Godzilla movies are separated into different eras that mirror the eras of the Japanese Emperor. The original Godzilla came out during the reign of the Showa Emperor Hirohito, so all the movies from 1956 to 1976 share this name. Though they all vary in quality, from profound to downright silly, they are all essential viewing.

Gundam 0079/Zeta Gundam/Gundam ZZ/Char's Counterattack.

I can't help it, I like the old school animation, and the original Gundam series are some of the best representations of how the military would integrate real robots onto the battlefield. Unlike the “super robots” of the early 70s, or the custom mecha of later Gundam series, these mecha looked like they could actually exist.

Godzilla: Tokyo S.O.S.

This 2003 movie was the main inspiration for the shape of the Mecha Assault Force. If you want to see how a military organization devoted to the defense of Japan against giant monsters would look like, this is another must see.

THE FALL OF STRIKE FORCE ICHI-BAN

“YEEHAAAA!!! Surf’s up, Sarge!”

“Dammit Ace, this is a stealth mission! Making tidal waves with the Iron Striker’s jetwash is **not** stealthy!”

“Agreed, Sgt. Watanabe. Lt. Kasuragi, you need to dial it back, son.”

“Understood Cappy. Hey Sarge, you set a date yet?”

Capt. Fujima smiled to himself. Lt. Ace Kasuragi was the best pilot he’d ever seen, and had provided air cover to Strike Force Ichi-Ban for years, making it easy for him to forgive the young man’s motormouth ways. His smile faded as he thought of the impending wedding of Sgt. Keiko Watanabe to their engineer, Chief Yama.

“Can’t believe the chief popped the question, Sarge,” Ace continued, throttling back. “Have you set a date?”

“Are you kidding? You know how methodical Yama is. He’s practically got the whole thing orchestrated. I think all I have to do is show up and say ‘I Do.’”

“Let’s cut the chatter, you two. We are way off the books on this mission. Something happens out here, and we fall off the face of the Earth. You know what happens to spies in North Korea.”

Fujima had good reason to be nervous. Uncovering the command and control base had been a fluke. The M.A.F. relied mostly on its own Miko intelligence branch, which had successfully predicted 80% of kaiju attacks. But the report from the Japanese Self-Defense Force had been confirmed through the intelligence branch of the Anti-Kaiju Force: North Korea was planning a massive kaiju incursion into Japan. This one wasn’t going to be written off as an accident or a rouge monster – it was a full-scale attack.

The facility was not yet operational, and no kaiju had yet moved from their normal patrol areas. The Prime Minister, with dreams of international glory in his head, authorized a covert attack on the base, using the main force of the Mecha Assault Force, Strikeforce Ichi-Ban. Now twin-rotor helicopter carriers ferried Capt. Fujima’s Iron Angel and Sgt. Watanabe’s Iron Demon across the Sea of Japan, with Lt. Kasuragi scouting ahead.

Ace’s voice came across the comm, all business now. “Approaching North Korean airspace, Captain. Going to stealth mode.”

“Acknowledged, mecha carriers to stealth mode.”

The roar of the rotors diminished as the mecha and their carriers went dark. “Two minutes to target.”

The command and control complex was near the coast, allowing for a rapid attack and fast escape. The Iron Striker came in low beneath radar, nearly silent thanks to her stealth mode. “Picking up N.K. air defense signals. Missiles locked, ready to knock out radar stations.”

The force was like nothing Ace had felt before, like a great hand reached out from heaven and grabbed his ship. He punched the throttle and hit afterburners. The Iron Striker shuddered with the strain, but remained suspended in its place. “Cap, Sarge, I’m not moving!”

“Have you lost power?”

“No, I’m on full afterburners, and I’m still not moving.” Ace’s radar chirped an alarm. “Dammit I got incoming!”

“We’re one minute out, Ace. Hang on.” The crosswind hit Fujima like a hurricane, knocking his carrier horizontal and nearly slamming it into the sea.

“Cap!” The impact was like nothing the Sarge had felt before. The water plume struck her mecha while only 30 feet from shore, slamming her in the back and drilling the Iron Demon down onto the sandy beach. The carrier’s chopper blades sliced into the ground and shattered, sending shrapnel wildly into the air and felling trees in the nearby jungle.

“Keiko!” Capt. Fujima had barely recovered control from the gale when a wind sheer drove his mecha carrier down into the sea. He pulled the release bar, firing the explosive bolts that supported the shoulder-mounted connectors to the helicopter carrier. The Iron Angel settled to the shallow shore and Fujima began to quickly work his legs, the myoreactive interface suit instantly transferring his movements to those of his mecha.

The ripcurl tide was like nothing he’d ever felt. The wave rushed back away from the shore like a tsunami in reverse, literally knocking the Iron Angel off its feet. The wind whipped the sand into a dust storm, diminishing vision to only a few feet. “Kei, Kei respond. I can’t see you but I’m following your transponder. I’m on my way.”

A burst of static filled the captain’s comm. unit – “Cappy...Ace...swarm of Kagerou...power failing...” – and then nothing.

“Ace? Ace! Respond!”

A waterspout backed by hurricane force winds drilled into the Iron Angel, sending it crashing to the beach. There, lying before him, Fujima saw the smoldering hulk of the Iron Demon.

“KEI!” He quickly zoomed in on the pilot compartment of the Iron Demon. Through the smoke and whipping wind he saw Keiko Watanabe, surrounded by North Korean soldiers, an officer holding a pistol to her head.

His comm. unit picked up a transmission directed at him. The voice was female, though all the soldiers surrounding Kei were men. “We have captured your companions. The pilot is injured, but will live. The female has suffered some damage, but nothing compared to what that pistol will do to you should you not immediately shut down your mecha systems and exit the machine.”

Captain Fujima could see Watanabe clearly. Though bloody he could see her cursing defiantly at the officer. Fujima knew the mission was a failure. All he could do now was protect his people.

“Cappy” Fujima keyed a sequence of numbers into a red box above his seat. The door opened, revealing a red handle. He pulled the handle and a warning blared inside. Then every system in the mecha crackled with an electric discharge, destroying anything that could be of use to an enemy. Fujima then blew the hatch on the chest of the Iron Angel and climbed out, hands above his head.

A squad of soldiers threw him to his knees as the maddened natural forces subsided into a fine rain. A woman approached holding a dainty umbrella above her, though Fujima could not be entirely sure of her gender. Though she wore an ornate lady’s kimono, her face was like a demonic statue he had once viewed at a temple. She smiled, revealing razor-sharp fangs that gleamed against the dark green of her skin.

“Capt. Fujima, welcome to North Korea. I fear your visit will be longer than anticipated. You did your duty, disabling your mecha before exiting, I see. No matter, we had little interest in the vehicles. As you have seen, our magic has rendered your mighty war machines obsolete. No, it was you that we wanted. Today, you witness a new era, Captain. Today, you witness the ascendance of the OGRE!”

The last thing Capt. Fujima remembered was the maniacal laughter of a monster filling his ears and chilling his soul.

RECOMMENDED VIEWING

Check out some of this stuff to set the mood, familiarize yourself with the genre’s tropes, and maybe get some ideas for your own MvK adventures.

Anime:

Mazinger Z
Gundam
Combat Mecha Xabungle
Aura Battler Dunbine
Gunbuster
Armored Trooper Votoms
Giant Robo
Robotech
Patlabor
GaoGaiGar
The Big O
Martian Successor Nadesico
Evangelion
Tetsujin 28

Films:

The Great Yokai War
Atragon
Dogora
Space Amoeba
The Mysterians
Varan the Unbelievable
Destroy All Monsters
Rebirth of Mothra
Daimajin
Ultraman
Kamen Rider
Gunhed
Gamera the Brave



PLAYERS SECTION

ADEPT

Adepts may be deeply spiritual soldiers, who see the kaiju as an affront to nature. They may also be outsiders in touch with the Kami spirits of Shinto, or perhaps even priests capable of speaking with spirits. Finally, adepts may be gifted psychics, able to detect the presence of the giant monsters before they appear.

There are two sources for supernatural powers: the Mind and the Spirit. Spirit-based powers are derived from a connection with the spirits of the world, called “Kami”. Everything has a Kami spirit within it, from the humblest stone to the noblest animal. Those in touch with spirits are usually followers of the Shinto religion, though there are many laypersons capable of making contact. Spirit powers use Wisdom as a base.

The other source for supernatural power is the Mind. Psychics have always existed. They have strong and forceful personalities that allow them to command those around them, often without any knowledge that their influence is anything more than a winning smile. The psychic draws her power from her own forceful presence. The more powerful presence of the Kaiju upsets the psychic mind, and they are often aware of the creature’s location even from hundreds of miles away. Psychic powers use Charisma as a base.

See the page 20 for more information on the supernatural elements of Mecha vs. Kaiju.



EXPERT

For the Expert, knowledge is currency more valuable than gold. In today's technological world, one of the most important resources is information. From ferreting numbers out of a database to schmoozing the boss's assistant, information can make a person's career, break a fortune, or save a life.

Most people in the modern world would be Experts. These days they focus mostly on one particular area: the lawyers, bankers, or day traders of the business world; the pick-pockets, fences, and confidence men of the streets; the singers, writers, actors, or producers of the entertainment industry.

The military, too, is comprised primarily by Experts. For every soldier in the field, there is a brace of non-combat individuals backing them up. In combat positions, Experts are found as fighter pilots, tank drivers, and advanced weapon systems operators. Information has become even more vital on the battlefield, where tanks and even infantry are networked together to allow instant communication.

Recruiters are always looking for those with an aptitude towards mecha piloting, whether they are already military or come from civilian posts. The Expert may display great physical skill, like a gymnast, advanced technical know-how, like a computer programmer, or even great natural ability, like a gifted grad-student. For the Expert, the path to the mecha cockpit is twisted indeed.

Feats: Choose 4 starting feats from the General or Expert categories.



MECHA VS KAIJU

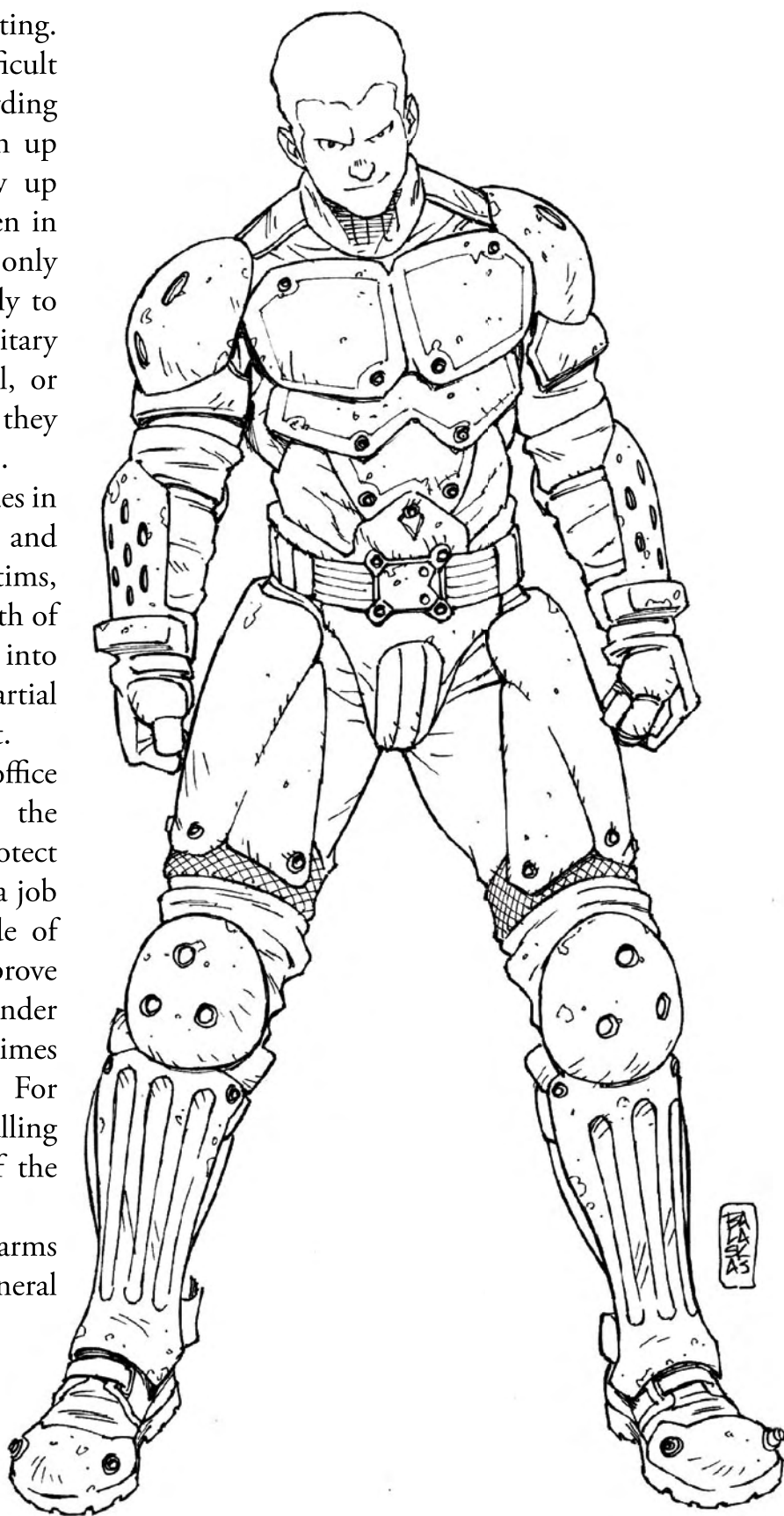
WARRIOR

The Warrior has spent their entire life fighting. Some start in childhood, where difficult surroundings – from slums to boarding schools – force them to either toughen up physically or break. Others may grow up honoring a martial code of conduct seen in books or movies, using their strength only under express circumstances known only to them. Still others may be raised in a military family, either attending military school, or readying themselves for the time when they too will follow in their parent's footsteps.

For the Warriors, there are only two sides in the battle against the kaiju: the victim's and their own. They refuse to become victims, which causes them to gravitate to the path of the mecha pilot. This usually takes them into the military, where their physical and martial abilities mark them for the advancement.

Yet many civilian warriors – the office worker who paintballs on weekends, the cabbie who must occasionally fight to protect their hack, the police officer just doing a job – find themselves swept up in the tide of battle against the kaiju. Those who prove themselves capable of bearing up under the strain of a kaiju attack are sometimes recruited into the battle against them. For many warriors, they feel it is their calling to match their strength against that of the monsters.

Feats: Armor Training (Light), Firearms Training, and choose 2 others from General or Martial.



1: HERO CREATION

The following section details the ways in which hero creation differs from the rules found in the *True20 Adventure Roleplaying* game book.

ABILITIES

Heroes in Mecha vs. Kaiju are exceptionally capable – far more than normal individuals. You have 10 points to divide among your hero's abilities, which all start at 0, neither a bonus nor a penalty. The only limitation is you cannot put more than 5 points in a single ability score.

**Ability Scores = 10 points divided
between six abilities**

CHARACTER ARCHETYPE

Before choosing a nature, choose one of the archetypes below. "Mecha vs. Kaiju" mimics anime, manga, and sentai genres in which characters fall into clearly defined archetypes, each with their own unique methods and goals. Archetypes personify the way a character acts and interacts with the world. More than just a duty or job, a character's archetype expresses who they truly are as a person.

Each archetype has a particular nature made up of positive and negative aspects, with specific virtues and vices associated with them. After choosing an archetype, select a virtue and a vice from the lists provided. Note that some virtues and vices detail how others act towards the character, rather than how the character acts.

Like playing to your virtue and vice, playing to your archetype is another way to restore spent Conviction. Anime and manga have many more archetypes than those presented here, and you may create a new archetype with narrator permission. Different virtues and vices may also be taken with narrator approval, provided they can be associated with your archetype. Though these archetypes are written with a particular gender in mind, they can apply to either males or females.

AMA - BAD GIRL

The only important thing in the world is you. Other

people are there to make your life easier. Using them is what you live for, and making their lives more difficult is just one of the perks.

But no one is an island, and sooner or later you will find you need someone. After all the wicked tricks and put downs how can you face those you have wronged? Will you have the strength to ask for help?

Virtues: Calculating, Clever, Roguish, Sly

Vices: Crafty, Deceitful, Manipulative, Scheming

BAKA - FOOL

If there is a banana peel to be slipped on, an ottoman to be tripped over, or a house of cards to be toppled, you are the one that will make it happen. People laugh at you, not with you. If you have something serious to say, it might be hard for others to take you seriously.

Yet your friendly and lovable personality endears you to everyone you meet. Maybe they don't respect you, but they sure do like you. And almost everyone underestimates you, allowing you to do and say things that others would never get away with.

Virtues: Clownish, Innocent, Kind Hearted, Misjudged

Vices: Clumsy, Gullible, Oafish, Rude

BURRIKO - CUTE GIRL

Most people think you are the sweetest thing, but you don't think about this much, since you don't think about yourself much. Others are important, especially their emotional well-being. If someone is feeling down you are always there with a ready smile and a sympathetic shoulder to cry on.

But living for others can be a hollow, empty existence. Behind the smile and the cute face, is there anything else? At the end of the day are you giving, or are others just taking?

Virtues: Charming, Helpful, Optimistic, Reliable

Vices: Dainty, Naïve, Panicky, Vapid

DAIFU - FATHER FIGURE

Whether young or old, you're always there as the wise, steady rock in other people's lives. They look up to you, as you dispense sage advice, oftentimes with a clarity far beyond your years.

But such wisdom can lead to a sense of superiority. What was once given freely can be imposed upon

others, and the seat of wisdom can turn to a throne of despotism.

Virtues: Concerned, Informative, Patient, Stable,

Vices: Authoritarian, Critical, Know-It-All, Pushy

DASAI - QUIET/CREEPY GIRL

There's always one, isn't there. Alone, even in a crowded room, you sit and examine the houseplants, or an interesting bug on the ground. Few people want to get close to you, and fewer still know how.

But there are wonders inside you, if only someone could break down the walls. You've been hurt so many times, how can you learn to trust? After being alone for so long, how can you learn to be part of the group?

Virtues: Cautious, Demure, Humble, Thoughtful

Vices: Anachronistic, Backward, Fearful, Loner

HONCHO - BIG GUY

There is no one bigger, louder, or tougher than you. You always stand out, which makes you the most outgoing and gregarious of anyone else in a group. Your good-natured personality often makes you the life of the party.

But it can be lonely at the top. Those that want to have a good time with you at the party usually go home with someone else. Many enjoy your company, but few confide in you. And sometimes you don't know whether to weep or scream.

Virtues: Gregarious, Resilient, Tenacious, Unyielding

Vices: Callous, Dense, Inflexible, Destructive

OTEMBA - TOUGH GIRL

They all think you're weak. A girl can't box; a girl can't play soccer; a girl can't pitch a fastball. But you prove them wrong time and time again. You are strong enough to do anything a boy can do, tough enough to take any punishment they can dish out, and hard enough to rebuff any attempt at closeness or affection.

But can you shake the fear that others will only hurt you in the end? Is self-destruction your only goal? Can you ever learn to measure yourself against yourself alone, or will you always need others?

Virtues: Determined, Fierce, Headstrong, Resolute

Vices: Desperate, Short Fuse, Stubborn,

Uncompromising

MANZAI - JOKER

Everything is funny. No matter how bad it gets there's always a bright side, and you can find it. This makes you indispensable during the dark times, when people's spirits are at their ebb.

But ceaseless prattle and inane jokes can get tiresome, especially when others are focused on matters they think are too important to take lightly. When their patience wears out, you are the most obvious target for them to vent their frustration.

Virtues: Bold, Diverting, Entertaining, Upbeat

Vices: Annoying, Caustic, Disrespectful, Insulting

RAIBURU - REBEL/RIVAL

You are the antithesis of the hero. Actually you are the antithesis of everyone. If there is consensus, you are the one voice in opposition. If there is authority, you are the one that constantly questions it. If there is one person in a group most powerful/rich/good looking/popular, you instantly and instinctively set yourself in opposition to that person.

But maybe you see more than others. Perhaps you just realize the truth that the rest miss. Staying out of the herd can keep you on top of things. And you can bet that the day you actually agree with someone else's opinion, people will go along with it.

Virtues: Guarded, Independent, Lone Wolf, Self-Reliant

Vices: Aloof, Insubordinate, Outcast, Rash

REIDOU - MOTHER FIGURE

There are none more caring than you. When others need solace you are there, with genuine concern and non-judgmental affection. The well being of all is your main concern.

But everybody's business inevitably becomes your business. Looking after everyone else means you feel justified in interfering in their lives, and this can cause resentment in both parties when that interference is unwanted.

Virtues: Affectionate, Kindly, Protective, Sympathetic

Vices: Busybody, Gossipy, Meddlesome, Nosey

SHINYU - BEST FRIEND

Whether male or female, you are the Hero's foundation, the rock upon which they depend on. Because the Hero trusts you implicitly, others in the group will trust you as well. You might not always get the guy/girl, but you always have the respect and admiration of others.

But it can get cold in the shadows. You can grow weak living off reflected light. And many refuse to listen to a "sidekick".

Virtues: Dependable, Loyal, Truthful, Upright

Vices: Ignored, Inferior, Jealous, Weak

YUSHA - HERO

You are the first one to volunteer when there is danger, and the last one to leave. You will never leave an innocent in harms way, even at the risk of your own life. And you will never leave a teammate behind on the battlefield, even if it means you may fall.

Of course being right much of the time often makes you think you're right all of the time. Your bravery can sometimes border on foolhardiness. Or are your heroics just a sham to cover up a dark secret?

Virtues: Decisive, Fearless, Shielding, Tolerant

Vices: Compromising, Hasty, Over-protective, Single-Minded

FEATS

The True20 combat system differs from the d20 system in one important way: there is no tactical movement. This eliminates the necessity for things like attacks of opportunity and grid maps, thus speeding up combat. But it also eliminates a great deal of the granularity that made one person's warrior different from another. The MvK feats maintain the fast-paced flavor of True20, but return the ability to truly specialize and customize your hero.

Wild hand-to-hand battles are a staple of many mecha and kaiju-related movies and television programs. These feats represent a good mix of standard martial arts moves and, because these battles are so ubiquitous, are available to any role.

Active Parry (General)

Prerequisite: Dex +2, Improved Strike.

You are skilled at countering attacks. All melee attack rolls against you become opposed rolls. When an opponent makes a melee attack against you, make a melee attack roll yourself. Your opponent's attack roll must be higher than yours in order to hit you (note that a natural 1 still misses and a natural 20 still hits).

Declare the use of this feat before taking your first action in a round; the effects last until just before your first action in the next round. Use of this feat does not leave you open for Surprise Attack.

Advanced Critical (General)

Prerequisites: Improved Critical, base combat bonus +8.

When you score a critical hit on an opponent with an attack for which you have the Improved Critical feat, increase the damage by an additional +3, on top of the normal critical damage.

Advanced Disarm (General)

Prerequisites: Improved Disarm, Improved Strike, Quick Draw

You can take an opponent's weapon as easily as they can draw it themselves. If you successfully disarm an opponent and have a free hand, you may grab their weapon instead.

Advanced Grab (General)

Prerequisites: Str +2, base combat bonus +4, Improved Pin.

You have mastered grappling techniques. You gain a bonus to melee attacks to grab a target and to all opposed grapple checks, including Escape Artist attempts to escape a grapple or a pin. This bonus is equal to your character level divided by 4 (4th–7th level = +1, 8th–11th level = +2, 12th–15th level = +3, 16th–19th level = +4, and 20th level = +5).

Advanced Trip (General)

Prerequisites: base combat bonus +4, Improved Trip

You are good at using an opponent's power against them. Whenever you make a trip attack, and your opponent has a higher Strength score than you, you may use their Strength score for the opposed roll instead of your own. They may not attempt to trip you if your attempt fails.

This feat does not work on creatures more than



two size categories larger or smaller than you. If your opponent's melee attack was a charge or rush, you gain a +4 bonus to your Strength check for your trip attack when using Advanced Trip.

Advanced Two-Weapon Fighting (General)

Prerequisite: Str +2, Two-Weapon Fighting, Improved Two-Weapon Fighting

You are trained to fight with a pair of larger weapons. Reduce the penalties for your off-hand weapon by 2 regardless of size. Normally you would reduce off-hand penalties by 2 if your weapon was light.

Blinking Strike (General)

Prerequisites: Wis +2, base combat bonus +8, Stunning Attack

You have mastered striking the vital points that blind an opponent. You can use one of your Stunning Attacks to make an unarmed attack that has a chance of blinding your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the target fails this saving throw he is blinded, rather than stunned, for 1 round per character level you possess. (See the True20 Adventure roleplaying game, Chapter 6, Condition Summary for the consequences of being blinded.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Foot Sweep (General)

Prerequisites: Improved Trip

By crouching low and making a sweeping kick, you can make rapid trip attacks. Make a single melee attack against all targets in range. If the attack succeeds make a single Strength or Dexterity check opposed by all defenders. All characters who fail this check fall prone.

Guardian (General)

You are effective at interfering with attacks against your friends. You may use the Aid action to help protect an adjacent person. As a movement action you may use the Aid action to defend a friend against an opponent in melee. Your friend's defense is increased by +4 instead of +2 against that opponent.

Improved Defensive Attack (General)

Prerequisites: base attack bonus +6, Defensive Attack.

You have mastered the art of defense in combat. Subtract a number up to your base combat bonus and add it to your dodge or parry bonus for the round. You cannot lower your combat bonus below 0, but there is no limit to how high you may raise your dodge or parry bonus.

Improved Dodge Focus (General)

Prerequisites: Dexterity +2, Dodge Focus X2.

Your skill at dodging attacks is such that you can

avoid multiple attackers at once. You may apply one half of your Dodge Focus benefit to all melee attacks you receive for one round.

Improved Feint (General)

Prerequisites: Intelligence +1, Bluff Skill +5 ranks

You can make a Bluff check to feint in combat as a move action.

Improved Precise Shot (General)

Prerequisites: Point Blank Shot, Precise Shot, base combat bonus +11.

Your ranged attacks can ignore the effects of cover or concealment. Your ranged attacks ignore the Defense bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappled opponent; there is no chance of accidentally hitting the wrong target.

Improved Two-Weapon Fighting (General)

Prerequisites: Two-Weapon Fighting, base attack bonus +6.

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it at a -5 penalty. If you attack the same target with all attacks and all hit, increase the damage of the attack with the higher damage bonus by an additional +2.

Improvised Weapons (General)

Prerequisites: Base attack bonus +6.

You can use furniture, farm implements, or nearly anything else at hand to attack your foes. You can use an improvised weapon with no penalty to your attack roll. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give you a +2 equipment bonus on Disarm attempts. Note that this only applies to improvised weapons; you still suffer a -4 penalty on your attack roll when attacking with a weapon with which you are not proficient.

Small improvised weapons deal bludgeoning

damage like brass knuckles or slashing damage like a knife. Medium size improvised weapons deal bludgeoning damage like a club.

Lifting (General)

You are capable of lifting and carrying amounts far in excess of someone with your strength. When you take this feat multiply your lift and carrying capacity by two. You may take this feat multiple times. Each time add two to the weight multiple for your lifting and carrying capacity. For example a person taking this feat three times would multiply their lifting and carrying capacity by six.

Monkey Climb (General)

Prerequisites: Acrobatics Rank 5, Climb Rank 5, Jump Rank 5.

Like a monkey, you can quickly spring up walls. You can effortlessly move up any vertical surface as a full round action, provided you end your movement on a horizontal surface.

Nauseating Attack (General)

Prerequisites: Wis +2, base attack bonus +6, Stunning Fist.

Your stunning attacks leave your opponents nauseated. When you make a successful stunning attack, your opponent is nauseated for 1 round following the round in which he is stunned. (See the True20 Adventure Roleplaying game, Chapter 6, Condition Summary for the consequences of being nauseated.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Paralyzing Attack (General)

Prerequisites: Wis +3, base attack bonus +10, Stunning Attack.

You can paralyze an opponent with a stunning attack. You can use one of your stunning attempts to make an unarmed attack that deals no damage but has a chance of paralyzing your target, rather than stunning it. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the target fails this saving throw, he is paralyzed for a number of rounds equal to your wisdom bonus. (See

the True20 Adventure Roleplaying game, Chapter 6, Condition Summary for the consequences of being paralyzed.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Ponderous Attack (General)

If you delay until the last possible moment in a round (-10 minus your initiative bonus), you gain a +2 competence bonus to attack and damage rolls that round. You must use the delay option that round in order to gain this bonus. If you start the round with initiative already equal to -10 minus your initiative bonus, then you cannot use this feat.

Power Attack (General)

Prerequisite: Str +2.

On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base combat bonus, up to a maximum of +5. The penalty on attacks and bonus on damage apply until your next turn.

Rapid Shot (General)

Prerequisites: Dex +2, Point Blank Shot.

You can make an extra attack per round with any ranged weapon. You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use a full attack action to use this feat.

Redirect Attack (General)

Prerequisites: Dex +2, Wis +2, base combat bonus +4, Active Parry.

You can redirect melee attacks to strike another target. When an opponent successfully hits you with a melee attack, you may make a melee attack roll opposed by that opponent's attack roll. If you successfully beat your opponent's attack roll, the opponent's attack misses you and instead strikes a different target. This second target must be within reach of both you and the opponent. If no target fits the criteria, the opponent's attack simply has no

effect on you. You may redirect a number of attacks each round equal to your Dexterity bonus.

Reversal (General)

Prerequisite: Improved Pin.

You turn the tables when grappling. When grappling, if your opponent succeeds in a grapple check with you to cause damage or pin you, you can immediately attempt a second opposed grapple check. If you succeed on the second check, your opponent doesn't cause damage or pin you, and you pin your opponent instead. You may only use this feat on opponents who are no more than one size larger than you.

Silent Fighting (General)

Prerequisites: Improved Strike, Stealth 5 ranks.

You have learned to fight quietly. You may use the stealth skill at no penalty while making unarmed strikes, as long as you do not move more than half your movement rate, wear no armor, and have less than a light load. You may also charge with an unarmed strike with no penalty to your stealth check, as long as you only move up to half your movement rate.

Sleeper Hold (General)

Prerequisite: Improved Pin

You get a +3 damage bonus when causing nonlethal damage while grappling.

Sticking (General)

Prerequisites: Improved Disarm, Improved Pin, Improved Trip

You are trained to "stick" to an opponent and read his or her moves. By staying within 5 ft. of an opponent, you may anticipate the next action your foe will take. You may add +2 to all Disarm, Grapple and Trip checks against a single opponent. These bonuses stack with those granted by Improved Disarm and Improved Trip.

Typhoon Attack (General)

Prerequisites: Base Combat Bonus +3, Acrobatics 5 Ranks, Improved Strike

This acrobatic attack involves charging a crowd and unleashing a series of rapid strikes on multiple

targets. To perform this maneuver you must either be unarmed, or armed with two melee weapons. You must first successfully charge an opponent. If you succeed you may immediately make a second attack at the same combat bonus against a second target within your reach. All charge bonuses and penalties apply as normal.

Unorthodox Wrestling (General)

Your wrestling style is quick and nimble. You may substitute your Dexterity bonus for your Strength bonus when making grapple checks.

Weapon Deflect (General)

Prerequisites: Weapon Finesse, Base combat bonus +3, Dex +2

Choose a melee weapon that you have the Attack Focus feat with. You can use your chosen weapon to deflect ranged attacks as if you had the Deflect Arrows feat.

Weapon Display (General)

Prerequisites: Base combat bonus +3, Cha +2, Bluff skill 5 ranks

Choose a weapon you are proficient with. Your prowess with this weapon intimidates your enemies. Once per encounter as a combat action, you can perform a weapons display with your chosen melee weapon, spinning and twirling your weapon with practiced ease. Make a Bluff skill check opposed by the Sense Motive skill of all opponents witnessing the display. Until the end of the encounter, opponents who fail the opposed check have a -2 morale penalty to their attack rolls against you.

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon. Creatures with an Intelligence of less than three are unaffected by this feat.

Whirlwind Attack (General)

Prerequisites: Dexterity +2, Base Combat Bonus +5, Typhoon Attack

You can unleash a storm of blows that strike all targets within your range simultaneously. As a full action make a single attack roll at your full attack bonus and apply it against all opponents within reach.

Willow Step (General)

Prerequisites: Dexterity +2, Acrobatics 5 Ranks, Move-By Attack

You are exceptionally light on your feet and may easily dart around the battlefield. After making a charge attack you may continue to the full extent of your charging movement, moving past your opponent in a straight line.

MECHA FEATS

If you have the Mecha Weapon Proficiency feat, any feats that apply to firearms (such as Point Blank Shot or Precise Shot) also apply to relevant ranged mecha weapons. Melee-oriented feats do not normally apply if you are operating a mecha.

Advanced Mecha Operation (General)

Prerequisites: Mecha Operation.

You have received advanced training or extensive practice in mecha movement. Choose a size of mecha (Large, Huge, Gargantuan, or Colossal). When you are operating a mecha of the chosen size, you gain a +1 dodge bonus to Defense. Furthermore, armor penalties for operating the mecha are 2 less than they would otherwise be (minimum penalty -0).

Evasive Action (General)

Prerequisites: Base combat Bonus +4, Mecha Operation

A pilot can spend a point of Conviction and make a Pilot check to lessen the damage dealt by a successful attack against his mecha. If the check result exceeds the attack roll, the damage is reduced by half (round fractions down, minimum of +1 damage). The pilot can make an evasive action check once per round.

Hair Trigger (General)

Prerequisites: Base combat bonus +6.

You have developed a delicate sense of timing, and your area attacks hit your foes when they're ill prepared to defend against them. Whenever you make an attack from your mecha that requires enemies to make Reflex saving throws, the DC for such saves is increased by +2.

Improved Evasive Action (General)

Prerequisites: Base combat Bonus +8, Mecha Operation, Evasive Action

A pilot can spend a point of Conviction and make a Pilot check to lessen the damage dealt by a successful attack against his mecha. If the check result exceeds the attack roll, the damage is negated. The pilot can make an improved evasive action check once per round.

Mecha Crush (General)

Prerequisites: Mecha Operation.

You can hurl your mecha's body onto opponents to deal tremendous damage. As an attack action, you can maneuver your mecha to jump or fall onto opponents, using the mecha's body to crush them. This attack is useful only against creatures at least two size categories smaller than your mecha. The base damage for a crush attack depends on your mecha's size category, as given below. Add 1.5 times your mecha-modified Strength bonus to this base damage to determine the total damage for the attack.

Mecha Size	Damage
Large	+4
Huge	+6
Gargantuan	+8
Colossal	+12

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your mecha's body. Each creature in the affected area must succeed on a Reflex save (DC 10 + your mecha's size modifier for grapple attacks). On a failure, the creature is pinned and automatically takes crush damage each round the pin is maintained.

Mecha Feint (General)

Prerequisites: Intelligence +1, Bluff 4 Ranks, Mecha Operation

A pilot with Mecha Feint can make a Bluff check in combat as a move action (instead of an attack action). He receives a +2 bonus on the Bluff check made to feint in melee combat.

If the pilot has the Improved Feint feat, his bonus on Bluff checks made to feint increases to +4 while operating a mecha.

Mecha Fling (General)

Prerequisites: Mecha Operation

You can pick up an opponent with your mecha and fling it. Your mecha can make a grapple check at a –20 penalty against an opponent at least two size categories smaller than it. If the grapple succeeds, you can use an attack action to fling the held opponent on your next action. The range increment for the thrown foe is 10 feet, and the maximum range is 100 feet.

A creature may be thrown horizontally or vertically. If thrown vertically, it takes normal falling damage. If thrown horizontally, it takes damage as though it had fallen half the distance thrown (rounded down), and you may apply your mecha-modified Strength bonus to the damage.

Your mecha may also fling your opponent at another mecha, vehicle, or creature. To do so, make an attack roll at a –4 penalty, with appropriate range penalties, against the target. If you hit, both the thrown creature and the target take the amount of damage that the thrown creature would have otherwise taken, as given above.

Mecha Focus (General)

Prerequisites: Mecha Operation

Choose one specific mecha. You gain a +1 bonus on Drive, Pilot, and Repair checks with this mecha. The same bonus is applied to attack rolls with the mecha's ranged weapons. To designate a focus mecha, the pilot must have operated it for at least one month. Minor changes and upgrades to the mecha don't affect familiarity, but if the pilot switches to a mecha with a different size, different flight system, or more than one new weapon, he must operate it for at least one month before he is focused with it. A pilot can focus on only one mecha at a time.

Mecha Melee Mastery (General)

Prerequisites: Mecha Operations, Mecha Weapons Proficiency, Combat Bonus +6, Pilot 6 ranks

The mecha's sword has become an extension of your arm. You may add your ranks in the Pilot skill to your Attack Bonus when fighting with your mecha's melee weapons.

Mecha Operations (General)

You know how to operate a mecha. You do not suffer restrictions on movement and penalties on skill checks for being unfamiliar with mecha controls. You can move normally in a mecha and generally

perform any action as if you weren't inside a mecha, subject to the obvious limitations of size.

Characters without this feat take a -4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating a mecha. Furthermore, they cannot run or charge.

Mecha Specialization (General)

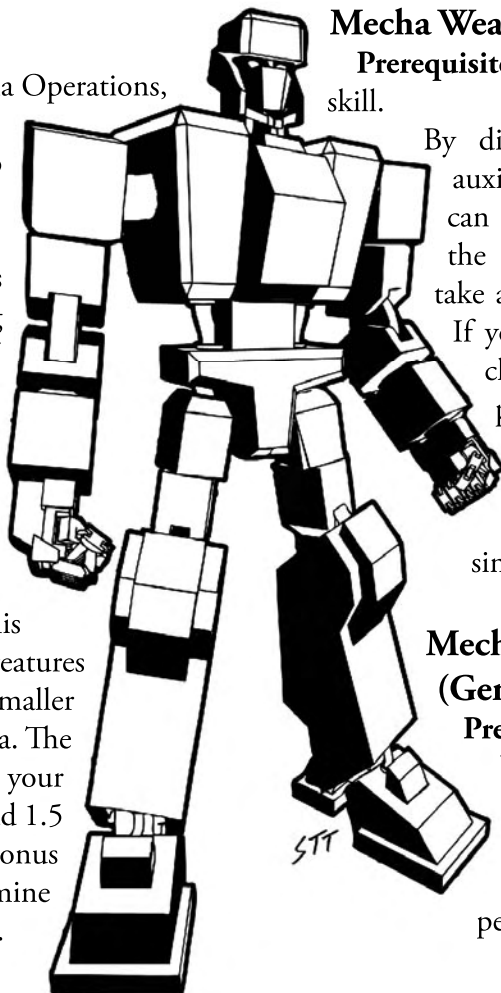
Prerequisites: Mecha Focus with chosen Mecha, Mecha Operation

Choose one specific mecha for which you have already selected the Mecha Focus feat. You gain a +2 bonus on Drive, Pilot, and Repair checks with this mecha. The same bonus is applied to attack rolls with the mecha's ranged weapons. This bonus does not stack with Mecha Focus bonuses. To designate a focus mecha, the pilot must have operated it for at least one month. Minor changes and upgrades to the mecha don't affect familiarity, but if the pilot switches to a mecha with a different size, different flight system, or more than one new weapon, he must operate it for at least one month before he is focused with it. A pilot can focus on only one mecha at a time.

Mecha Sweep (General)

Prerequisites: Advanced Mecha Operations, Mecha Operation

You can use your mecha to wield improvised weapons and attack several spaces at once. You can use your mecha's great size and strength, along with your own knowledge of balance and leverage, to pick up a heavy object (such as a large tree or boulder) and attack an area as an attack action. The area affected is a half-circle with a radius equal to your mecha's reach. This attack deals damage to all creatures two or more size categories smaller than your mecha within the area. The base damage dealt depends on your mecha's size, as given below. Add 1.5 times your mecha's Strength bonus to this base damage to determine the total damage for the attack.



Mecha Size	Damage
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Though it can deal significant damage, this form of attack is awkward and unbalancing. You take a -2 penalty to your mecha's Defense and on Reflex saves until your next turn.

Mecha Trample (General)

Prerequisites: Mecha Operation, base combat bonus +4.

Your mecha can knock down and crush opponents. When you attempt to overrun an opponent while operating a mecha, the target may not choose to avoid your mecha. If your mecha knocks down the target, your mecha may make one free slam attack against the target, gaining a +4 bonus on the attack roll because the target is prone.

Mecha Weapons Boost (General)

Prerequisites: Base combat bonus +8, Repair skill.

By disabling safeguards and shunting auxiliary power into your weapons, you can attain greater destructive power at the cost of weapon accuracy. You can take a penalty of -5 on your attack roll. If you do, the mecha weapon of your choice deals +2 damage for each -1 penalty you took. The attack penalty persists until the beginning of your next turn, but the additional damage applies only to the next single attack you make.

Mecha Weapons Proficiency (General)

Prerequisites: Mecha Operation.

You know how to acquire targets and fire your mecha's weapons using onboard computers and sensors. You no longer suffer the standard penalties on attack rolls while you're

in your mecha. You can use any feats that refer to firearms with your ranged mecha weapons.

Characters without this feat take a -4 penalty on attack rolls made while in a mecha cockpit. Furthermore, they cannot apply firearm feats to a mecha's ranged weapons.

Stun Mecha (General)

Prerequisites: Base combat bonus $+8$, Mecha Operation, Precise Shot.

By channeling electricity into an enemy mecha's control system, you can temporarily short it out. If you threaten a critical hit with an electricity attack against another mecha, you may automatically confirm the critical. In addition to suffering the effects of the critical hit, the mecha is automatically stunned for $2d4$ rounds. The stunned mecha automatically drops what it is holding and can take no attack or move actions. While the mecha is stunned, apply a -2 penalty to the mecha operator's Defense (even though the operator is not stunned).

Thruster Blast (General)

Prerequisites: Pilot skill, Mecha Operations, mecha equipped with flight system.

By directing your vectored thrusters all around your mecha, you can kick up a cloud of dust and debris that obscures the battlefield. You can aim your thruster exhaust toward the ground to create a hemispherical cloud. If you are within 30 feet of the ground and there is loose debris or dust, you can create a cloud with a 50-foot radius centered directly below you. The generated winds snuff out small fires and give enemies attacking you a -4 penalty on their attack rolls. Creatures without eye protection caught within the debris cloud are blinded while inside it and for 1 round after emerging from it. The debris cloud grants anyone inside it one-half concealment (20% miss chance). Mecha with sensor systems ignore the concealment effects.

Because some mecha have vectored thrust systems, their flight path isn't affected by the aim of the exhaust. They don't have to hover or fly upward to create the cloud.

THE SUPERNATURAL

Japan is a nation following two diametrically opposed paths. One pushes towards a gleaming future

of robots, computers, and posthuman culture. The other reaches into a distant past of tradition, respect, and legend. The two paths of the supernatural mirror this opposition.

SHINTO

Shinto is the indigenous religion of Japan. Before Buddha brought the concept of Zen, or the teachings of Confucius were adopted by the emperor, Shinto taught that everything in the world had a spirit, called a "Kami." The Kami were divine, no matter how simple or mean their source. From stones on the ground to the mountains above, each contained a living soul that could be contacted, respected, and even entreated for service.

The rituals of honoring and communing with these spirits became the basis for the Shinto religion. Shinto teaches man to honor nature in all its specific forms. In this way they also honor the specific Kami connected to that form, and gain their favor. In return, the Kami helps man to succeed and prosper.

The Kami do not care what other beliefs man has, and so Shinto has existed harmoniously alongside every other religion and philosophy for over 5,000 years. Today, with the very nation of Japan threatened by the kaiju, the Kami are taking action. When the very mountains can be crushed by monstrous fists, then those mountains must act, and the Kami have called on their agents to do so: the Shinto priesthood, and their young progeny.

The priests of Shinto, along with their sons and daughters, have been called into battle with the kaiju, and each has answered that call in different ways. Some content themselves with simple prayer services during attacks. Others hold specific ceremonies to bolster the Kami in hopes that they might do direct battle with the mysterious beasts. Many in the younger generation take more direct action, honing their mystic abilities to serve as a direct counter to the assaults of the kaiju. This has led some to enter the Self-Defense Force in order to become part of the M.A.F.

Because Shinto priests draw their power from interacting with spirits, Charisma is the key ability for their power.

PSYCHIC POWERS

The human mind is evolving at an accelerated rate.

In the past 100 years, mankind has gone from flying a few hundred feet in a glorified bicycle, to launching probes beyond our solar system. These feats were not accomplished through magic, but through will. Man decided it would fly, and it flew. A challenge to reach the moon was made, and met. The spirit of man pushes back the boundaries of reality, reshaping it as it pleases. That is the essence of the psychic.

Psychics manipulate the mind, body, and physical world through the power of their will. They can read the human heart, explore the physical world, and influence the forces of nature, all simply because they wish it. A psychic is born, not made, but some uncover their potential late in life, after pursuing other ventures. The mind is slippery, and reveals itself only reluctantly. The psychic's gift is to catch the spirit of man and expose its secrets.

The psychic mind is open to influences most people never encounter. They are open to the voices of spirits, allowing them access to a world hitherto unknown by anyone outside the Shinto priesthood. Kami often seek out a psychic when priests are unavailable. Psychics can make entreaties to Kami as well, though they are usually closer to business deals than religious ceremonies.

Another strong influence on the psychic is the presence of kaiju. Psychics can feel the savage emotions of the kaiju—in fact, they are hard pressed to shut them out. It overwhelms their own inherent spiritual defense and fills them with a sickness of the soul. Some have learned to refine this sense into a kind of kaiju radar; able to track the mysterious beasts wherever they travel.

For this reason, the Anti-Kaiju Force cherishes the few psychics they find. They hide them away in secure bases and severely limit their contact with the outside world.

Thus, many

psychics that seek to combat the kaiju directly keep their skills a secret and attempt to find service in the M.A.F. The Mecha Assault Force does not pamper its psychics, but puts them right out on the front lines where they can do the most good. They use their skills to the utmost to ensure that when a mecha encounters a kaiju, the good guys win.

Because psychics draw their power from strength of will, Wisdom is the key ability for their power.

THE KAMI

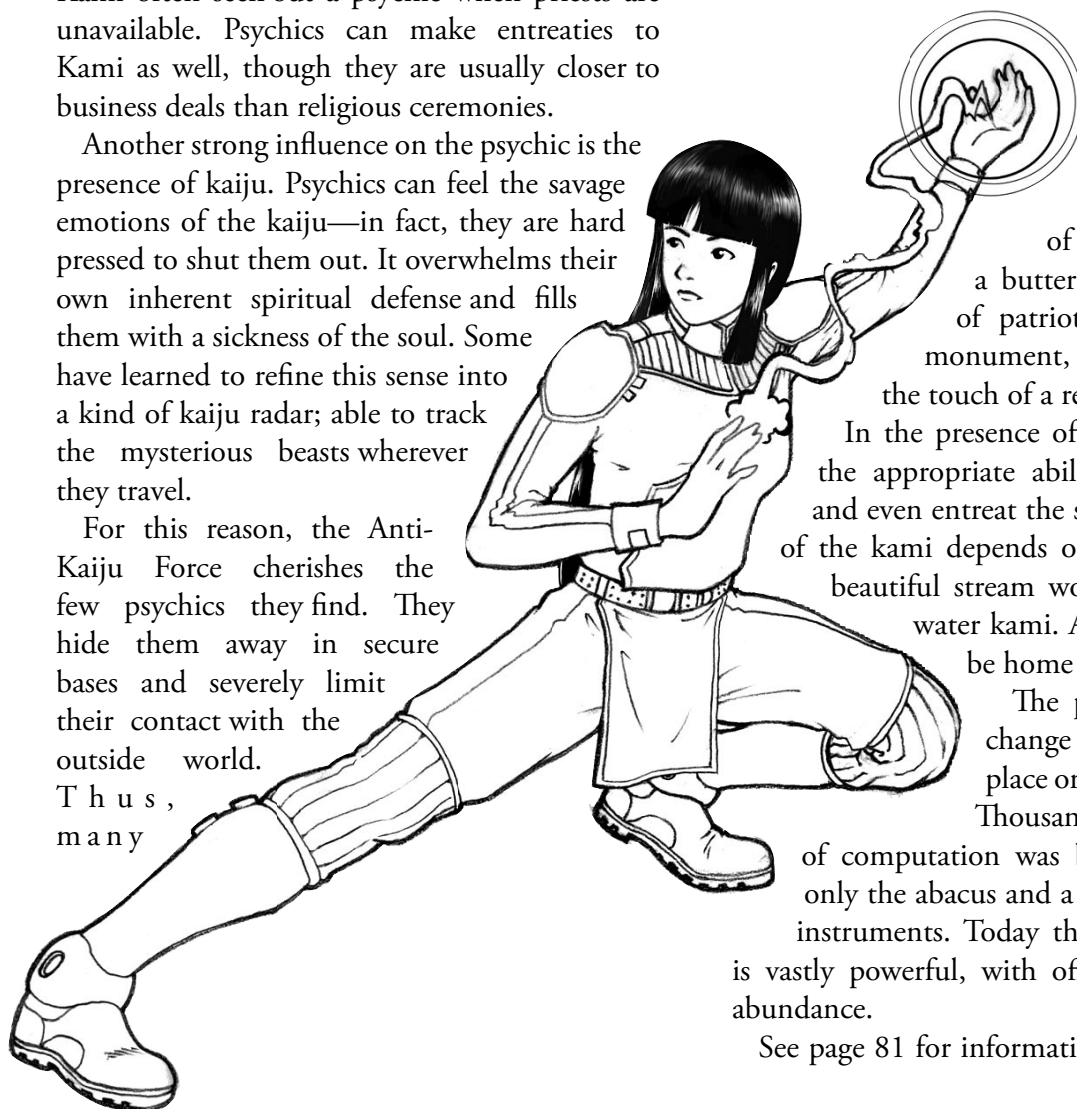
The Kami are spirits residing within a place or idea. Anything in the world, or beyond it, that can instill in human beings a sense of divinity, mystery, or awe is home to a kami. The peace one feels at the summit of a majestic mountain is the influence of the kami that lives there. The passions aroused at the banks of a raging river are also reflections of the kami present.

The kami are not only manifestations of the physical world. Great ideas and beliefs, such as alternate religions or belief systems, also have a kami. When one feels a sense of awe and wonder, whether caused by the sight of a volcano in Hawaii, a butterfly in Brasil, or a swell of patriotic pride at a national monument, then that person feels the touch of a related kami.

In the presence of a kami, an adept with the appropriate abilities can make contact and even entreat the spirit for aid. The power of the kami depends on its location. A small, beautiful stream would have a weak, mild water kami. A great mountain would be home to a mighty earth kami.

The power of the kami can change as the nature of the place or idea it inhabits changes. Thousands of years ago the kami of computation was barely alive, existing in only the abacus and a few Greek astronomical instruments. Today the computer spirit kami is vastly powerful, with offspring and relatives in abundance.

See page 81 for information on different kinds of



kami and their location.

NEW POWERS

This section presents new powers that flesh out the unique abilities of adepts in Mecha vs. Kaiju.

Contact Kami

Fatiguing

Prerequisite: The appropriate Elemental Shaping supernatural power.

You can contact a kami, the spirit of a particular place. This requires a check using the appropriate Shaping supernatural power for that kami (Water Shaping for the kami of a river, Earth Shaping for kami of a mountain or a stone, and so forth) with a Difficulty equal to 10 + the kami's level. Contacting a 5th-level kami is Difficulty 15, for instance. You may commune with the kami for a number of rounds equal to your adept level before contact is broken. You must be at the location the kami inhabits to make contact.

Time: Contact Kami is a full-round action.

Sense Kaiju

You can determine the presence and location of kaiju. Make a Difficulty 15 Sense Kaiju check to sense the presence of any of the creatures within 5 miles of you. For every factor of 10 you extend your sensing radius, the Difficulty increases by 5.

Difficulty	Radius
15	3 miles
20	30 miles
25	300 miles
30	3000 miles

With a successful check, you sense the presence of kaiju, their approximate number, their general type (land, sea, air, insect, etc), and their approximate location. The larger the number of kaiju, the more general the information tends to be. Psychic Shield opposes Sense Kaiju.

A Psychic Shield check greater than your Sense Kaiju check allows a creature to go unnoticed. You can focus your attempt to Sense Kaiju on a particular place you can see, such as a building or island within range, for example.

Time: Sense Kaiju is a move action.

Shadow Shaping

Fatiguing, Maintenance

This supernatural power commands the stuff of pure Shadow. It is not just the absence of light, but the darkness of spirit made manifest. It normally appears like a thick, impenetrable mist or a viscous, tarry liquid, as the adept chooses. This Shadow-stuff vanishes instantly at the touch of the Purifying Light power (see *True20 Bestiary*). Still, an adept can do a great deal with it.

Shroud: You fill an area with shadows, making it darker and more difficult to see. The Difficulty is 5 per 10-foot radius, creating concealment for all in the area. You are unaffected by the concealment created by this shroud. By increasing the Difficulty by 10, you create absolute blackness in the area and confer total concealment.

Stealth: You can make a Shadow Shaping check in place of a Stealth check to hide, even if you have no cover or concealment, since this power provides you with shadows in which to hide.

Shapes: You can create images or shapes of shadow. The base Difficulty is 10 for a 10-foot cube, plus 5 for each additional 10-foot cube the image occupies. Those seeing the image must succeed on a Will save to determine that the Shadow-shapes are not real.

Special: You can take 10 on Shadow Shaping checks.

Time: Shadow Shaping is a standard action.

Summon Kami

Fatiguing

Prerequisite: 6th level adept or higher, the appropriate Elemental Shaping supernatural power.

You can summon a kami, the spirit of a particular area. This requires a check using the appropriate Shaping supernatural power for that element (Air shaping for the kami of a typhoon, Fire Shaping for the kami of a volcano, and so forth) with a Difficulty equal to 10 + twice the kami's level. Summoning a 5th-level kami is Difficulty 20, for instance. Summon Kami is fatiguing (Difficulty 10 + the kami's level). The summoned kami does your bidding for a number of rounds equal to your adept level before disappearing. You must be at the location the kami inhabits to summon it, and the kami must maintain line-of-site with this area at all times.

Time: Summon Kami is a full-round action.

2: THE MECHA ASSAULT FORCE

The Mecha Assault Force, of M.A.F., is the first line of defense for the Japanese islands from attacks by the giant monsters that threaten it. For as long as the island nation has had a Self-Defense Force, there has been a dedicated core of soldiers willing pit themselves against the most devastating natural force on earth, the kaiju. What follows is a brief history of the M.A.F. and details on their current deployment of mecha.



TIMELINE OF THE M.A.F.

Mecha Assault Force history uses the same “era names” as other calendars in Japan, based on the life and reign of the current emperor. The first kaiju appeared during the reign of the Showa Emperor Hirohito, and is thus called the Showa era, lasting from 1945 to 1983. The next great kaiju era was the Heisei, lasting from 1984 to 1999. Due to the radically different nature of kaiju attacks in recent years, a third “Millennium” era began in 2000.

SHOWA ERA (1945-1983)

The creation of the Mecha Assault Force is directly tied to the closing events of WWII. Here is a brief timeline of the important mecha and kaiju related

events of the modern era.

1945: The first kaiju, Kaibutsu, is created by a freak mutation of atomic radiation. The Japanese military believes it is a terror weapon created by the United States. The Emperor orders the military to immediately surrender and begs the U.S. to stop “Its monster.” The Japanese military lures Kaibutsu to the sacred city of Nagasaki, where a second atomic bomb destroys it.

1945-48: U.S. and Japanese scientists study the remains of the kaiju, but are unable to discern its origins. Dr. Surakowa and Prof. Rambo Kyari are lead Japanese researchers on the project. The government denies the existence of the kaiju, maintaining the cover story that it was only the atomic bomb that caused the Japanese surrender.

1948: Kaiju research notes and samples of genetic material are stolen by communist agents and sent to the newly formed Democratic People’s Republic of Korea.

1950: During the Korean War a new incarnation of the kaiju Kaibutsu is unleashed upon American Marines in the battle of the Chosin reservoir. Leads to the Finland Accord that limits kaiju to defensive weapons used only within a nation’s own borders.

The knowledge that kaiju truly exist has a chilling effect on the Japanese populace. Many turn to religion for solace, while others seek the protection of new military technology. Many begin calling for a military force that can protect the islands from these new threats.

Prof. Rambo Kyari has a vision of the universe as a whole and spends weeks in hospital. He will spend years trying to put into words the image he saw in that one moment.

1953: Dr. Surakowa, working on his own, discovers a chemical means of destroying the kaiju. Unfortunately it would have an equally devastating effect on mankind. As a man of peace who fears the introduction of new terror weapons, he keeps this chemical process a secret.

1954: Kaibutsu returns, this time attacking the nation of Japan and devastating Tokyo. Surakowa is persuaded to use his chemical weapon on the creature, but only after first destroying his research, and then killing himself after killing the kaiju.

The Japanese Self-Defense Force is founded. Its first act is to create the Anti-Kaiju Force (A.K.F.),

a group whose goal is to develop technology and tactics to use against the great beasts.

The military turns to Prof. Rampo Kyari to head Research and Development for the A.K.F.

1957: Senshukei, a flying reptilian kaiju, appears as the first radical monstrous mutation. It is a product of rapid evolution produced in a matter of years rather than eons.

1958: Yowai appears, born from a weaker strain of kaiju meant to emulate the great Kaibutsu, but failing miserably. They are produced as “foot soldiers” that can be bred as quickly as they die.

1959: Kameyuu, a colossal sea turtle, terrorizes sea-lanes. This marks the first attack by the Underwater Shogunate of Mu, a campaign that will last for nearly twenty years.

1960: Prof. Rampo discovers Zeta particles, a sub-atomic element that interacts with Gravitons. By stimulating Zeta particles, he can produce areas of intense gravity, which can be harnessed to create weapons of devastating power with little to no dangerous byproducts. He calls his weapons GAZERs (Gravity Amplification by Zeta Emission Recovery). Gazer technology requires vast amounts of power, so cannons must be trucked into position and hooked into a city’s power grid directly.

1961: Senshuga first sighted over Korean air space, and identified as the first insect kaiju. It is later learned that North Korean scientists worked for months to find a breed of moth amongst the thousands of varieties that would respond to kaiju mutation.

1962: Yamazaru, one of the great gargantua kaiju, appears in northern Japan. Tank-mounted Gazer weapons harass and chase it across the big island of Honshu. They are too slow to deliver the killing blow before the creature’s regenerative powers return it to health. That same year Navy destroyers drive Kameyuu out of the Sea of Japan. Prof. Rampo suggests a faster, more maneuverable weapons platform: a humanoid robot that could function like a walking battleship. He calls his design a “mecha.”

1963: Ti-Lung, resembling a Chinese Dragon, attacks shipping in international waters. Though originally believed to be another Mu kaiju, Ti-lung is eventually tracked back to North Korea, a creation honoring their northern neighbor China. A formal protest is lodged and North Korea is ordered to operate the creature only within their territorial

waters. It disappears after sinking the U.S. Naval vessel Pueblo.

1964: “Metaru Jaianto,” the first remote-controlled humanoid robot, is fielded. Designed as a special support weapon capable of following kaiju into regions inaccessible to Gazer tanks, Metaru captures the imagination of the country. It is seen as a way of fighting the kaiju on their level, and becomes a beloved symbol of the technological prowess of the country.

Iseijin appears, called the “Space Monster” by some due to its alien nature, and is denied by the North Korean government as their creation.

Kadougura, a terrifying robot, repeatedly menaces cities in Japan, but is consistently defeated by Metaru. The only clue to the robot’s origin is the emblem of the Imperial Chrysanthemum, formerly reserved only for battleships of the Imperial Japanese Navy.

1965: Sanshuseki, a flying, two-headed “iseijin” kaiju, appears as the most powerful creature yet recorded.

Rappagon, a burrowing kaiju with a fiery horn, appears around the mountains of Fuji.

“Metaru Fever” grips the country, as the robot becomes a pop culture phenomenon. With new kaiju appearing Metaru is used as a front line weapon, and military planners begin to see the potential of battlefield robots. Prof. Rampo sees the limitations of radio-controlled robots, however, and begins designing a piloted mecha. The A.K.F. creates a new arm: the Mecha Assault Force.

Mysterious shipping accidents are rumored to be caused by a giant submarine.

1967: The first manned mecha is fielded, the “Senkanbuku” (battleship warrior). Because Gazer weapons still require vast amounts of power, the diesel-powered Senkanbuku is armed with 16-inch naval guns. A five-man crew operates the vehicle. Over the next eight years advances in computer technology allow all non-combat tasks on board mecha to be handled through either on-board or remote computers, reducing the crew requirement to a single pilot or a pilot and navigator.

1969: A rash of new kaiju attack across the world, sparking rumors that the source of many of these creatures must be some place outside North Korea. Ebitenshu, a giant crustacean kaiju, patrols Korea’s shores after the mysterious disappearance of Ti-

lung. Kamakira, a monstrous praying mantis, proves impossible to control, and it begins a slow flight around the world. Spiga, a giant spider, is reported in the mountains of Japan. Ijimekko, another weak, hastily produced kaiju, begins to appear in conflicts outside Asia. Randomizu appears, the so-called Triamphibian Monster, an apparent relation to Sanshuseki.

Classified documents reveal the existence of the Underwater Shogunate of Mu, a hidden nation waging a secret war against the surface world.

Sightings of the giant submarine Paragon are confirmed, under the command of Admiral Kimagura, formerly of the Imperial Navy.

1971: Hedokoku, a kaiju similar to the original Iseijin, attacks the United States.

1972: Gaishukun, an apparent mix of kaiju and mechanical parts, becomes the first recorded bionic monster.

1973: Megaro, a borrowing bipedal beetle kaiju, ravages the Japanese countryside.

As a worldwide energy crisis looms, Prof. Rampo perfects fuel-cell technology that makes Gazer weapons portable. The first gazer-armed mecha is designed. Named after the Shinto god of fire, Kagutsuchi is created partly as a prestige project showcasing Japan's vast technological innovations.

1974: Oumanou Komainu, a gargantuan kaiju appears in Okinawa. Bearing a striking resemblance to a foo-dog temple guardian, reports state that it drives off an attack by the mighty Kaibutsu without doing harm to the populace.

1975: Tenteisaurus, a Muan kaiju, appears in Japan's eastern waters, the last new kaiju to be seen during the Showa era.

1976: Kagutsuchi makes its first public appearance on the 20th anniversary of Japan's first victory over the kaiju. The mecha's chest-mounted gazer cannon functions flawlessly, and its design harkens back to the samurai armor of ancient Japan. It fights a definitive battle against Tenteisaurus, destroying the kaiju and breaking the Mu campaign against the surface world.

1977-1979: Kaiju attacks dwindle.

1980: The first year without a single kaiju attack.

1981: No kaiju are seen on the Korean Demilitarized Zone. Military analysts suspect that the genetic stock of the original kaiju cells may be spent, making the breeding of new kaiju impossible.

CULT OF THE BEAST GODS

Over the years fear of the kaiju turned to fascination for the so-called "kaijutaku," or "monster superfan." For others, fear turned to awe and reverence. While the kaijutaku sought to understand the monsters, other groups attributed supernatural powers to the kaiju, seeing their great physical ability as proof of their divine qualities. The most popular of these was the "Suuhai Kedamono Tenshu," or "Cult of the Beast Gods," founded by a former kaijutaku known only as "Pateren."

The Cult of the Beast God is a natural outgrowth of humanity's need to find meaning and purpose to the terrible things that happen to them. Since they can't explain why the kaiju come, nor why "God" would allow them to wreak such havoc, it is only logical to assume that the kaiju are gods themselves, and should be supplicated in hopes of assuaging their great anger.

1982: The M.A.F. is put on indefinite stand-down. A.K.F. funding is slashed 60%. Prof. Rampo designs a simple, modular mecha design that can be reconfigured based on mission requirement. Mecha are given the official name designate "Jin" (man), with Rampo's first design called the "Tetsujin" (Iron Man).

1983: The M.A.F. base outside Tokyo is mothballed. Staff is reassigned.

HEISEI ERA (1984 - 1999)

1984: The original kaiju, Kaibutsu, returns to lay waste to Tokyo. The A.K.F. is woefully understaffed and ill equipped to deal with this sudden attack. Prof. Rampo creates an ultrasonic device to lure the kaiju into the Mt. Mihara volcano on Oshima Island. The body is never recovered and Kaibutsu returns frequently over the next decades.

1985: The A.K.F. and the M.A.F. undergo a radical boost in funding and personnel. The first generation Tetsujin mecha are produced, just in time to stop a massive incursion that earns the name "Kaiju Summer." For the first time the M.A.F. fields multiple mecha at once, a strategy it will utilize to great success over the next twenty years.

1986: Both America and Russia pressure North

Korea to tighten its control of kaiju. The United Nations orders North Korea to pay Japan reparations for the damage done in the kaiju attacks of 1985.

1989: Saibutsu, the colossal mutant plant, is the first new kaiju to be seen in almost fifteen years. Scientists suspect it is naturally occurring, and that kaiju are now mutating naturally.

1992: Roc-u, a large, fast growing black bird, begins its migration around the world.

Smaller creatures begin to appear in conjunction with kaiju attacks. To combat this smaller threat the M.A.F. fields a power-armor unit to protect civilians and police urban areas during kaiju attacks.

1994: A rash of violent behavior and suicides is linked to a youth gang called “Ogre.” No organizing force can be identified, and the group is written off as petty malcontents.

1996: After the Aum Shinrikyo cult attacks, the government takes a second look at “Ogre.” More and more violent acts are traced to the group, and a pattern of belief emerges that convinces those in power that Ogre is a dangerous cult.

1997: Kaibutsu returns and devastates an entire Tetsujin group. Prof. Rampo begins designing the massive “Yamajin” (mountain man) mecha.

MILLENNIUM ERA (2000+)

2000: Another serious outbreak of kaiju attacks occurs. This time ground units see individuals engaged in any number of suspicious activities during attacks. These sightings are difficult to prove as the individuals disappear almost immediately.

Kagerou brings a new threat to Japan in the form of swarms of smaller insects bound to follow the kaiju.

2001: Suspicious activity escalates to terrorist actions as M.A.F. power-armor squads encounter soldiers disguised in ninja shokuzu uniforms planting explosives during kaiju battles. Later in the year the “ninja” succeed in crippling a mecha unit during a key battle. These attacks will frustrate M.A.F. forces for years to come.

2002: Tattoos found on dead ninja insurgents suggest a connection with the Ogre cult. No conclusive link is made, and there is much resistance to investigations due to the group’s powerful connections with various zaibatsu (business conglomerates) and government officials.

2006: Japanese Intelligence uncovers convincing

proof that North Korea is planning a massive kaiju assault on both South Korea and Japan. Afraid of tipping off their foes, M.A.F. Task Force Ichi-ban covertly enters North Korea in hopes of stopping the threat before it starts. They are never heard from again.

2007: Desperate for mecha pilots, the M.A.F. draws a new pool of candidates from the A.K.F., the Self-Defense Force, and even talented civilians.

MECHA OF THE M.A.F.

The Mecha Assault Force is of course famous for its robots. Since the 1960s giant mechanical weapons have defended Japan against the attacks of the monstrous kaiju. From the first lumbering diesel-powered mecha firing 16-inch naval guns, to today’s advanced fuel-cell systems powering devastating energy weapons, the vehicles of the M.A.F. have undergone a number of incarnations.

Naming conventions for the Japanese Self-Defense Force use a root word for each kind of vehicle. For example aircraft carriers all contain the word “kaze” (wind) in their name. Mecha, due to their anthropomorphic design, all contain the root word “jin” (man).

CURRENT DEPLOYMENT OF M.A.F. MECHA

The basic mecha design is the “Tetsujin” (iron man) line, founded on a rugged inner frame that can be modified to the specifications of individual pilots. The previous M.A.F. team had worked together for several years, and had substantially customized their mecha. These vehicles were lost along with the entire team on a recent mission, and current mecha are merely barebones systems. These Tetsujin are outfitted in two modes: light and heavy. The light unit has a low-yield, rapid-fire gaze emitter, great speed and high maneuverability. This is the standard training mecha for all pilot candidates, due to its additional levels of computer control, which also allow it to effectively engage in melee combat. Tetsujin heavy is an armored goliath equipped with supercharged gaze cannons capable of leveling a city block. The heavy is more than able to withstand the attacks of most kaiju currently fielded by enemy nations.

The strongest and most durable mecha is the much larger “Yamajin” (mountain man) model, capable of

going head-to-head with the mightiest kaiju. There is currently only a single Yamajin unit in the M.A.F. arsenal, and it is only used for dire emergencies. Replacement Yamajin models are being rushed through production, but it will be some time before they can be fielded.

For urban engagements where firepower must be balanced with accessibility, there is the Takajin (tall man), a much smaller power-armor unit, boasting firepower equal to a mainline tank. Currently a lighter power-armor suit called the Senyojin (elf man) is under testing, useful in countering man-sized, close quarters threats that are becoming more common in urban environments. Power armor pilots wear a myo-reactive interface suit (called an “iSuit” thanks to popular consumer electronics) that allows their vehicle to respond to direct human interaction.

MECHA RECORDS

Size bonuses and penalties are already factored into the attributes for each mecha. Large size power armor add their strength bonus to that of the pilot, thanks to the iSuit they wear. A mecha's Dexterity penalty applies to its operator's Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks, in addition to the pilot's Ranged Attack Bonus. Its toughness takes the place of the pilot's own toughness save. The Attack Bonus applies to both melee and ranged attacks. Slam Damage adds to the pilot's basic melee attack damage. A mecha adds its Defense Bonus to that of its pilot. The Armor Penalty applies to those same pilot skills reduced by the mecha's Dexterity Penalty.

TETSUJIN SEKKOU

Body Size: Huge
Frame: Light
Construction Points: 81
Mecha Strength: +12
Mecha Dexterity Modifier: -2
Base Defense: -2
Shield Bonus: +4
Total Defense Bonus: +2
Base Toughness: +14
Armor Modifier: +5
Toughness Save: +19
Base Speed: 50

Armor Modifier: -10

Bonus: +10

Speed: 50 ft.

Mecha Piloting System: Mechanical (2cp)

Pilot primary attribute: Dexterity

Piloting Bonus: +0

Power Source: Conventional – Low Charge Fuel Cell (9cp)

Energy save: +5

Weapons: *Joubatai Gazer Emitter* (7cp): damage +14 (ballistic energy), critical 20/+3, range 140'. *Rakurai Shock Rod* (4cp): damage: +6/+18 (electricity), critical 20/+3, range: melee.

Armor: *Koutetsu Light Armor* (6cp)

Toughness: +5

Max Dodge Bonus: +8

Armor Check Penalty: -2

Movement Penalty: -25%

Armor Traits: None

Shield: *Shi-Rudo Shield* (8cp)

Defense bonus: +4

Armor Check Penalty: -1

Shield Traits:

Additional Equipment: *Moderu Ni Sensor System* (9cp): +2 Notice, Analysis +3, Radar 1 mile. *Jump Jets* (3cp): +9 to Jump checks, halves Armor Check Penalty for Jump Checks. *Usagi Speed Boost* (2cp): +10' Speed. *Comm System* (1cp).

TETSUJIN URUWASHI

Body Size: Huge

Frame: Light

Construction Points: 116cp

Mecha Strength: +12

Mecha Dexterity Modifier: -2

Base Defense: -2

Shield Bonus: +6

Total Defense Bonus: +4

Base Toughness: +14

Armor Modifier: +10

Toughness Save: +24

Armor Traits: Impervious

Base: 50

Armor Modifier: -25 ft.

Speed: 25 ft.

Mecha Piloting System: Mechanical (2cp)

Pilot primary attribute: Dexterity

Piloting Bonus: +0

Power Source: Conventional – Low Charge Fuel

Cell (9cp)

Energy save: +5

Weapons: Kometto Autogazer (17cp) Damage:

+16 Critical: 20/+3 Damage Descriptor: Ballistic

Energy, Autofire Range: 160'

Chiri rocket launcher (18cp) Damage: +20

Critical: 20/+3 Damage Descriptor:

Piercing, Ammo 2 Range: 200'

Armor: Odoshi Medium Armor (15cp)

Armor Check Penalty: -4

Movement Penalty: -55%

Shield: Bouheki Shield (15cp)

Toughness: +10

Defense bonus: +6

Max Dodge Bonus: +6

Armor Check Penalty: -3

Additional Equipment: Moderu Ni Sensor System:

+2 Notice, Analysis +3, Radar 1 mile (9cp), Jetpack:

Flight speed 100', Maneuverability Poor (10cp),

Comm System (1cp)

TAKAJIN POWER ARMOR

Body Size: Large

Frame: Light

Construction Points: 41cp

Mecha Strength: +8

Mecha Dexterity Modifier: -1

Toughness Save: +10

Movement: 40 ft.

Mecha Piloting System: Mechanical (2cp)

Pilot primary attribute: Dexterity

Piloting Bonus: +0

Power Source: Conventional – Low Charge Fuel

Cell (9cp)

Energy save: +5

Weapons: Korona Microwave Gun (7cp)

Damage: +10 Critical: 20/+3 Damage

Descriptor: Ballistic Energy Range: 100'

Additional Equipment:

Moderu Ich Sensor System: +2 Notice, Analysis,

Radar 1 mile (6cp) Jump Jets: +8 to Jump

checks, halves Armor Check Penalty for Jump

Checks (3cp)

Comm System: (1cp)

MECHA DESIGN SYSTEM

The mecha construction system is point based.

Construction Points (cp) are used to purchase

weapons, defenses, and other mecha abilities. The Narrator selects the amount of cp available for mecha construction. Below are several different options for determining the amount of cp that can be granted to players.

CONSTRUCTION POINT ALLOTMENT OPTIONS

Option One: Characters begin with a set amount of points at first level and gain additional points as they advance in level. Players begin with 50cp and gain 10cp per level.

Option Two: A high-powered game with more powerful mecha would start characters with 75cp at first level and add an additional 15 per level.

Option Three: A low powered game can also be had, with 35cp at first level and an additional 5cp per level.

Option Four: The mecha's level could be different then that of the player characters, or could increase at a different rate than the player character levels.

Option Five: The narrator may grant a fixed amount of points for players to build their mecha and grant additional points when he sees fit.

Note: A team of heroes may pool their construction points to make a few stronger mecha, or even one very powerful mecha.

The Benefit and Wealthy feats can grant additional cp, with narrator permission, though the amount should not exceed 2 cp per feat.

ROLEPLAYING CONSTRUCTION POINTS

The construction point system is an abstract representation of how characters gain and improve their mecha. Just as heroes do not mention "skill points" in game, they do not discuss their construction points. When role playing changes to a character's mecha, find appropriate in-game means to discuss it.

You can denote improving cp in many ways while running a game. Small changes to mecha may represent equipment upgrades or improved weapons packages. Major changes to a mecha, such as a stronger frame or adding a flight system, should be a story point in the game. Perhaps the mecha suffered a horrible defeat and was nearly destroyed. Or the mecha may be the oldest in the squad, and ready for a complete overhaul

Option One

Level 1	50cp	Level 11	150cp
Level 2	60cp	Level 12	160cp
Level 3	70cp	Level 13	170cp
Level 4	80cp	Level 14	180cp
Level 5	90cp	Level 15	190cp
Level 6	100cp	Level 16	200cp
Level 7	110cp	Level 17	210cp
Level 8	120cp	Level 18	220cp
Level 9	130cp	Level 19	230cp
Level 10	140cp	Level 20	240cp

Option Two

Level 1	75cp	Level 11	235cp
Level 2	90cp	Level 12	250cp
Level 3	105cp	Level 13	275cp
Level 4	120cp	Level 14	290cp
Level 5	135cp	Level 15	305cp
Level 6	150cp	Level 16	320cp
Level 7	175cp	Level 17	335cp
Level 8	190cp	Level 18	350cp
Level 9	205cp	Level 19	375cp
Level 10	220cp	Level 20	390cp

Option Three

Level 1	35cp	Level 11	90cp
Level 2	40cp	Level 12	95cp
Level 3	45cp	Level 13	100cp
Level 4	50cp	Level 14	105cp
Level 5	55cp	Level 15	110cp
Level 6	60cp	Level 16	115cp
Level 7	65cp	Level 17	120cp
Level 8	70cp	Level 18	125cp
Level 9	75cp	Level 19	130cp
Level 10	80cp	Level 20	135cp

STEPS FOR CREATING A MECHA

1. Choose superstructure frame and size
2. Choose piloting system
3. Choose a power source
4. Build or choose weapons.
5. Build or choose defenses.
6. Build or choose navigation and sensor system.
7. Build or choose flight system.
8. Build or choose extra abilities.

STEP ONE: SUPERSTRUCTURE

The first step to building a mecha is to create its internal structure, called the Superstructure. There are two elements to a mecha's Superstructure: Size and Frame. The mecha's Size determines its Strength, Speed, and part of its Toughness. The mecha's Frame also helps determine Toughness.

MODIFIERS BASED ON SUPERSTRUCTURE

Mecha Strength is static and is determined by its size. This overrides the user's Strength score.

MECHA VS. VEHICLES: A QUESTION OF SCALE

Both mecha and vehicles use the same size scale, however giant robots are obviously larger than any other land vehicle. Vehicles measure their size in relation to humans. Mecha measure their size in relation to adversaries such as kaiju.

Vehicles use a Strength score to determine their carrying capacity, just as people do. For simplicity sake the vehicle rules simply provide a flat strength score that does not take size into account. Mecha cannot use this shortcut, and so they have a lower Strength score. It is this reason that their Carrying Capacity is modified by their size, as shown on the chart. Taking this modifier into account, mecha are vastly more powerful than normal vehicles.

The Dexterity penalty incorporates the mecha's size penalty as well as its general cumbersome nature. Larger mecha are simply harder to maneuver. Dex Penalty applies to Acrobatics, Climb, Jump and Pilot checks. Thanks to computer-guided weapons this penalty does not affect Attack or Defense rating, Initiative, or Reflex Saves.

Base Speed is determined by the mecha's size. Larger mecha can move faster.

Base Slam damage is determined by the mecha's size. Larger mecha can hit harder.

The amount a mecha can carry is based on its Strength multiplied by its Carrying Capacity multiplier. This multiplier is determined by the mecha's size.

Base Toughness is determined by the mecha's Frame.

Choose your mecha's size from the list below.

Large: Base Str +8, -1 Dex. Speed 40ft. Slam base +3, Carrying Capacity x2

Huge: Base Str +12, -2 Dex. Speed 50ft. Slam base +4, Carrying Capacity x4

Gargantuan: Base Str +16, -5 Dex. Speed 65ft. Slam base +8, Carrying Capacity x8

Colossal: Base Str +20, -10 Dex. Speed 80ft. Slam base +12, Carrying Capacity x16

Awesome: Base Str +24, -15 Dex. Speed 100ft. Slam base +18, Carrying capacity x24

CHOOSE FRAME

Choose a frame from the appropriate table.

STEP TWO: CHOOSE PILOTING SYSTEM

There are a variety of control systems used to pilot mecha, and some use abilities other than Dexterity as the primary attribute for piloting. The pilot skill functions as normal regardless of the primary attribute used. If an attribute other than Dexterity is used, the mecha's Size Penalty is applied to the primary attribute instead.

Piloting System	Costs
Mechanical	2 cp
Digital	4 cp
Mental	6 cp
Organic	14 cp
Sensor	10 cp

Mechanical: This is the classic method of operating mecha, and usually involves manipulating levers, similar to standard aircraft controls. Primary piloting attribute is dexterity. 2cp.

Digital: This piloting system involves mostly computer keyboards, console controllers, and other digital control methods. The primary piloting attribute is dexterity. The versatility granted by this piloting system allows for quick, temporary reprogramming of the mecha. By using Extra Effort you may gain a mecha trait for one round: these include weapon and armor traits, as well as other mecha systems at Narrator discretion. However the system is vulnerable to hacking by those with the Computer skill. The system has a Computer Security rating of 20. The security rating may be increased by 5 for 1cp, to a maximum of 40. 4cp.

	Large		Huge		Gargantuan		Colossal		Awesome	
	Cost	Tough	Cost	Tough	Cost	Tough	Cost	Tough	Cost	Tough
Light	20	+10	30	+14	40	+18	50	+22	60	+26
Medium	28	+14	38	+18	48	+22	58	+26	68	+30
Heavy	36	+18	46	+22	56	+26	66	+30	76	+34



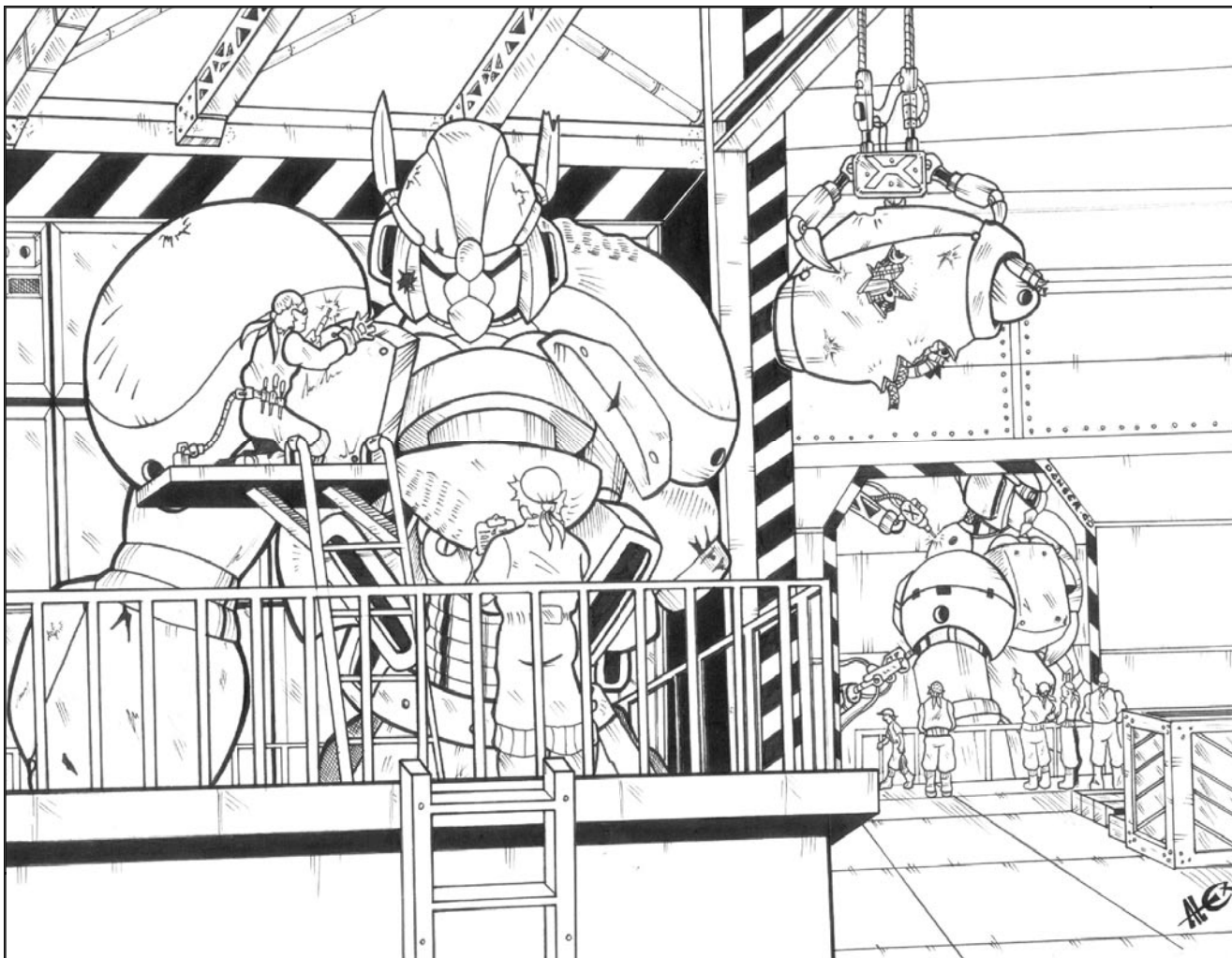
Mental: Through the use of advanced technology, this piloting system allows you to link mentally with your mecha, piloting it by thought. The primary attribute is intelligence or wisdom. This control system adds +2 to Pilot and Initiative checks. Mental control systems allow pilots to use their Melee combat feats while piloting their mecha. While piloting a mecha with a mental control system you are more vulnerable to mental attacks, adding +2 to the DC to resist supernatural effects. 6cp.

Organic: Some mecha have the strange characteristic of being alive – either through artificial intelligence or a certain level of true sentience – which can either help or hinder a pilot, depending on how the mecha feels towards them. The primary attribute for piloting can be strength, dexterity, intelligence, wisdom or charisma. This attribute must be chosen when the organic control system is created.

Organic control systems create a biological link with their pilot. Systems that use Strength as a primary attribute for piloting cause the pilot to feel the motion of the mecha, the weight of its arms and

legs, and the physical resistance of lifting weapons or striking opponents. Dexterity-based control systems register fast-twitch muscle reactions and transmit them to the mecha. Control systems using Intelligence surround the pilot with sensory data gleaned from of the mecha's scanners. The intuitive interface of the Wisdom-based organic control allows the pilot to control the mecha as an extension of natural instinct. In many ways the control scheme of the Charisma-based system allows the greatest degree of autonomy for the organic control system; the pilot guides the system to make its own decisions, rather than directly controlling the mecha.

Every organic control system has a Conscience attribute, representing its Intelligence, Wisdom, Charisma, and Will save. Just like all entities capable of reason, the control system has a Nature. Choose one Virtue and Vice for the control system. Organic control systems have their own feats usable by the pilot, and grant a bonus to all piloting checks. The benefits of the control system depend on the Conscience of the mecha.



Due to the unexpected difficulties of programming an artificial intelligence, the more complicated the system gets the harder it gets to control. For every additional point of conscience the control system's nature gains another vice.

Conscience	Pilot Bonus	Feat	Nature
1	+3	-	-
2	+3	1	+1 Vice
3	+4	-	+2 Vice
4	+4	2	+3 Vice
5	+5	-	+4 Vice

Whenever you try to mount the mecha you must succeed on a Pilot check opposed against the conscience of the mecha. Failing this check leaves the pilot Dazed for one round, and they must try again the following round. Once mounted the organic control system remains under the pilot's control, unless it is forced to perform an action against its nature. Anytime this happens the pilot must make

another opposed check.

Organic control systems can't be hacked, but mental effects can influence it as though it were a living being. The system can also be influenced by Social actions just like any other character. 14cp.

Sensor: By way of a myo-reactive interface suit, all a pilot's actions are relayed to the mecha through special sensors. The mecha imitates all pilot actions. The primary attribute is either Strength or Dexterity, and is programmed at the time the system is installed. +5 to Pilot checks. A character may use unarmed combat feats through the mecha. 10 cp.

STEP THREE: POWER SOURCE

A mecha's power source provides energy to all mecha systems. Every power source produces sufficient energy to operate the mecha at normal levels of exertion. Any additional energy requirement, such as weapons, flight systems, or special defenses, can drain the power source and may cause a power overload.

Every power source has an Energy attribute. If a mecha system is Fatiguing you must make a Power saving throw every time you use that system against a difficulty determined by that system. Failing the roll will cause the mecha to become fatigued. A generator that is fatigued again becomes incapacitated and shuts down. The Energy rating is also used to resist power-draining attacks and to activate certain special components.

The power source costs a number of cp equal to 4 plus the energy rating.

SAMPLE GENERATORS

Conventional Generator

This is a standard industrial power source, akin to a heavy-duty diesel engine. Early generation fuel cells also produced power at this level.

Cost: 9cp

Energy: +5

Advanced Generator

This represents atomic power plants or state-of-the-art fuel cells capable of generating vast quantities of power for relatively low prices.

Cost: 14cp

Energy: +10

Powerful Generator

This is equivalent to a cold-fusion power plant.

Cost: 19cp

Energy: +15

STEP FOUR: WEAPONS

Mecha are walking weapons platforms. Each weapon system is assumed to be mounted on the mecha and does not take any additional actions to deploy. Mecha weapons use the same traits as normal weapons: Damage Bonus, Critical, Damage Descriptor, Ammo, Range Increment, and Cost. Each of these traits is purchased separately using construction points.

There are two types of weapons, ballistic and melee, each with their own advantages. Ballistic weapons can attack targets at range, keeping them at a safe distance. Melee weapons can only attack targets within their reach, but benefit from the mecha's impressive strength bonus.

DAMAGE

All weapon damage costs 1cp per +2 of damage. Melee weapons use the mecha's awesome strength to devastating effect, adding their strength bonus to the damage.

CRITICAL

All weapons begin with a normal critical threat range of 20 and a critical hit damage of +3. The threat range can be increased to 19-20 for +1cp, or 18-20 for +2cp. The critical damage can be increased to +4 for +1cp, +5 for +2cp, or +6 for +3cp.

DAMAGE DESCRIPTOR

Many weapons have special effects or do particular kinds of damage. Melee damage is classified as Bludgeoning, Piercing or Slashing. Basic range damage is Ballistic. Any other damage type must be purchased with construction points.

Special traits may also be purchased. Certain traits are only usable by particular weapon types. Traits marked with a (b) are only usable by ballistic weapons, while those marked with a (m) are only usable by melee weapons.

Some traits drain more power than others. These require an Energy Save from the mecha's generator. The trait description will indicate the save DC.

WEAPON TRAITS

The following traits cost 1cp each.

Accurate: This weapon is very accurate, granting a +1 bonus on attack rolls. This trait may be taken multiple times, and the effects are cumulative, increasing the attack bonus for this weapon.

Charger: This weapon does +3 damage if used while charging. (m)

Damage Shift: You may change the damage type of range or melee weapons. For example a club with a hidden spike could shift from blunt to piercing damage. Changing damage type is a move action.

Energy: The weapon uses some kind of energy. Ballistic weapons fire beams of energy, while melee weapons have striking surfaces comprised or sheathed in the energy type. Choose from any of the standard energy types: acid, cold, electricity, fire, sonic.

Disarm: You can use this weapon to make a disarm attack with a +2 bonus, like the Improved

Ballistic Only	Melee Only	Either
Extended Range Long Range Homing Ricocheted Sharpshooter Self Targeting Autofire Guided Rapid Fire Limited Range (flaw)	Charger Disarm Set Thrown Trip Reach	Accurate Damage Shift Energy Alternate Form Linked Area

Disarm feat. (m)

Extended Range: This weapon has greatly improved ranged. The weapon can reach an additional range increment. This trait may be taken multiple times. Each time add one additional range increment. Attack penalties based on range increment are not affected.(b)

Homing: This weapon can continue attacking after it is fired. If the first attack misses make a second attack the following round at the same attack bonus. This trait may be taken multiple times, adding one additional round in which it can attack each time. (b)

Long Range: This weapon has greatly improved range. Add +10' to the weapons range increment or cone range. This trait may be taken multiple times, and the effects are cumulative. (b)

Ricochet: This projectile can bounce off heavy solid objects in order to change the direction of its attack. The object used to bounce the attack must have a toughness equal to the attack damage or it must make a toughness save. If it fails the save the object is destroyed and the attack does not ricochet. This attack can bypass the protection of cover or, at narrator discretion, allow a surprise attack. (b)

Set: This weapon does +3 damage when used against a charging opponent. (m)

Thrown: You may throw this weapon with a range increment based on the size of the mecha. Large mecha have a 10' range increment, Huge have 20', Gargantuan have 30', Colossal have 40', and Awesome have 50'. See Range Increment for further details. (m)

Trip: You can use this weapon to make a trip attack with a +2 bonus, like the Improved Trip feat. (m)

Reach: This weapon has an extended reach. Multiply the mecha's reach by 2 when using this

weapon. This trait may be taken multiple times, each time adding +1 to the reach multiple. (m)

Sharpshooter: This weapon is extremely accurate at longer range. You may ignore the penalty from two range increments when attacking. This trait may be taken multiple times. Each time ignore two additional range increment penalties. (b)

The following traits cost 5cp.

Alternate Form: A weapon with this trait may be reconfigured into different attack forms. These weapon forms can have completely different traits, or even change from melee to ballistic attacks. Each alternate form must be built on the same number of points, and both must have the Alternate Form trait. Changing between forms is a move action.

Linked: When a weapon with this feature is used to attack it uses its additional abilities simultaneously. A weapon with two linked attack forms would require two damage saves. A weapon with a special additional quality would require a damage save and an appropriate resistance save. For example a melee weapon with a linked Trip attack would require a damage save and a Strength check to avoid being tripped. The energy save for this attack is equal to 10 + the number of additional abilities linked together.

Self-Targeting: This weapon is capable of attacking on its own. The pilot may make one extra attack every other round at his standard attack rating. (b)

The following traits cost the same cp as the cost of the damage bonus. For example, a trait from this list for a weapon with +14 damage bonus would cost 7cp.

Area: This weapon affects an area rather than a single target. The area affected is a circle with a diameter equal to three times the attack's damage bonus in feet. For example an area weapon with a

damage code of +20 would have an area of 60 ft. All targets within the area may make a reflex saving throw for half damage. The reflex save difficulty equals 10 + the pilot's Combat Bonus. The energy save for this attack is equal to 10 + one half the damage.

Autofire: See Autofire in the True20 Adventure Roleplaying game, Chapter 6 for details on how this works in combat. (b)

Guided: This weapon suffers no attack penalties based on range increment. (b)

Rapid Fire: This weapon can be fired as a movement action. (b)

WEAPON FLAWS

Some weapons have some kind of design flaw in their damage descriptor. These flaws reduce the total cost of the weapon.

The following flaws reduce the total cost of the weapon by -1cp.

Delay: It takes time to deploy this weapon. Each application of this flaw increases the time needed to wait before using the power by one step: from None to Free, Free to Move action, Move to Standard action, Standard to Full action. For -5cp it takes 2 full rounds to deploy a weapon, and this delay increases 1 round every additional -1cp.

Inaccurate: This weapon is inherently difficult to aim. Reduce the accuracy of this weapon by -1. This flaw may be taken multiple times, each time further reducing the accuracy of the weapon. This flaw may not be taken for weapons that require no aiming to use.

Limited Range: This weapon's range is halved. -3cp (b)

AMMO

Ballistic weapons require something to shoot, called ammunition or ammo. Each weapon comes with an ammo magazine containing 10 shots at no additional charge. There are, however, many ways of increasing the amount of ammo available to a weapon.

Direct Power: The weapon draws power directly from the mecha's power source, allowing unlimited ammo with no chance of an overload. Usable only on weapons with an "Energy" damage descriptor. **Cost:** 5cp

Energy Drain: The weapon draws power directly

POWER FOR ENERGY MELEE WEAPONS

Ballistic energy weapons require vast amounts of power, either from fuel cell batteries or drained from the mecha's own power plant. Melee energy weapons, on the other hand, maintain a small constant charge and provide a much lower drain. The energy requirement of even the most powerful melee weapons is negligible.

from the mecha's generator, draining it with each use. Make an Energy save every time the weapon is fired with a difficulty equal to the total damage bonus of the weapon. Weapons with the Autofire trait use the final damage as the target for the Energy save. No cost.

Extra Ammo Capacity: This increases the amount of ammo a weapon can hold before it is empty. **Cost:** +1cp/5 rounds of ammo

Extra Ammo Packs: This ammo container can fully reload a weapon as a Full action. **Cost:** +1cp

Lower Ammo: Some weapons have a lower maximum ammo capacity, which reduces their final cost. 6 shots -1cp, 2 shots -2cp, 1 shot -3cp.

Burnout: This weapon can be used only once in combat. Afterward it must be repaired like any other damaged mecha system. -5cp.

RANGE INCREMENT

Ranged weapons include both thrown and projectile weapons. Thrown weapons add the wielder's Strength bonus to their damage. A thrown weapon has a maximum range of five increments, while projectile weapons have a maximum range of ten increments. A weapon's range is equal to its damage bonus X 10 feet.

Cone: Optionally the weapons may attack in a cone, rather than having a standard range increment. A cone emanates from a point to the listed distance, where it is as wide and high as it is long. Cone range is 40'.

SAMPLE WEAPONS

The following are some sample weapons. You'll find these used on many of the sample mecha presented in this book.

Chiri Rocket Launcher: A powerful missile that drills into its target, piercing the rough hide of the target. +20 piercing damage, Ammo 2, Guided. Maximum range: 2000ft. 18CP

Chrysanthemum Gazer Array: This is a weapon of last resort, devastating everything in a 45ft. radius around the mecha (reflex save for half). +32 fire damage, Limited Range, Burnout. 25CP

Doragon Flame Thrower: A flamethrower useful against unarmored opponents. +8 fire damage, 40ft. cone, Ammo 20 shots. 7CP

Gunryo Recoiless Rifle: Standard issue assault rifle. +20 piercing damage, autofire. Ammo 20 shots. Range Increment: 200ft. 22CP

Joubattai Gazer Emitter: Energy rifle that draws power from the mecha power plant, +14 fire damage, direct power. Range Increment: 140ft. 13CP

Kantsu Combat Pike: Standard issue melee weapon. Base damage depends on mecha size: Large +8, Huge +16, Gargantuan +24, Colossal +32, Awesome +40. Large 4CP, Huge 8CP, Gargantuan 12CP, Colossal 16CP, Awesome 20CP

Karite Gazer Scythe: A massive gazer-bladed melee weapon. Base damage depends on mecha size: Large +16, Huge +24, Gargantuan +32, Colossal +40, Awesome +48. Accurate +1, Fire Damage, Critical 20/+4. Large 11CP, Huge 15CP, Gargantuan 19CP, Colossal 23CP, Awesome 27CP

Kataki Electro Scimitar: Melee weapon with a blade comprised of pure electricity. Base damage depends on mecha/weapon size: Large +8, Huge +16, Gargantuan +24, Colossal +32, Awesome +40; Critical 18-20/+4. +3 attack bonus. Large 11CP, Huge 15CP, Gargantuan 19CP, Colossal 23CP, Awesome 27CP

Kometto Auto Gazer: High power gazer emitter. +16 fire damage, energy drain ammo, autofire. Range Increment: 160ft 14CP

Korona Microwave Beam: +10 damage, infinite ammo, limited range. Range Increment: 50ft. 7CP

Kurohyou Claws: High-tensile metal claws. Base damage depends on mecha size: Large +4, Huge

+6, Gargantuan +10, Colossal +16, Awesome +24; slashing. Critical 18-20/+3. Large 4CP, Huge 5CP, Gargantuan 7CP, Colossal 10CP, Awesome 14CP

Puma PopUp Turret: Miniaturized turret mounted weapon with advanced AI targeting. +16 damage, infinite ammo, Accurate +3, Self-Targeting, Limited Range. Range Increment: 80ft. 18CP

Rakurai Shock Rod: A blunt rod sheathed in a powerful electric current. Base damage depends on mecha size: Large +12, Huge +16, Gargantuan +20, Colossal +24, Awesome +28. Bludgeoning and electricity, Linked. Large 11CP, Huge 13CP, Gargantuan 15CP, Colossal 17CP, Awesome 19CP

Renda Chaingun: +10 piercing damage, autofire. 50 ammo. Range increment 100ft. 20CP

Rongushotto Mass Driver: This advanced ballistic weapon accelerates projectiles using high-power magnetic fields. It can reach 13 range increments, and ignores the penalties of the first 4. +30 piercing damage, Extended Range 3, Sharpshooter 2. 10 ammo. Range increment 300ft. 20CP

Sunekku Electro Whip: Base damage depends on mecha/weapon size: Large +8, Huge +16, Gargantuan +24, Colossal +32, Awesome +40. Reach, Disarm, Trip. Large 7CP, Huge 11CP, Gargantuan 15CP, Colossal 19CP, Awesome 23CP Melee weapon.

STEP FIVE: CHOOSE DEFENSES

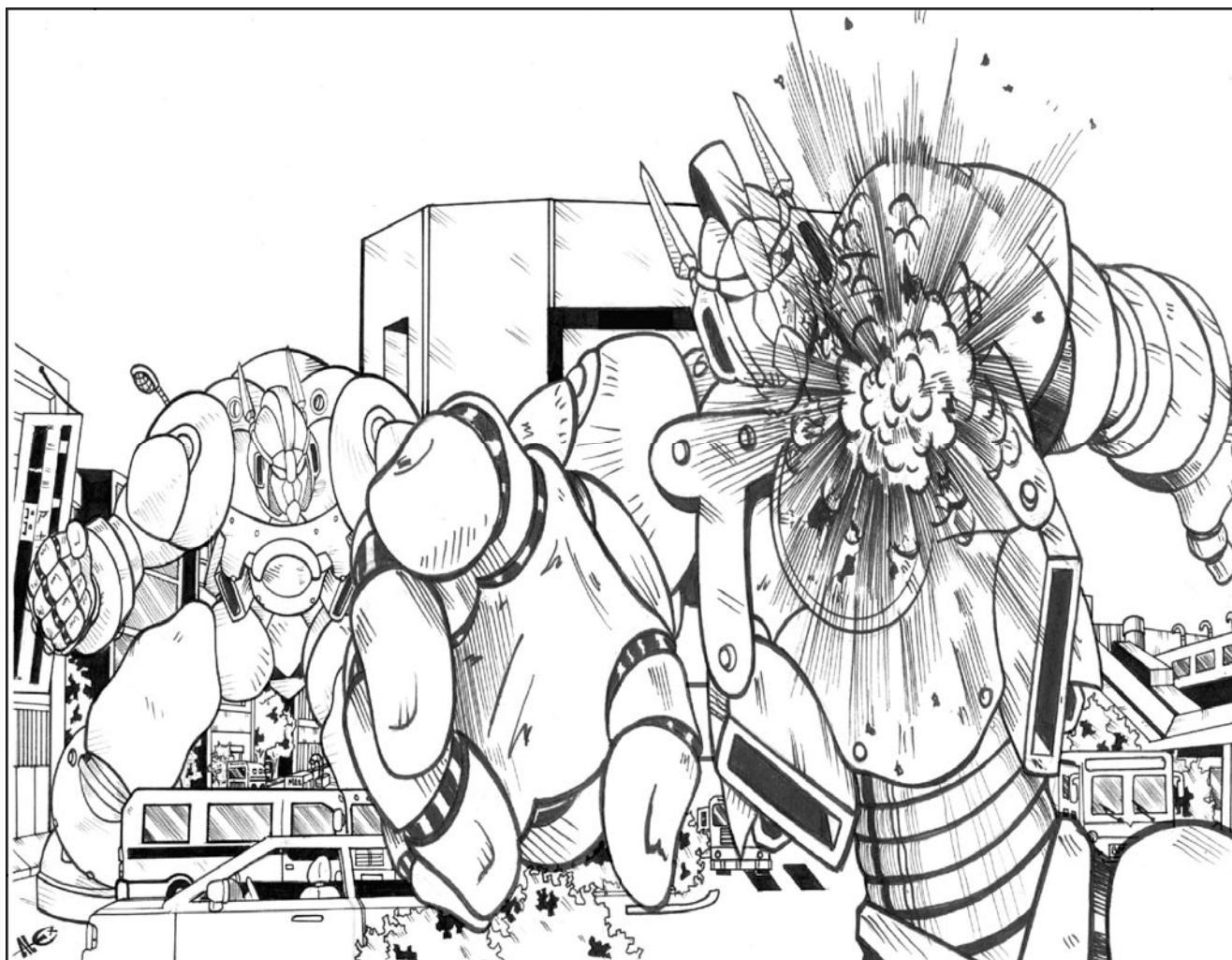
There are two main types of defense for mecha: Armor and Shields. Armor increases the mecha's Toughness, while shields increase their Defense.

ARMOR

Armor increases the Toughness of a mecha. Extra armor can slow down and hinder a mecha's movement. This is reflected by an Armor Check Penalty that applies to Acrobatics, Climb, Jump and Pilot checks. The Movement Penalty applies to the mecha's Speed. Round to the nearest 5' Speed increment.

Armor costs 1cp per +1 of Toughness. Armor with

	Toughness	Armor Check Penalty	Movement Penalty	Cost
Light Armor	+1-6	-2	-10%	1cp per +1 Toughness
Medium Armor	+7-12	-4	-20%	
Heavy Armor	+13 and higher	-6	-35%	



a Toughness bonus between +1 and +6 is considered Light. Medium armor has bonuses between +7 and +12. Toughness bonuses +13 or higher are only found on Heavy armor. Armor Check and Movement Penalties depend on the heaviness of the armor, as shown below.

ARMOR TRAITS & FLAWS

The follow traits and flaws can be applied to your mecha's armor.

Energy Resistant: The mecha's armor is made of special alloys that grant it additional resistance to energy attacks (cold, fire, etc...). This material causes the mecha to ignore any attack of the appropriate energy type whose Damage Bonus is lower than the armor's toughness. For example Medium Armor with Resistant: Fire would ignore any fire attack with a damage bonus of 10 or less. Each energy type costs 5cp, to a maximum 2.

Susceptible: Some mecha armor is flawed and susceptible to certain energy types. The armor has -3 Toughness against one energy type. This reduces the

cost of the armor by -1cp.

Impervious: These special alloys make the mecha especially hard to damage. The armor ignores any attack whose damage bonus is less than its Toughness bonus. This trait costs a number of construction points equal to one half the armor's Toughness bonus.

SAMPLE ARMOR

Koutetsu Armor: Toughness +5, Armor Check Penalty -2, Movement Penalty -10%, 5cp

Odoshi Armor: Toughness +10, Armor Check Penalty -4, Movement Penalty -20%, Impervious, 20cp

Gasshiri Armor: Toughness +15, Armor Check Penalty -6, Movement Penalty -30%, Susceptible to Cold, 14cp

SHIELDS

Shields add to the mecha's total Defense. Every +1 Defense provided by the shield costs 2cp. The shield

causes an Armor Check Penalty equal to one half the given defense (round down). See Armor Check Penalty in the Armor section above.

SHIELD TRAITS & FLAWS

The follow traits and flaws can be applied to your mecha's shield.

Cumbersome: This shield is heavy, making it hard to maneuver. Increase the shield's armor check penalty by -2 and reduce its cost by -1cp.

Deflection: Once per round, when you would normally be hit with a ballistic weapon, you may deflect it as a reaction so you take no damage from it. You must be aware of the attack and not flat-footed. You can deflect bullets, energy beams, or similar ranged attacks. Deflection is automatic and requires no roll. 5cp.

Energy Resistant: This shield is designed to reduce the effects of a particular kind of energy. Choose one energy type. You get a +2 Defense bonus against attacks with this energy type for 1cp. This trait may be taken multiple times. Each time it adds another +2 to defense. Only one form of energy can be chosen.

Retractable: The shield can be stored away and deployed at will. As long as the shield is not deployed, it assesses no Armor Check Penalty. There are two forms of retractable shields. One requires a move action to retract or deploy, which costs +1cp. To retract or deploy as a free action costs +2cp.

SAMPLE SHIELDS

Shi-rudo Shield: +4 defense. Armor check penalty -2, 8cp.

Bouheki Tactical Shield: +6 Defense. Retractable (free action). Armor check penalty -3, 14cp.

Barike-Do Tactical Shield: +8 defense, Cumbersome, Retractable (move action), Fire Resistance +2, Armor check penalty -6, 16cp.

DEFENSIVE SYSTEMS

The following systems can further protect your mecha during its battles with kaiju.

Daiba Fortification: The mecha's structural integrity is reinforced so it can shake off attacks that would cripple it otherwise. Daiba fortification converts a percentage of all critical hits into regular hits. 25% 5cp, 50% 10cp, 100% 15cp.

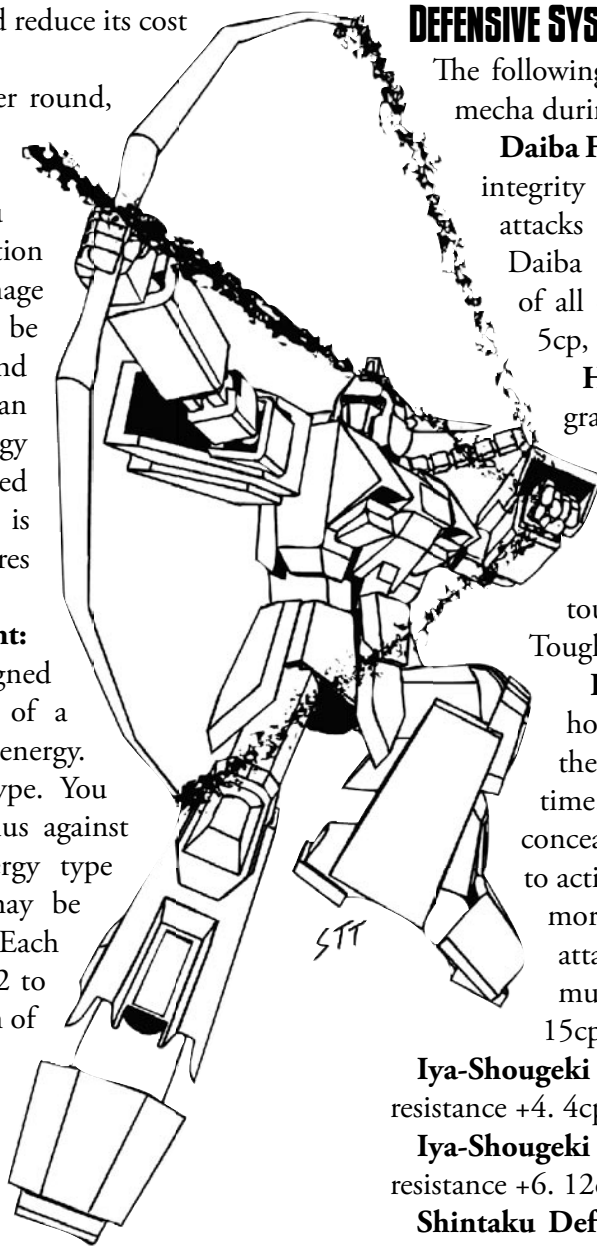
Henkou Field: This force field grants a bonus to the mecha's toughness save, which lasts for 5 rounds when activated. Requires a Power Source Energy save, with a DC equal to 10 + two times the toughness bonus. Cost is 1cp per +3 Toughness Save.

Inbijiburu Screen: Mounted holograms and optics can render the mecha nearly invisible for a short time. This system grants the mecha total concealment. Requires a standard action to activate. Deactivates if the mecha takes more than a single move action or if it attacks. Each round the power source must make an Energy save DC15. 15cp.

Iya-Shougeki Array Juu: Provides electricity resistance +4. 4cp.

Iya-Shougeki Array NiJuu: Provides electricity resistance +6. 12cp.

Shintaku Defense Suite: This force field grants a bonus to the mecha's Reflex and Defense bonus, which lasts for 5 rounds when activated. Requires a power source Energy save, with a DC equal to 10 + the defense bonus. Cost is 1cp per +1 Defense and Reflex Save.



STEP SIX: NAVIGATION AND SENSOR SYSTEMS

Even the most basic mecha mount sophisticated sensor systems to track the movements and capabilities of their targets. Like weapons systems, the attributes of a sensor array are purchased separately.

SENSOR TRAITS

Analysis: The ability to reveal specific information about a target scanned. The Basic Model costs 2cp. A bonus to the Computer skill roll can be added for 1cp per +3 bonus. Choose a target in your line of sight or radar range and make a Computer skill check. For every 5 points of your total roll, you discern 1 piece of information about your target, in the following order:

- Size and weight
- Locomotive Capabilities
- Present Direction and Trajectory
- Living creatures aboard (For kaiju, reveal the next piece of information)
- Composition of target's hull or superstructure (For kaiju, reveals Constitution bonus)
- Target's weapon systems (For kaiju, reveals powers)
- Damage Condition
- Unique traits or conditions, at Narrator discretion.

Attack Enhancement: This target acquisition system grants an attack bonus to a specific weapon, which can be re-selected each round as a free action. +1: 1cp, +2: 3cp, +3: 6cp, +4: 10cp, +5: 15cp.

Bonus to Notice/Pilot: Particular sensory systems can grant bonuses to a pilot's Notice or Pilot skills while operating the vehicle. Each bonus is bought separately, at 1cp for a +1 bonus.

Concealment Reduction: Heuristic Processors can estimate the location of unseen targets. Level 1 (reduces total concealment to partial, partial to none): 3cp. Level 2 (reduces total concealment to none): 6cp.

Darkvision: Nightvision equipment allows normal vision in total darkness for 60 ft. 1cp.

Penetrating Vision: Negates concealment and

JUMPING MECHA

60 tons of steel jumping into the air? Ridiculous! And yet aerial mecha combat is a staple of the genre. Mecha equipped with Jump Jets are able to maneuver over buildings and reach flying targets with relative ease.

Mecha jumps are a product of expert piloting rather than jump ability. To determine jump distance a hero adds her Ranks in Pilot to her Mecha's Strength. This is her basic Mecha Jump Total in feet. Her actual jump distance is based on the result of a Mecha Jump check compared to the following chart.

DC	Distance Multiple
15	X2
20	X3
25	X4
30	X5 and so on

allows limited vision through solid objects. You can see the outline of objects through walls and other concealment, but no details. 8cp.

Radar (long range, all around vision): Allows you to visualize and identify basic topography and targets within its range. 2cp: 1 mile. 4cp: 5 miles. 6cp: 10 miles.

SAMPLE SENSORS

Moderu Ich Sensor System: 4CP +2 Notice, Analysis, Visual Range.

Moderu Ni Sensor System: 9CP +2 Notice, Analysis +3, Radar 1 mile.

Moderu San Sensor System: 13CP +2 Notice, Analysis +6, Radar 1 mile, Darkvision.

Moderu Shi Sensor System: 18CP +4 Notice, Analysis +9, Radar 10 mile, Darkvision.

Toushi Sensor Suite: 9cp Darkvision, Penetrating Vision.

Orakuru Targeting System: This suite of sensors makes it almost seem as if the pilot can see a target's actions before they make them. Grants a bonus to both Attack and Piloting. +1 2CP, +2 5CP, +3 9CP, +4 14CP, +5 20CP

STEP SEVEN: FLIGHT SYSTEMS

Flying mecha are a recent addition to the battlefield.



Flight capabilities are limited at this time, but mecha engineers are constantly pushing the speed envelope, aiming for the goal of making flying mecha as useful and versatile as helicopters or other aircraft. Flight costs 1cp per 10' of movement.

Flight systems are a serious drain on the power systems of any mecha. Each round the mecha flies make an Energy save with a DC equal to the flight speed divided by 10.

There are five Maneuverability categories. Each level modifies Pilot and Reflex checks made while airborne: Perfect (+4 pilot, +2 reflex); Good (+2 pilot, +1 reflex); Average (0); Poor (-2 Pilot, -1 Reflex); Clumsy (-4 Pilot, -2 Reflex). Flight systems begin at Clumsy maneuverability.

FLYING MOVEMENT

Flying mecha can move just as easily in the air as they can on the ground. A mecha with a flight system is able to move vertically as part of its normal movement just as easily as it can move on the ground, provided its flight speed is at least as high as its normal movement. To move faster than the mecha's normal movement it must "take off" by

moving for one round at all out pace. At least half of this distance must be horizontally in a straight line. This movement may be on land, accelerating like a plane on a runway, or completely aerial, launching like a rocket.

Once the mecha has reached flight speed the same rules for movement apply, except that it cannot fly slower than Normal pace. Mecha moving at flight speed are at -2 to attack land targets and +2 to its defense against land-based attacks. To return to normal movement speed or to land the mecha must slow to normal pace for one round. It may then move at its normal movement with no penalties.

For example a mecha with a movement of 40' and a flight speed of 100' must move 120' (its movement times four) in order to reach flight speed, and 60' of this movement must be horizontal in a straight line. At flight speed it can move as fast as 400', but no slower than 100'. In order to return to normal movement it must move no faster than 100' for one round, at which point it can move as normal.

FLIGHT SYSTEM UPGRADES

Afterburner System: Mecha has double flight

speed for 1 round. Add +3 to the mecha's energy save for the round. 2cp.

Improved Maneuverability: Improve maneuverability one category. 2cp.

Hover: Mecha can remain airborne without moving. Movement rules accelerating to cruising speed still apply. Mecha may attack normally while hovering. 2cp.

Space System: This mecha can fly normally in areas lacking an atmosphere – either deep underwater or in the vacuum of space. 2cp.

SAMPLE FLIGHT SYSTEMS

Jetpack: Flight speed 100ft. Base maneuverability poor. 12cp.

Jet Assist Wings: Increases Flight speed +50ft. Improves flight maneuverability 2 categories. 9cp.

Jump Jets: +9 to Jump checks, negates Armor Check Penalty for Jump Checks. 3cp.

Makawa Thrusters: Flight speed 150ft (good), life support, will function in space. 23cp.

Ramjet Thruster Boots: Flight speed 200ft (clumsy). 20cp.

STEP EIGHT: MISCELLANEOUS

There are many mecha subsystems that do not fit in any of the above categories. Some are ubiquitous, found on nearly every mecha. Others are exotic, found on only a handful of war machines.

Advanced Diagnostics: This advanced computer system allows the pilot to make emergency repairs in combat. It grants the mecha a Standard recovery roll (as a character) with an effective Con bonus of +5. Requires a full-round action to use. 7cp

Cockpit, Copilot: This mecha is equipped with a second, fully functional cockpit. A copilot can use any mecha system, including sensors and weapon systems, or can use aid another to assist the pilot. 2cp

Comm System: Encrypted multi directional radio communications system. Security rating of 20 to resist hacking attempts. 1cp

Life Support System: All mecha feature a WMD protection system common on most main battle tanks. This improved system can sustain a pilot for a week at high pressure (deep water) or vacuum (space). 3cp.

Nanorepair Unit: One of the greatest inventions

in modern technology is the use of custom programmed microscopic robots that inhabit a mecha and maintain its systems automatically. Once a minute the mecha automatically makes a Standard recovery roll (as a character) with an effective Con bonus of +8. 15cp.

Suterusu Suite: The mecha's exterior is covered with a holoreactive coating that mimics its environment. This negates the mecha's substantial stealth penalty and reduces any sensor analysis check made against it by 5. Price depends on the size of the mecha: Large 2CP, Huge 4CP, Gargantuan 6CP, Colossal 8CP, Awesome 10cp.

Tentou Escape Pod: The mecha's pilot / copilot compartment can be manually ejected as a free action. In the event of the mecha's destruction the compartment will eject automatically. 3cp.

Usagi Speed Enhancement: Reinforced superstructure and improved leg actuators increases the mecha's base land speed by 10ft. 2cp per increase.

Zero G Stabilizer: A system of small chemical jets tied in to the mecha control system that negates any penalties for zero gravity (see "Mecha in Space"). 1cp.

NOTES ON MECHA

Mecha combat is conducted much as it is between characters. Characters operating mecha are simply much larger and stronger than they would otherwise be, and they can wield truly frightening weapons. However, they still obey the essential rules of movement and combat. They still attack areas within their reach, take move actions and attack actions, duck behind cover to gain a bonus to Defense, and so forth. In some respects, however, mecha movement and combat differs from character movement and combat. The following sections describe specific situations that arise when mecha take to the battlefield.

COCKPIT ACCESS

It takes a full-round action to climb into a mecha's cockpit and a move action to activate its various systems so it can move and fight. It takes a full-round action to get out of a mecha unless an escape pod is used (see Miscellaneous Equipment).

PILOTING AND MOVEMENT

Mecha operators use the Pilot skill to operate their mecha. The base attribute for this skill check depends on the mecha control system (see Control Systems).

In general, mecha operators don't need to make Pilot checks to steer their mecha around the battlefield. However, these skills may come into play in combat under the following circumstances:

- A mecha operator can oppose a trip attempt with a Pilot check (if in the air).
- A character in a copilot cockpit can use the aid another action, making Pilot checks (as appropriate) to aid the Pilot checks of the mecha's operator.

MECHA IN OUTER SPACE

Only a mecha equipped with a Life Support System (see Miscellaneous Equipment) can operate in outer space. However, the mecha's operator takes a -4 penalty on all attack rolls unless it is equipped with a Zero G Stabilizer. Standard mecha flight systems are not capable of functioning in space. Mecha equipped with Makawa thrusters can fly in space using standard movement rules. They can hover in space and need not maintain a minimum forward speed. Multiply flight speeds in space by 10.

MECHA CRITICAL HITS

As an optional rule, whenever you confirm a critical hit against a mecha, you may roll percentile dice and consult Table: Mecha Critical Hits instead of dealing the normal critical hit damage for the attack. However, you must accept the results of the roll, even if those results are less than desirable.

d%	Roll Effect(s)
01-15	Normal damage, crew dazed
16-35	Normal critical hit, crew dazed
36-45	Normal critical hit, mecha knocked prone
46-50	Severe critical hit, crew dazed, mecha stunned
51-55	Severe critical hit, mecha knocked prone
56-60	Crew hit

61-70	Normal damage, equipment damaged
71-80	Normal damage, equipment destroyed
81-100	Normal critical hit

Normal Damage: The attack deals normal damage (do not apply critical hit bonus).

Crew Dazed: Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 15) or be dazed for 1 round. Unable to act, a dazed character can take no actions, but still retains his or her full Defense.

Normal Critical Hit: Apply critical hit damage for the weapon normally.

Mecha Knocked Prone: The force of the attack knocks the mecha prone. All crewmembers and passengers aboard must make a Toughness Save DC 17 as they are knocked about inside their cockpits. A prone mecha takes a -4 penalty on melee attack rolls and can't use thrown ranged weapons. The mecha gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks. Standing up from prone is a move action.

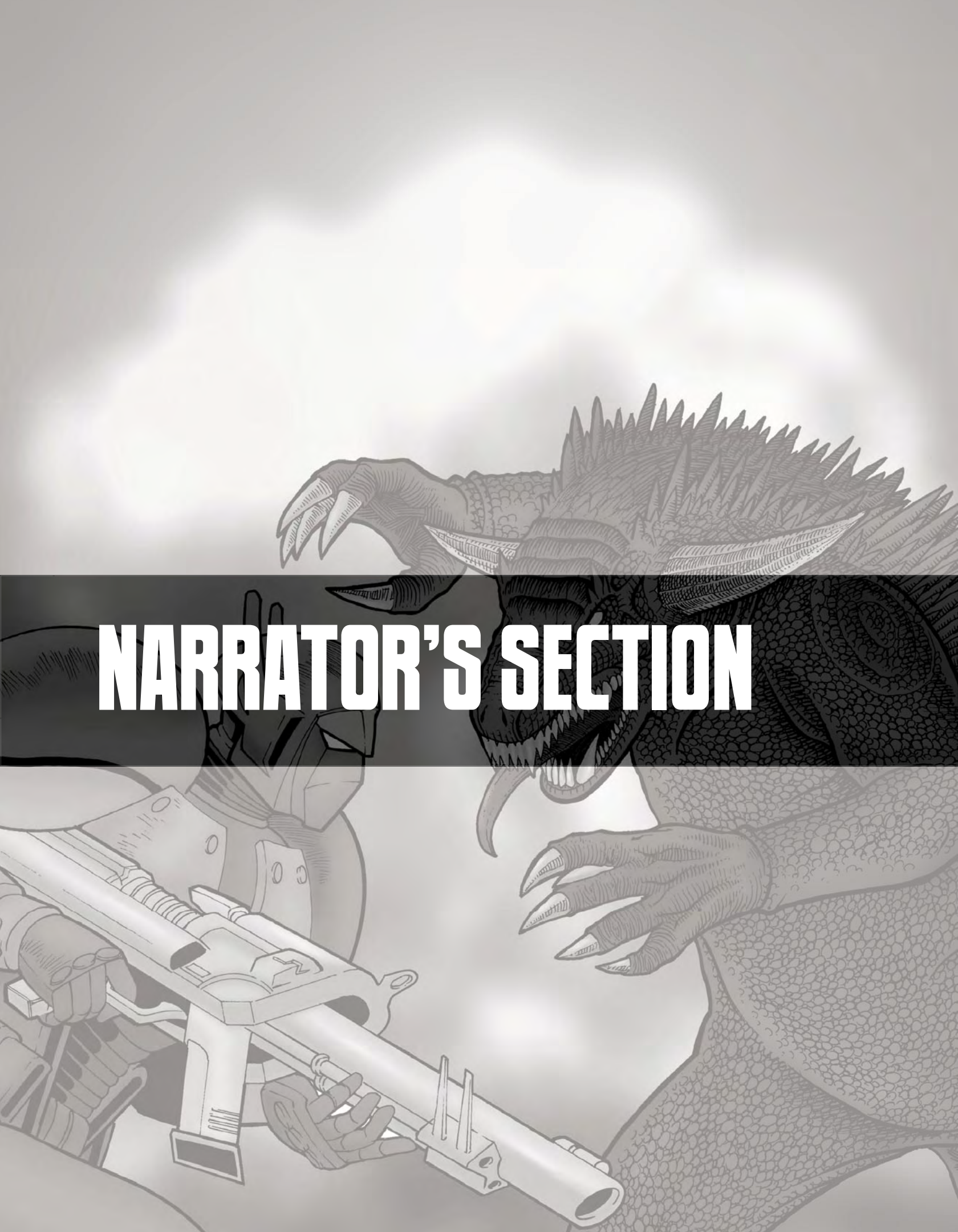
Mecha Stunned: The mecha automatically drops what it is holding and can take no attack or move actions for 1 round. While the mecha is stunned, apply a -2 penalty to the mecha operator's Defense. The operator is not stunned.

Severe Critical Hit: Add +2 to the normal critical hit damage for that weapon.

Crew Hit: The attack pierces the mecha's armor and superstructure, allowing a portion of the damage to hit the crew. Subtract the mecha's Toughness from the damage and apply the remaining damage to one crewmember or passenger (determined randomly).

Equipment Destroyed: One piece of equipment (attacker's choice) is damaged and ceases to function until repaired. It can be a flight system, sensor system, defense system, weapon, or miscellaneous system. Repairing a damaged system requires 1 hour of work and a successful Craft check (DC 20).

Equipment Destroyed: One piece of equipment (attacker's choice) is destroyed and ceases to function. It can be a flight system, sensor system, defense system, weapon, or miscellaneous system. A destroyed system cannot be repaired, only replaced.



NARRATOR'S SECTION

RISE OF THE OGRE

The creature stood behind the young North Korean radar officer, and it took all his courage to not stare up into its yellow eyes. Kim Zou had never before seen such a creature: almost two and half meters high, and almost a meter and a half wide at its tattooed shoulders, its green flesh accentuated by the glow of the radar. He found that if he looked at the beast's reflection in the glass screen of his equipment, it seemed less real. He could almost convince himself that it was the elaborate makeup of a monster movie, rather than a walking nightmare standing right next to him.

The young man swallowed and made his report, as he had every five minutes for the past two hours. "All screens clear."

He could almost feel the wind the creature created as it inhaled deeply through its wide nostrils. Its words seemed to echo through its barrel chest. "They are coming."

"There's nothing on the sensors." Forgetting himself for a moment, the young officer looked up and met the creature's jaundiced eyes, chilling him to his very soul. It sneered in disgust as it looked down at him.

"Your sensors are weak, and your faith in them shows your weakness. They are coming. I can smell it in the wind." The creature looked as if it may move to strike Kim in order to

prove its point, but was interrupted by another approaching.

She wore a long ceremonial kimono, and covered her head with a parasol, even in the moonless night. Kim was thankful for that darkness, for he wished to see her face even less than the creature behind him. There was a beauty in her green skin and razor-sharp fangs – the beauty of a shark or cheetah, the beauty of a perfect killing machine. Around her were three others, all similar in looks.

"Children, time for you medicine." She dangled four small bottles tied up with brightly colored thread, as if they were a child's presents.

"Is this really gonna work?" the tattooed creature asked.

"The formula for these elixirs was whispered to me by the Oni themselves during the ecstasy of murder.

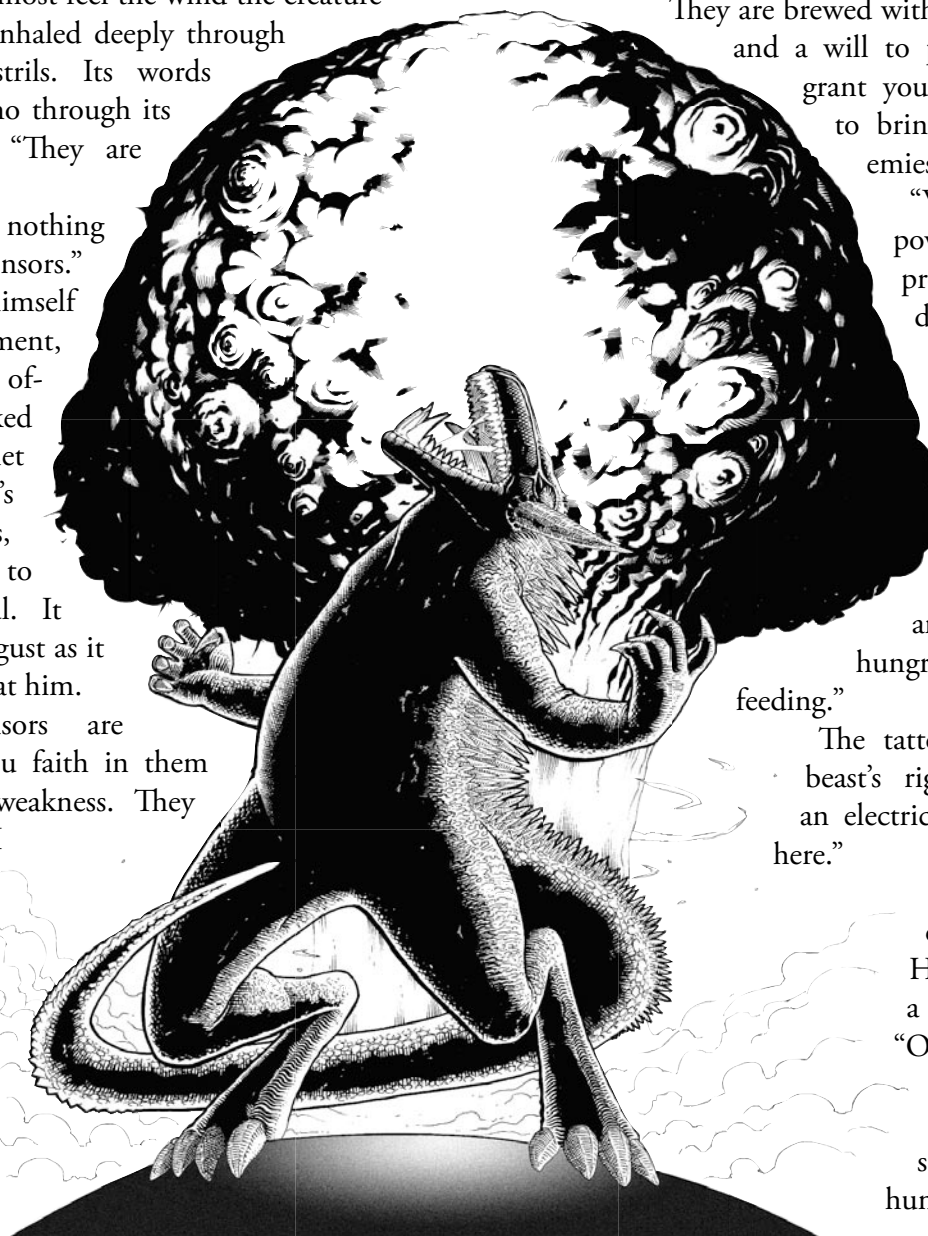
They are brewed with love, and desire, and a will to power. They will grant you all the strength to bring down our enemies."

"We will use the power of their own precious kami to destroy their servants," said one of the lesser creatures.

"I have masked the spirit of the kaiju," said another. "They are hungry, and desire a feeding."

The tattoos of the great beast's right arm glowed an electric blue. "They are here."

"Then let us not disappoint them." Her smile revealed a forest of fangs. "Ogres, for the glory of the Oni – and our mutual pleasure – destroy the humans!"



IMPORTANT KAIJU IN HISTORY

When the first kaiju, Kaibutsu, appeared in Japan at the end of WWII, there were many reactions. Some thought it was heavenly retribution for waging war. Others claimed it was a punishment from the gods for losing the war. Scientists believe it was a random spontaneous mutation caused by the atomic bomb. And there are still some survivors of those days that say it was a weapon sent by the United States military.

Whatever the origin of Kaibutsu, its birth signaled the beginning of a new age on earth, one where humanity was no longer at the top of the food chain. Today kaiju fall upon the land like a force of nature, but we have learned to adapt. Scientists study natural disasters to learn how to better deal with them and survive their uncontrolled fury. We study the kaiju for the same reason.

In the spirit of the Jinteki Kaiju, embracing open discussion and the free flow of information, this section draws from a database open for comment by anyone with relevant information. Non-relevant posts were removed, but no information was censored or edited. Initial posts are made by senior members of the Jinteki Kaiju, with others presenting their insights as they see fit.

-Excerpts from The Big Book of Kaiju

KAI BUTSU

<<<Shigakka>>> The Original. The Nightmare. The American Devil. The Death that Walks. Kaibutsu was the first kaiju, and his arrival marked the end of one war and the beginning of another.

Theories abound about the origin of the first kaiju. I will leave others to discuss the possibilities, and hold my comments to historical fact. Kaibutsu appeared in Hiroshima on August 6th, 1945 – moments after the detonation of the atomic bomb. It raged across the already devastated city, then began a winding course south. The military lured the creature off the main island and towards the city of Nagasaki. It took the power of a second atomic weapon to defeat the creature.

Japanese and American scientists studied the irradiated genetic material, but learned little. How North Korean researchers could unlock the

secrets of the kaiju – or indeed how they got hold of the genetic material at all – is a mystery that persists to this day. What is obvious is that they rapidly developed the technology to grow the kaiju cells into full, and lethal, organisms.

The new Kaibutsu's first attack was against the invading American military, with devastating results. After the war the creature patrolled the Demilitarized Zone between North and South Korea, along with other kaiju. Nobody knows why, but Kaibutsu left the mainland sometime in early 1954 and prowled the waters outside Japan. Later that year it attacked the city of Tokyo, demolishing entire neighborhoods.

The method of Kaibutsu's destruction is still unknown, but in a sense it was never truly destroyed. New and lethal versions of the monster have risen to terrorize the nation over the past fifty years. Early attacks seemed motivated by simple animal drives, but as kaiju attacks reached a peak in the 1970s Kaibutsu demonstrated a cunning, almost supernatural, instinct. And then it disappeared for almost ten years.

The Heisei era of kaiju history began with a second devastating Kaibutsu attack on Tokyo, almost 30 years to the day after its first reign of terror. The kaiju was immensely strong and vastly more powerful. Over the next 20 years Kaibutsu and others returned again and again, each one stronger than they had ever been. As the Millennium era begins, the original kaiju shows no signs of weakening, or abating its thirst for destruction.

<<<Capt. Spawding>>> As part of my M.A.F. training I naturally study the battle of the Chosin Reservoir. The American Marines push too close to China and Mao unleashes his so-called "Million Mutant Army." It was never anywhere close to that number, but it pushed back the Americans. As they head south the yanks move through the Chosin Reservoir. For those not in the know, the Chosin Reservoir is a hydroelectric installation in North Korea, which probably explains why they chose that as the site for their kaiju creation facility.

The Americans get caught in a vicious pincer move when the North Korean army attacks. With the Chinese mutants to the north and the North Korean regulars to the south, the Marines are trapped in a pocket. And that's when the Koreans unleash Kaibutsu. The monster was barely an infant, but it tore through the defensive lines like they weren't even there. Remember, at this point nobody outside Japan has ever seen a kaiju alive, and damn few have seen one dead. Seeing that beast on the battlefield...well it was described in some interviews with vets as the



"Wrath of God."

What's amazing is that, when the Americans proposed to outlaw battlefield kaiju, they got very little argument from China or the Soviet Union. From declassified reports it's clear that both Communist countries were very nervous about giant monsters on their doorstep, and used considerable influence on North Korea to make sure that kaiju were never fielded on their borders.

Name: Kaibutsu

Type: 17th Level Kaiju

Size: Colossal

Speed: 60 ft.

Abilities: Str +24, Dex -1, Con +13, Int -2, Wis 0, Cha +1

Ability Increases: 3

Conviction: 12

Skills: Swimming 34, Notice 7

Feats: Advanced Critical (Bite), Advanced Frightful Presence, All-out Attack, Attack Focus (Bite),

Awesome Blow, Diehard, Double Strike, Improved Frightful Presence, Improved Natural Attack (Bite), Power Attack, Rage,

Traits: Amphibious, Darkvision 120', Damage Reduction(X4) 12/Piercing, Fast Healing, Frightful Presence Save DC 23, Natural Weapons (Bite), Natural Weapons (Claw), Rake, Range Attack (Flame Ray), Trample, Savage Grace, Must eat, sleep, and Breath

Combat: Melee Attack +36 (-8 size, +17 base, +24 Str) (+37 with Bite), Damage +36 (Bite) or +34 (Claw); Ranged Attack +8 (-8 size, +17 base, -1 Dex); Defense Dodge/Parry +11/+46; Initiative -1

Saving Throws: Toughness +41 (+13 Con, +16 natural, +8 Traits), Fortitude +23 (+10 base, +13 Con), Reflex +4 (+5 Base, -1 Dex), Will +5 (+5 Base)

SANSHUSEKI

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

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

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

To date there has never been a time when

Sanshuseki has appeared that it has not led to a conflict with other kaiju. The creature seems to enrage all other monsters around it, causing them to move towards it and attack. Though their battles have caused devastation, the only force that has successfully resisted Sanshuseki and driven it off is the combined might of other kaiju.

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

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

We lost a years crop of (whatever is grown on the north island), but only 6 lives. I call that a fair exchange. However we certainly didn't make heroes of these monsters – they're weapons, and we used them as such.

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

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

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

Name: Sanshuseki

Type: 20th Level Kaiju

Size: Colossal



Speed: 60 ft. / Flight 60 ft.

Abilities: Str +22, Dex +0, Con +15, Int -2, Wis +0, Cha +0

Conviction: 12

Skills: Intimidate 20

Feats: Advanced Critical (Bite), All-out Attack, Attack Focus (Bite), Awesome Blow, Diehard, Flight (Supersonic), Improved Frightful Presence,

Improved Natural Attack (Bite), Rage, Tireless
Traits: Darkvision 120', Fast Healing, Flight (Poor), Frightful Presence Save DC 20, Immunity (Lightning), Damage Reduction(X4) 12/Electricity, Natural Weapons (Claw), Range Attack (Lightning Cone), Range Attack (Lightning Ray), Regeneration, Resistance (Flame), Savage Grace, Tentacle (head), Trample, Must eat, sleep, and Breath, Natural

Weapons (Bite)

Flaw: Enraging – Any kaiju within 100 miles of Sanshuseki must make a Will saving throw DC 35. Failure fills them with rage directed at Sanshuseki. The kaiju immediately moves towards the source of its anger, and will stop at nothing to do battle with it.

Combat: Melee Attack +36 (-8 size, +20 base, +22 Str) (+37 with Bite), Damage +36 (Bite) or +34 (Claw); Ranged Attack +12 (-8 size, +20 base, +0 Dex); Defense Dodge/Parry +22/+46; Initiative +0

Saving Throws: Toughness +39 (+15 Con, +16 base, +8 Traits), Fortitude +27 (+12 base, +15 Con), Reflex +6 (+6 Base), Will +5 (+5 Base)

KAMEYUU

<<<Shigakka>>> The appearance of Kameyuu in 1959 signaled the beginning of 15 years of hostilities with an ancient, immensely powerful civilization, although no one realized it at the time. Shipping in the south pacific ground to a halt after the sinking of almost a dozen transports and fishing trawlers. While reports from surviving seamen claimed to see a “floating island” that forced the ships to run aground, no evidence was found for many weeks. Finally, after a taskforce of American naval vessels began a concentrated patrol of the area, they came under attack by a massive sea turtle that came to be known as Kameyuu.

For over a month the beast harassed the navy, making landfall frequently to destroy villages and towns. Kameyuu’s shell was impregnable to conventional weapons, and the kaiju’s ability to electrify it caused massive injuries to sailors in steel warships. When it moved north towards the big island of Honshu the nescient Anti-Kaiju Force made ready to defend the border.

Prof. Rampo Kyari, creator of the GAZER, unleashed another experimental weapon that froze Kameyuu in Tokyo harbor. The great iceberg was towed far north, where the kaiju within was incarcerated for years. During that time the attacks were tracked to an ancient force known as the “Underwater Shogunate of Mu,” which had waged secret war against Imperial Japan during WWII.

Kameyuu was the first wave of a new campaign against the nation of Japan. Other kaiju followed, but the great turtle always returned to take the battle to the surface world.

<<<Saishi>>> It should be noted that Kameyuu was an unwitting pawn, usually under the thrall of the dark priests of Mu. The great

ocean tortoises were of immense help during the war with the Undersea Shogunate, and they consider the kaiju as the living spirit of their race. Though I mourn the casualties of our war with Mu, I am thankful that Kameyuu was not among them.

<<<Capt. Spawding>>> Personally I’d be much more secure if this electrified swimming tank was rotting at the bottom of the seas it lives in. But since no conventional weapons can pierce its shell and it seems impervious to biological attack it looks like we’re stuck with the monster. At least it’s not being directed by the Undersea Shogunate anymore.

<<<T.M. Matsumoto>>> Kameyuu saved me in 1968. I had climbed up a lighthouse to get a better look at a naval engagement against Muan forces. The building was struck with a mortar and I was almost knocked to the ground. I landed on Kameyuu’s back and he paused long enough for me to climb off. Ever since that day I’ve always felt close to that great turtle.

<<<Thomasu>>> Shut up, Timmy!

Name: Kameyuu

Type: 16th Level Kaiju

Size: Colossal

Speed: Swim 180 ft.

Abilities: Str +11, Dex +0, Con +11, Int +1, Wis +2, Cha +1

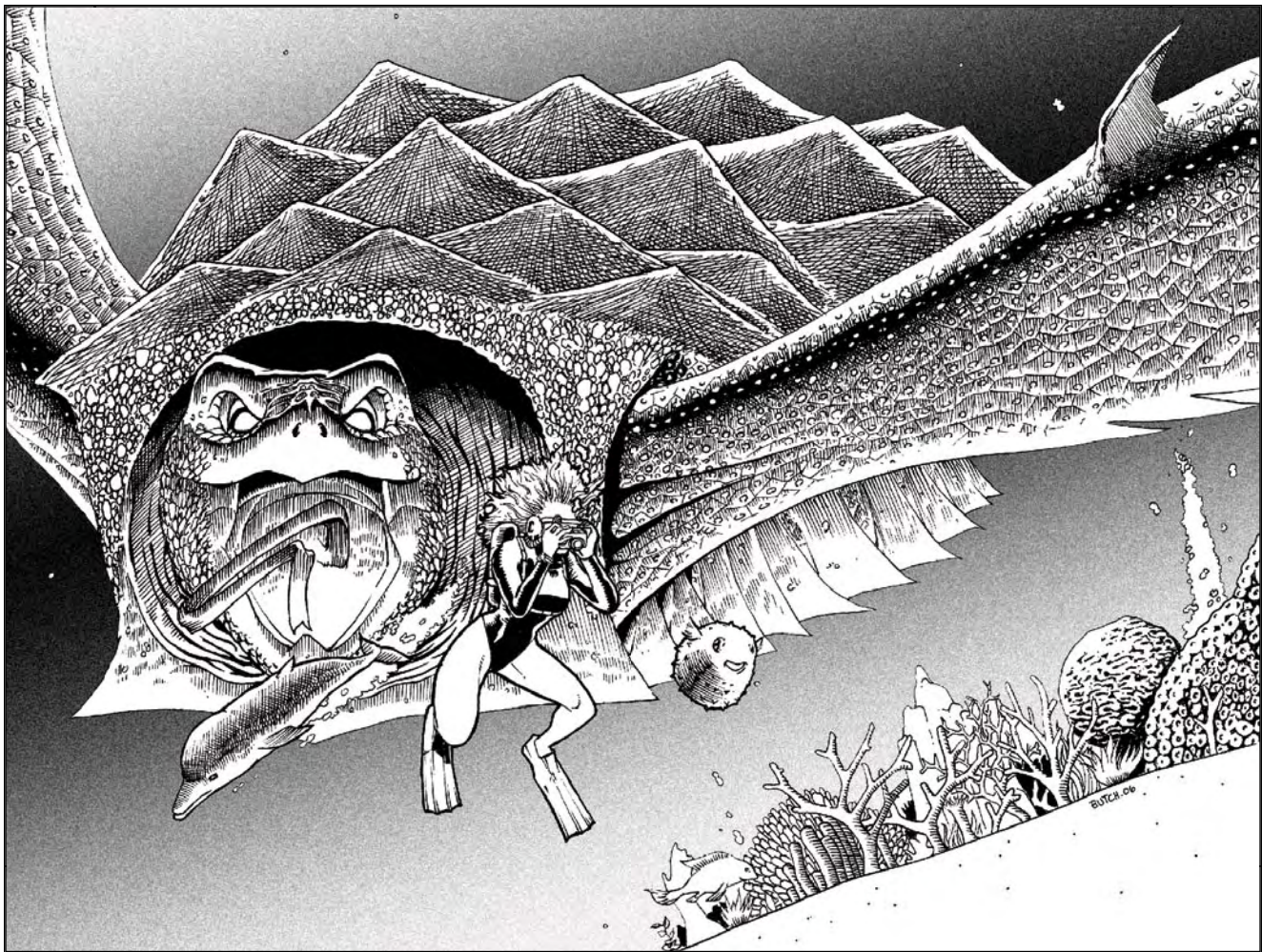
Skills: Knowledge (History) 6; Knowledge (Supernatural) 6; Notice: 7; Swim 20

Feats: Improved Grab; Move-by Action

Traits: Amphibious, Aura Attack (Electricity), Darkness (Visual, Sound, Electronic), Darkvision 120’; Frightful Presence Save DC; Movement: Swim, Natural Armor X4 +8, Paralysis (Mechanical), Power: Mind Touch, Power: Psychic Shield, Power: Water Shaping, Powerful Charge, Ranged Attack: Electrical Energy Cone, Savage Grace, Swallow Whole, Trample, Must eat, sleep, and Breath, Natural Weapons (Bite)

Combat: Melee Attack +21 (Combat 16 + Strength 11 + Size Modifier -8), Damage +11 (Bite), Range Attack +8 (Combat 16 + Dex 0 + Size Modifier -8), Defense Dodge/Parry +26/+37, Initiative +0

Saving Throws: Toughness +35 (Con 11 + Size bonus 16 + Armor 8), Fortitude +21, Reflex +5, Will +7



HEDOKOKU

<<<Saishi>>> When the kaiju first appeared in our world in numbers there were some who said it was a judgment against humanity, that the great spirits of the Earth had turned their backs on us for the great harm we had done to the planet. I can assure you all with absolute certainty that the kami and other spirits of the Earth have not given up on us. But that does not mean that there are not angry spirits in the world that seek to destroy humanity.

Such a creature was first born in one of the new kaiju creation facilities in the central planes of North Korea. This kaiju was designed to live off of the waste materials of the industrial age. Its creators hoped to create a destructive engine that would continually fuel itself on the refuse of the very people it was designed to kill. What they did create was a monster of near-limitless evil.

The appearance of the so-called "Scum Beast" coincided with a huge upsurge in spiritual attacks in the 1970s. It was inevitable that a spirit attack would eventually occur during a kaiju attack. A mighty and vengeful spirit attacked the temple district of (Uwajima, on the island of (Shikoku

) as the Scum Monster attacked the port. The spirit was beaten and nearly destroyed, but as it was driven out it found a hiding place within the kaiju.

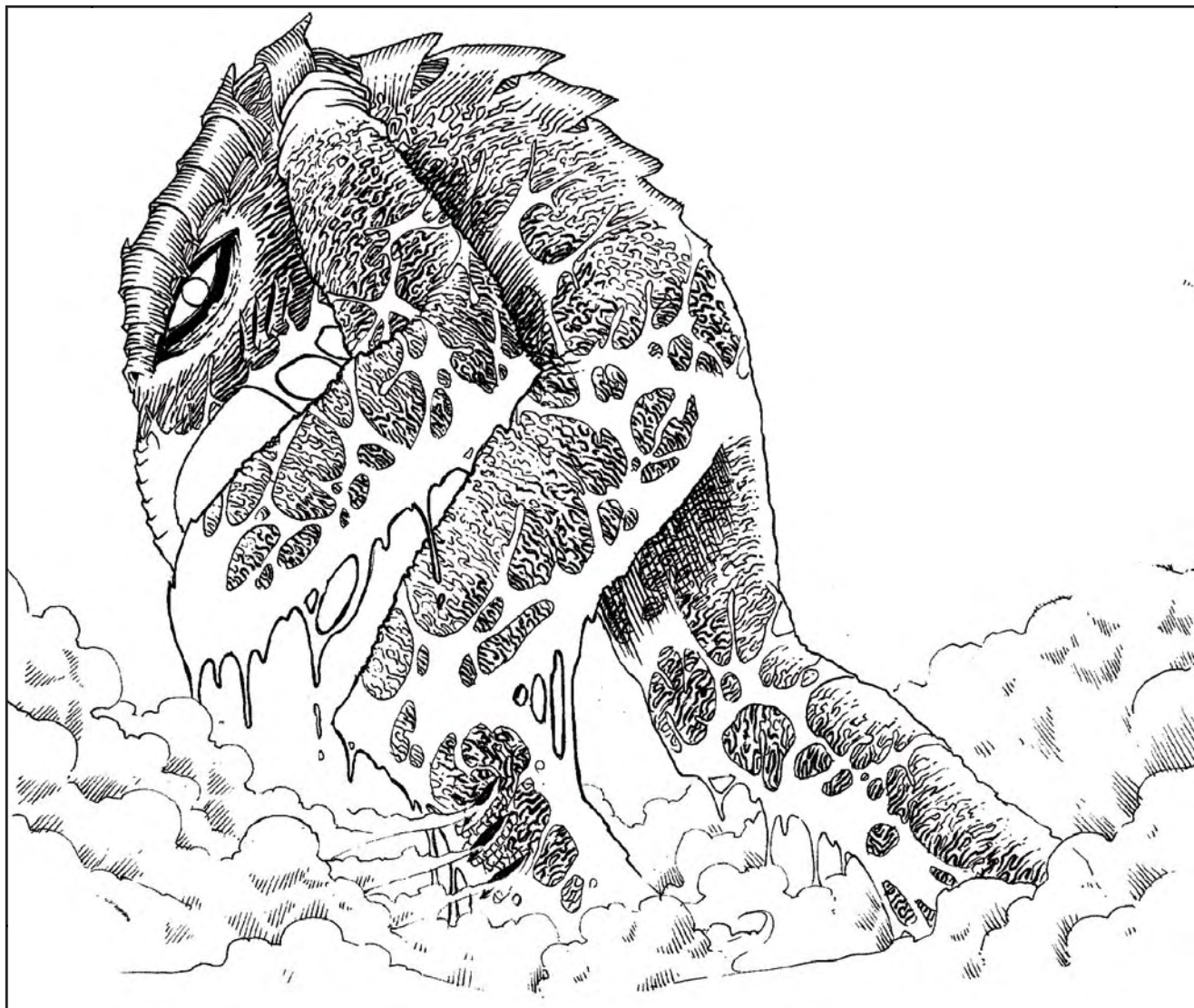
It quickly took over the body of this great beast, mutating and corrupting it until it had nearly taken on the winged, manta-like form of the spirit. When it returned to (the city) it had changed into Hedokoku, a beast that fed on physical and spiritual corruption. It took the might of the mecha combined with the power of the temples to drive off Hedokoku, an event which began my interest in kaiju.

<<<Fushigi>>> I always wondered why a Shinto priest had such interest in kaiju.

<<<Shimon>>> Yea, but do you really believe that a ghost could join with a kaiju? Seems pretty far-fetched.

<<<Ekisaito>>> How else do you explain its power to change its shape? Show me another kaiju that can do that!

<<<Pateran>>> What I find far fetched is that so many still refuse to see the inherent spiritual



power of the kaiju. Look to the threads on kaiju biology and see how little we know about how these mighty creatures work. There is no scientific reason why the kaiju should live, and yet they do. What powers these monsters?

It is the spirit world which provides the motive force for the kaiju. You cannot combat a spirit with a gun. You cannot destroy the kaiju. Repent, pay homage to the great kaiju, prostrate yourself before them and they will spare you.

<<<Gunsou>>> I know we encourage open dialog here, but that guy REALLY gets on my nerves.

<<<Saishi>>> You are wise to be wary of Pateran's organization, but his beliefs are not without foundation. You have yet to hear a full explanation of the birth of these creatures. The origins of the kaiju lie as much in spirit as science.

<<<Shimon>>> And you know this how?

<<<Saishi>>> All I can say is it comes from a very high authority.

Name: Hedokoku

Type: 14th Level Kaiju

Size: Colossal

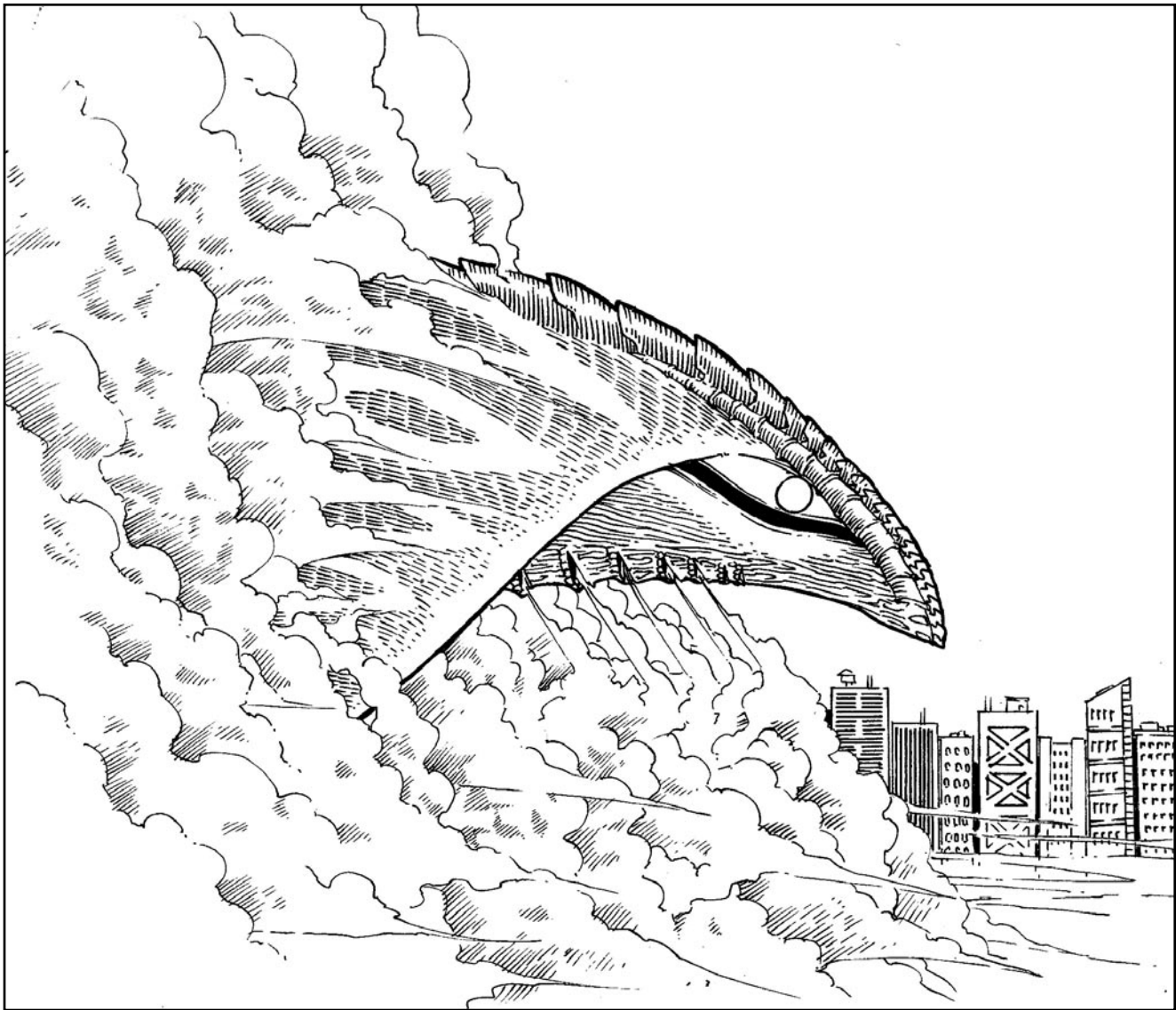
Speed: 60 ft.

Abilities: Str +21, Dex -2, Con +15, Int +0, Wis +0, Cha -4

Skills: Knowledge (Supernatural) +5, Notice +9

Feats: Advanced Frightful Presence;

Traits: Ability Damage (Con -2, Save DC 17); Alternate Form: Flying Hedokoku; Aura Attack: Poison (Con -2, save DC17); Blindsight; Darkness (Visual, Electronic); Darkvision 120', Frightful Presence Save (Difficulty 10 + 1/2 creature's level + creature's Wisdom + 3), Gaseous Form; Improved Frightful Presence; Immunity (Poison); Mimicry; Must eat, sleep, and Breath; Natural Attack (Claw); Power (Ghost Touch, Psychic Shield, Wind Shaping);



Rake; Savage Grace, Supernatural Immunity; Supernatural Resistance, Trample,

Combat: Melee Attack +27 (Combat +14 Str +21 Size Modifier -8), Damage +21 (Claw), Defense Dodge/Parry +14/+37, Initiative -2

Saving Throws: Toughness +31 (Con +15, Size Bonus +16), Fortitude +24, Reflex: +2 Will: +4

Name: Flying Hedokoku

Type: 14th Level Kaiju

Size: Colossal

Speed: Flight 180 ft.

Abilities: Str +16, Dex +5, Con +15, Int +0, Wis +0, Cha -4

Skills: Knowledge (Supernatural) +5, Notice +9

Feats: Advanced Frightful Presence; Supersonic;

Traits: Alternate Form: Hedokoku; Aura Attack (Disease); Blindsight; Darkness(Visual, Mystic, Electronic); Darkvision 120'; Disease: The Dark

Blight; Frightful Presence Save (Difficulty 10 + 1/2 creature's level + creature's Wisdom + 3); Gaseous Form; Improved Frightful Presence; Immunity (Poison); Movement (Flight-Average); Must eat, sleep, and Breath; Natural Weapon (Bite); Savage Grace; Supernatural Immunity; Supernatural Resistance; Trample;

Combat: Melee Attack +22 (Combat +14, Str +16, Size Modifier -8), Damage +16 (Bite), Defense Dodge/Parry +21/+23, Initiative +5

Saving Throws: Toughness +31 (Con +15, Size Bonus +16) Fortitude +24, Reflex +9, Will +4

KAIJU CREATION

The world of Mecha vs. Kaiju is identical to our own, with one difference: the presence of giant monsters. These creatures put even the dinosaurs of our distant past to shame, capable of toppling the mightiest buildings or crushing the strongest materials that man can build. Even though these are special monsters, they are built using the rules as any other adversary in the True20 roleplaying game.

STEP ONE: CREATURE CONCEPT

Kaiju are usually inspired by existing creatures, grown to monstrous size, with one particular attribute exaggerated more than others. A giant spider may shoot entangling webs. An enormous bird may leave hurricane winds in its wake. A massive spitting cobra may spray acid over city streets. Having a clear concept for your kaiju is important, since these rules allow you to create almost any kind of monster.

Once you have a concept you may want to find an interesting Japanese name. There are several online English/Japanese translators, and your local library may have language dictionaries you can use to find an evocative name for your kaiju.

Kaiju are always extraordinary creatures. They are built using standard adversary creation rules, but are never treated as minions. Kaiju reach their remarkable size at 4th level, and so are never encountered below this level.

STEP TWO: SET THE SIZE/LEVEL

As a kaiju grows older it increases in both size and level. The Combat and Characteristics Size tables give game effects based on the size of the kaiju. Because they are extraordinary creatures, they are never encountered at lower than 4th level.

STEP THREE: PICK A TYPE

There is only one creature type you need to be concerned with: the kaiju. This creature type functions like the kaiju's role, determining skill ranks, feats, combat bonuses and saving throws. Kaiju feats can be used to gain either standard feats or kaiju traits. Kaiju never take levels in heroic roles.

STEP FOUR: PICK ABILITIES

Kaiju get 10 attribute points to assign to their physical and mental abilities, just like heroes. However they don't need to obey the +5 maximum for starting characters. Kaiju are usually not very intelligent, but many are smarter than the average animal.

STEP FIVE: CHOOSE FEATS AND TRAITS

The Kaiju Level-Dependant Abilities chart specifies the kaiju's feat slots. Use these slots to select normal feats, exclusive kaiju feats, or extraordinary traits.

STEP SIX: CHOOSE SKILLS

Choose a number of skills for your kaiju based on how many skill ranks it is allotted by its type and Intelligence. Additional skill ranks may be purchased with the Skill Training feat, and existing skills may be made more potent with feats like Skill Focus. A creature's maximum number of ranks for any one skill is equal to its level +3, just like that of a hero.

STEP SEVEN: APPLY SIZE MODIFIERS

The Combat and Characteristic Size charts detail the modifiers to kaiju abilities based on their size. Apply these to kaiju abilities.

STEP EIGHT: FILL IN THE STAT BLOCK

The "statistics block" (stat block for short) is the portion of a creature's description that contains basic game information on the creature. Fill out the creature's stat block, calculating total save bonuses, initiative bonus, total skill bonuses etc. just like you would while making a hero.

CREATURE TYPE: KAIJU

Like a hero's role, a creature's type defines it.

Features: The kaiju creature type has the following features

- **Toughness:** Kaiju have a base Toughness equal to their Constitution. This value is modified by their size.

Table: Combat Size

Size	Level	Combat Modifier	Grapple Modifier	Stealth Modifier	Toughness Modifier	Space	Reach
Colossal	12	-8	+16	-16	+16	30 ft.	15'
Gargantuan	8	-4	+12	-12	+12	20 ft.	15'
Huge	4	-2	+8	-8	+8	15 ft.	10'

Table: Characteristic Size

Size	Level	Strength Modifier	Constitution Modifier	Base Speed	Height	Weight	Carrying Capacity
Colossal	12	+16	+8	60 ft.	64–128 ft.	250k-2 mil lbs.	X16
Gargantuan	8	+12	+6	50 ft.	32–64 ft.	32k-250k lbs.	X8
Huge	4	+8	+4	40 ft.	16–32 ft.	4k-32- lbs.	X4

- **Combat:** Base combat bonus of their level (as warrior).

- **Saves:** Good Fortitude saves

- **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level.

- **Feats:** Kaiju begin with 4 feats at 1st level and gain an additional feat every additional level. These feats may be selected from any category. Feat slots may also be used to take additional traits.

Traits: A kaiju possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence -2: Though canny opponents, kaiju possess a near-animal Intelligence

- Natural weapons
- Darkvision out to 120 feet
- Frightful Presence within 150 feet
- Savage Grace
- Trample
- Training with natural weapons
- Kaiju eat, sleep, and breathe.

Advancement: Kaiju advance by gaining more levels in the kaiju creature type.

KAIJU AND PACE

The Kaiju characteristics table provides the base movement rate of the kaiju. Note that even though they can move All-Out, kaiju will usually move no faster than Accelerated pace unless they are truly threatened, making it possible for slower creatures to outrun them.

SIZE CHARTS

Kaiju fall into one of three size categories, shown on the Kaiju Size tables. As kaiju mature (gain kaiju levels) they grow in size. The minimum level for a kaiju is 4th level.

The Combat Size table shows the changes to combat capability as the kaiju grow in size. Combat Size categories include modifiers the kaiju's ability to attack and defend itself. Level indicates the minimum level for a kaiju this size. When a kaiju reaches this level it grows into this size. Assume the kaiju grows somewhat with every level, reaching the new size when it reaches this level. Subtract the Combat Modifier from the kaiju's Attack Bonus and the Stealth Modifier from its Stealth skill. Add the Toughness Modifier to the kaiju's Toughness total.

Space indicates the area the kaiju occupies, and reach shows how far beyond this area the kaiju can reach with natural weapons.

The Characteristics Size table shows the changes to ability scores and other categories as the creatures grow. Add the Strength and Constitution modifiers to their indicated ability. The kaiju's movement increases to the indicated speed. The creature's height and weight increase proportionally, and continues to increase as the kaiju continues to gain levels. Multiply the creature's carrying capacity by the amount indicated.

ATTACK FORMS

The varied and bizarre species of kaiju make almost any attack form possible. Weapons, claws, bites,

Table: Kaiju Level-Dependant Abilities

Level	Combat Modifier	Fortitude Save	Normal Saves	Maximum Skill Ranks	Ability Increase	Feats/ Traits
4 th	+4	+4	+1	7	—	7
5 th	+5	+4	+1	8	—	8
6 th	+6	+5	+2	9	1st	9
7 th	+7	+5	+2	10	—	10
8 th	+8	+6	+2	11	—	11
9 th	+9	+6	+3	12	—	12
10 th	+10	+7	+3	13	—	13
11 th	+11	+7	+3	14	—	14
12 th	+12	+8	+4	15	2nd	15
13 th	+13	+8	+4	16	—	16
14 th	+14	+9	+4	17	—	17
15 th	+15	+9	+5	18	—	18
16 th	+16	+10	+5	19	—	19
17 th	+17	+10	+5	20	—	20
18 th	+18	+11	+6	21	3rd	21
19 th	+19	+11	+6	22	—	22
20 th	+20	+12	+6	23	—	23

gore attacks from horns or spines, slam attacks from a bludgeoning appendage, gaze attacks, breath weapons, rays and other special attacks are only a sample of the nearly limitless combinations possible through mad science and perverted nature. A creature's base combat bonus is determined by its type and level, as shown by the Kaiju Level-Dependent Benefits table.

NATURAL WEAPONS

Natural weapons are physically a part of a creature. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one claw attack, one tentacle attack, one gore attack, one sting attack, or one slam attack per round. Some creatures make use of the Double Strike feat to use two claw or slam attacks in the same round.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20. Natural weapons have types just as other weapons do. The most common are summarized below.

Bite

The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw

The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore

The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam

The creature batters opponents with a tail, paw, limb or its body, dealing bludgeoning damage.

Sting

The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to normal damage.

NATURAL ATTACK VS SPECIAL ATTACK FORM

All kaiju have a single natural attack form, either bite or claw. They may take additional attacks as traits. As a full round action may take all its natural attack, main as -2 and all others at -5.

Special attack forms take a combat action to use, and cannot be used with natural attacks. Traits that do damage will be listed as either Standard or Special attack forms.

Tentacle

The creature flails at opponents with a powerful tentacle, dealing either bludgeoning or slashing damage.

DAMAGE VALUES AND SAVING THROWS FOR ATTACK FORMS

Damage for a kaiju's natural weapons is based on its size: Huge +6, Gargantuan +8, and Colossal +10. Add the kaiju's strength to this damage. The claws have a critical threat range of 20.

Other attacks cause damage equal to $10 + 1/2$ the kaiju's level + Constitution.

Any special attacks that allow a saving throw have a Difficulty equal to $10 + 1/2$ the creature's level + Constitution. For example an 8th level giant poisonous snake with +3 Constitution would have poison with a save Difficulty of 17 ($10 + 4$ [half its level of 8] + 3 Con).

Saving throws versus the creature's supernatural powers have a Difficulty equal to $10 + 1/2$ the kaiju's level + Wisdom.

Duration for any continuing power is a number of rounds equal to the kaiju's level.

FEATS

Ability Focus (General)

Prerequisite: Special attack.

Choose one of the creature's special attacks. Add +2 to the Difficulty for all saving throws dealing with that attack, including damage.

A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Advanced Criticals (General)

The kaiju's critical threat range with its natural attacks is tripled. An attack that normally threatens a critical on a natural 20 instead threatens a critical on a 18-20. This bonus does not stack with Improved Critical.

Advanced Frightful Presence (General)

Prerequisite: Frightful Presence, Improved Frightful Presence

This feat adds +3 to the save DC for a kaiju's frightful presence.

Awesome Blow (General)

Prerequisites: Str +7, size Large or larger.

As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (Difficulty $10 + 1/2$ the creature's level + its Strength) or be knocked 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take +2 damage, and the opponent stops in the space adjacent to the obstacle.

Double Strike (General)

Prerequisites: Two or more natural weapons.

The creature gains the benefits of Two-Weapon Fighting with its natural weapons (see the description of Two-Weapon Fighting in Chapter Six of the True20 Adventure Roleplaying book).

Hover (General)

Prerequisite: Fly speed.

When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability. If a creature begins its turn hovering, it can hover in place for the turn. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in an attack. The creature can instead use a breath weapon or use a supernatural power instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns and other small, open flames of non-supernatural origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance [17 or higher on d20]). At 25 feet or more, creatures have total concealment (50% miss chance [11 or higher on d20]), and opponents cannot

use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (Difficulty 10 + 1/2 creature's level) to use supernatural powers. Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

Improved Frightful Presence (General)

Prerequisite: Frightful Presence

The normal range for a kaiju's frightful presence is doubled.

Improved Movement (General)

Prerequisite: Movement Trait

The kaiju improves the speed of one of its movement modes by +20 ft. This cannot be used to improve the kaiju's normal speed.

Improved Natural Attack (General)

Choose one of the kaiju's natural attacks. The kaiju deals +2 damage when using this attack. This feat may be taken multiple times. Each time, it applies to a new attack.

Snatch (General)

Prerequisite: Size Huge or larger.

The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the Improved Grab feat. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels up to 30 feet, and takes +2 damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or the appropriate falling damage, whichever is greater.

Space Flight (General)

Prerequisite: Supersonic, Immunity to Suffocation

The kaiju can fly through space at incredible speeds, able to cross galactic distances in days.

Supersonic (General)

Prerequisite: Movement Trait



The kaiju can achieve incredible movement speeds, either in land, sea or air. Its maximum movement speed is equal to 500 miles per hour multiplied by its level. For example a 4th level flying kaiju can travel 2000 mph, or nearly Mach 2. The kaiju must spend one round moving all-out before going to supersonic speed.

Wingover (General)

Prerequisite: Fly speed.

A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive. The change of direction consumes 10 feet of flying movement.

TRAITS

Traits describe the special abilities that kaiju possess. Anything that physically affects the Kaiju is called a

THE INCREDIBLE SHRINKING KAIJU

A common trope of Japanese adventure series is the man-size monster that grows to enormous size. A team of heroes are just about to beat the creature when it suddenly towers over them like a colossus. The only solution is to unleash their own giant robot for a truly mecha vs. kaiju finish!

The “Alternate Form” trait can simulate this quite easily. The kaiju possesses an alternate form of itself as a medium-size creature. Simply remove all size-related modifiers from the kaiju, as well as its “Frightful Presence” and “Trample” abilities.

Man-size monsters are usually capable of communicating with their opponents, so in addition increase their Intelligence by 2. This will affect their skill points, giving man-size kaiju the ability to use skills and abilities not normally possible in their colossal form.

When a kaiju grows to its normal size it receives an extra recovery check with a +5 bonus.

Trait, including natural and special attacks, defenses, and means of detection.

ABILITY DAMAGE

This attack damages an opponent’s ability. Select an ability. When this attack hits that ability takes one point of ability damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage. Ability damage returns at the rate of 1 point per day for each affected ability.

This feat may be taken more than once. Each time the damage may be increased by 1 or an additional ability may be damaged.

ABILITY DRAIN

Prerequisite: Ability Damage

This effect permanently reduces an opponent’s ability. Select an ability. When this attack hits, that ability takes one point of ability damage permanently. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount. The draining kaiju gains an extra recovery check with a +5 bonus whenever it drains an ability.

This trait may be taken more than once. Each time a different ability may be drained. These are considered separate attacks.

ABILITY INCREASE

The kaiju can increase one of its physical or mental abilities by +1. This trait may be taken multiple times and its effects stack.

ALTERNATE FORM

A kaiju with this trait has the ability to assume one specific alternate form. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes and non-supernatural special attacks of its new form.
- The creature retains the traits of its original form. It does not gain any traits of its new form.
- The creature retains the supernatural powers and attacks of its old form (except for breath weapons and gaze attacks). It does not gain the supernatural powers, special abilities or supernatural attacks of its new form.
- The creature gains the physical abilities (Str, Dex, Con) of its new form. It retains the mental abilities (Int, Wis, Cha) of its original form.
- The creature retains its save bonuses, although its save modifiers may change due to a change in abilities.
- The creature is effectively disguised as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

AMPHIBIOUS

An amphibious creature is naturally aquatic but can also survive indefinitely on land. It can breathe both air and water without difficulty. Note that this is not necessary for kaiju that must cross vast oceans, as their great Strength and Constitution makes crossing an ocean as easy for them as crossing a swimming pool is for humans.

AREA-EFFECT ATTACK

The kaiju may use one of its ranged attacks in an area. The damage covers an entire area like an explosion, affecting all targets equally. See Area Attack on page 102 of the True20 rulebook for rules regarding Area Attacks. The size of the area is determined by the size of the kaiju using the attack: Huge 20' area, Gargantuan 30' area, Colossal 60' area.

AURA ATTACK

The kaiju may use one of its non-natural-weapon attacks in an area around itself. The attack functions like an Area Attack, with the kaiju at the center. See Area Attack on page 102 of the True20 rulebook for rules regarding Area Attacks. The area of effect is determined by the kaiju's size: Huge 20', Gargantuan 30', Colossal 60'.

BIONIC MONSTER

This kaiju has been altered with cybernetic implants, allowing it to wield technological weapons and other equipment. Each time this trait is taken the kaiju can implant itself with 10 Construction Points worth of equipment. This can range from weapons, propulsion systems, sensors, etc. This feat may be taken multiple times. Each time adds an additional 10 CPs to the kaiju's total allotment.

BLINDSENSE

Using non-visual senses, such as acute smell or hearing, a kaiju with blindsense notices things it cannot see. The kaiju usually does not need to make Notice checks to pinpoint the location of a creature within range of its blindsense ability, provided the creature does not have total cover. The range for Blindsense is 120'. Any opponent the kaiju cannot see normally still has total concealment, and the kaiju still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a kaiju with blindsense. A kaiju with blindsense is still denied its dodge bonus to defense against attacks from creatures it cannot see.

BLINDSIGHT

Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing or echolocation,



the kaiju maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant to the kaiju. The ability's range is 60'. The kaiju does not need to make Notice checks against creatures within range of its blindsight ability; it detects them automatically.

CHANGE SHAPE

Prerequisite: Alternate Form

A kaiju with this special quality has the ability to assume the appearance of any creature or type of creature (usually a humanoid) while retaining most of its own physical qualities. Changing shape results in the following changes to the creature:

VAMPIRE KAIJU

The “Create Spawn” trait offers some interesting possibilities for narrators. An intelligent “Master Kaiju” with an army of spawn would be a terrifying opponent for any group. The abilities of such kaiju spawn are up to the narrator, but they should be similar to the kaiju that created them. Darkvision, Natural Weapons, and Damage Resistance are all kaiju traits that could easily carry over to their spawn. Note that the spawn of kaiju with animal intelligence would operate under more of a pack mentality, with the master kaiju as alpha male.

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, movement modes and non-supernatural special attacks of its original form.
- The creature gains the natural weapons, movement modes and non-supernatural special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the abilities of its original form (including those determined by the kaiju’s size).
- The creature retains its original saving throws.
- The creature retains any supernatural powers it had in its original form.
- The creature is effectively disguised as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

CONstrict

The kaiju crushes its opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is determined as normal. This grapple does not affect the kaiju’s defense. If the creature also has the Improved Grab feat, it deals constriction damage in addition to damage dealt by the attack used to grab.

CREATE SPAWN

A victim killed by the natural weapons of a kaiju with the create spawn trait becomes a kaiju-like creature within a certain time period. A spawn is

under the command of the kaiju that created it and remains enslaved until its master’s destruction or until released by the master. At any given time the master may have enslaved spawn totaling no more than twice its own level; any spawn exceeding this limit are created as free-willed creatures. An enslaved spawn may create and enslave spawn of its own, so the original master can control a large number of lesser creatures in this fashion. A master kaiju may voluntarily free an enslaved spawn in order to enslave new spawn, but once freed, a creature cannot be enslaved again.

DAMAGE REDUCTION

The kaiju receives a bonus to its Toughness saving throws against most attacks. The creature takes normal damage from powers and supernatural special abilities or weapons. Each time the kaiju takes this Trait they receive a +3 bonus to their Toughness. The kaiju has one type of attack that negates the ability, usually an energy type (Fire, Cold, Electricity, etc) or a damage type (bludgeoning, piercing, etc). The kaiju’s damage reduction would be listed with the bonus first, then their weakness after a slash. For example a kaiju with two levels of Damage Reduction and a weakness to Bludgeoning damage would list their DR as +6/bludgeoning.

Creatures with Damage Reduction can ignore the protection of other creatures with lower levels of DR than they have. For example, a kaiju with Damage Reduction +12/fire can bypass the damage reduction of kaiju with a DR of +12 or less.

DARKVISION

All kaiju can see in total darkness, out to 120 ft. range. Darkvision is black-and-white only, but is otherwise like normal sight. This ability will not penetrate supernatural darkness, nor attacks specifically designed to blind the kaiju.

DARKNESS

The kaiju creates an area of darkness in an area determined by its size: Huge 20’, Gargantuan 40’, Colossal 60’. See Darkness on page 110 of the True20 Adventure Roleplaying book for the effects of darkness. Additional senses can be darkened at the cost of one trait slot per sense. This includes sound, scent, or electronic detection. Darkness requires a

DISEASE CREATION

The rules for disease creation are left deliberately vague in the rules, but here is a method you can use to create diseases of your own. There are four attributes of a disease:

Incubation Time indicates how long it takes before exposure to the disease requires a Fortitude save

Method of Infection explains how the disease is spread. Damage means the kaiju spreads the disease by causing damage to a creature. Contact means physically touching the kaiju is all it takes to be infected. Surface means that creatures contract the disease if they either touch the kaiju or touch an area the kaiju moved through. Airborne means that the kaiju exudes the disease anywhere within the space it occupies and out to a distance of 60' beyond this.

Ability Damage indicates the amount of damage the ability sustains each time a Fortitude save is failed

Ability Affected describes which ability is damaged. For the effect this may have on creatures see the description of Debilitated Abilities in Chapter One of the True20 Adventure Roleplaying book.

Each of these disease attributes is rated on a scale of their importance. To create a disease chose what attribute comes first, which comes second, and so on. For example you could create a fast acting airborne irritant: 1st importance would be method of infection, Airborne; 2nd importance would be the Incubation Time, 1 hour; 3rd importance would be the amount of damage, 2 points; 4th importance would be the ability affected, 2 attributes, in this case Dexterity and Charisma.

Importance	Incubation Time	Method of Infection	Ability Damage	Ability Affected
1st	1 Round	Airborne	5 pt	Constitution
2nd	1 Hour	Surface	3 pts	Strength or Dexterity
3rd	1 Day	Contact	2 pts	1 Mental Attribute
4th	1 Week	Damage	1 pts	2 Attributes (split)

standard action to maintain.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly. Tick off the "dead" condition on the damage track. Imbue Life doesn't work on someone killed by a death attack. Death attacks slay instantly. A victim cannot be made stable and thereby kept alive. This attack counts as two traits.

DISEASE

When characters come into contact with a disease, they must succeed on a Fortitude saving to avoid becoming infected. The method of infection depends on the disease. Some are airborne, while others require physical contact.

If a character becomes infected, there is a period of anywhere from a few hours to a week or more during which the disease lies dormant. Then the disease takes effect. The initial effect is typically a point or two of ability damage (usually Strength or Constitution or perhaps a point of each). After that, the character makes another Fortitude save against the same Difficulty each day to fight off the disease. If that save fails, the character suffers the disease's effects again. If it succeeds, there is no effect that day. Two successful Fortitude saves in a row indicate the character has fought off the disease. Some diseases may have additional effects, such as fatigue, nausea or even rendering the character staggered or disabled while fighting off the disease.

ENGULF

The kaiju can attempt to engulf an opponent as a standard action simply by walking straight towards

it. It can usually only attempt to engulf creatures at least one size category smaller than itself. It cannot make any other attacks during a round in which it engulfs. Targets being engulfed must succeed on a Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the kaiju moves forward. Engulfed creatures are considered to be grappled and trapped within the creature's body.

This trait may be taken a second time. In this case the engulfed creature is subject to an additional attack. They must succeed at a Strength save or take damage from the kaiju's digestive juices.

ETHEREALNESS

Certain creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane. Ethereal creatures are invisible, inaudible, insubstantial and scentless to creatures on the Material Plane. Even most supernatural attacks have no effect on them. Since ethereal creatures are not materially present, Notice checks, Scent, Blind-Fight and blindsight don't help locate them. The True Visions supernatural power reveals ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. An ethereal creature can't affect the Material Plane, not even with supernatural powers or abilities. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects. Gaze effects extend from the Material Plane to the Ethereal Plane, but none of these effects extend from the Ethereal Plane to the Material Plane. Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block their passage. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

FAST HEALING

The creature makes recovery checks at the exceptional

rate of once a minute (10 rounds). Fast healing stops working when a creature is dead. Except for its speed, fast healing works just like natural healing, and doesn't provide any benefit against attacks that don't deal damage. It also doesn't allow a creature to regrow or reattach severed body parts.

FEAR

Fear attacks can have various effects.

Fear Aura: The use of this ability is a free action. The aura can freeze an opponent with fear or function like the fear effect of the Heart Shaping power. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones and Rays: These effects usually work like the fear effect of the Heart Shaping power.

If a fear effect allows a saving throw, it is a Will save (Difficulty 10 + 1/2 creature's level + creature's Wisdom). All fear attacks are mind-influencing effects.

FRIGHTFUL PRESENCE

This special quality makes a creature's very presence unsettling. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. The range is 150 ft. and the duration is a number of rounds equal to 15 plus the kaiju's charisma. This ability affects only opponents lower in level than the creature. An affected opponent can resist the effects with a successful Will save (Difficulty 10 + 1/2 creature's level + creature's Wisdom). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-influencing effect.

GASEOUS FORM

Some kaiju have the supernatural ability to take the form of a cloud of vapor or gas. This trait may be taken twice. The second time makes Gaseous the natural state of the kaiju.

A gaseous kaiju can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter or into areas that are airtight. They are not ethereal or incorporeal and

cannot pass through solid objects. A kaiju in gaseous form must spend a full round action to flow through an opening more than three size categories smaller than it. A gaseous kaiju cannot attack physically and cannot use supernatural powers unless being gaseous is their natural state of existence. All other creatures lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course) when they assume gaseous form.

Kaiju in gaseous form have damage reduction 4/supernatural. Supernatural powers affect them normally. Creatures in gaseous form lose all benefit of material armor (including their normal damage reduction), though size, Dexterity and armor bonuses from force effects still apply. Gaseous creatures do not need to breathe and are immune to attacks involving breathing. Gaseous creatures can't enter water or other liquid. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Difficulty 15 Notice check. Creatures in gaseous form attempting to hide in an area with mist, smoke or other gas gain a +20 bonus on Stealth checks.

GAZE

A gaze attack takes effect when opponents look at the creature's eyes. Gaze serves as a delivery system for another attack form. You may link either one specialty attack or supernatural power to the gaze attack. The range is 30 ft. plus the kaiju's reach. Gaze attacks will transmit through electronic means such as video cameras. Damage and saving throws are based on the attack form linked to gaze. This trait may be taken more than once. Each time it is linked to a different attack form.

Each opponent within range of a gaze attack must attempt a Reflex saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so

on. Each round, the opponent has a 50% chance (11 or higher d20) to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the creature's gaze as described previously. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance (11 or higher on d20) to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

IMMUNITY

The kaiju is completely immune to some effect, suffering no harm or other effect from it. Essentially, the creature always succeeds on its saving throws against that effect, regardless of the Difficulty. So a creature immune to cold never suffers damage from cold, for example.

Common immunities include aging, critical hits, disease, exhaustion, mind-influencing effects, paralysis, poison, sleep-effects, starvation, stunning, suffocation. This trait may be taken multiple times. Each time the kaiju is immune to an additional effect.

INVISIBILITY

Some kaiju have the innate ability to become invisible. Invisibility makes a creature undetectable by normal kinds of vision, including darkvision. An invisible character is virtually undetectable. Invisible

characters gain a +2 bonus to hit defenders unaware of them, and such defenders lose their dodge bonus to Defense. Attacks against invisible characters have a 50% miss chance.

Invisible kaiju leave tracks and can be tracked normally. Footprints in sand, mud or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment. A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. Electronic means such as radar and other scanners can detect the presence of invisible creatures, but they still retain their 50% miss chance.

KA-ZE

Prerequisite: Ranged Attack (Wind) or Movement (Fly)

The kaiju can direct the wind it generates into a distracting, even devastating, area attack. The ka-ze extends in a cone, determined by the kaiju's size: Huge 40', Gargantuan 80', Colossal 120'. At this range the cone is as wide as it is long. The range of the ka-ze effect cannot be reduced.

The affect of the ka-ze is determined by the kaiju's size: Huge kaiju produce Severe Winds, Gargantuan produce Windstorms, Colossal produce Hurricane-force Winds (see the description for the Weather Shaping power in Chapter Four of the True20 Adventure Roleplaying book).

LIQUID FORM

Some creatures have the supernatural ability to take the form of a pool of liquid. Liquid creatures can enter liquids, but they cannot fly. They must flow across a solid surface or through liquid. This ability is in all other ways identical to the gaseous form ability. This trait may be taken twice. The second time makes Liquid the natural state of the kaiju.

MIMICRY

The creature can imitate sounds and voices, giving it a +20 bonus on Bluff and Perform checks to fool others into believing its mimicry is real.

MOVEMENT

Kaiju may have modes of movement other than walking and running. These are natural, not supernatural. This trait adds an additional movement mode at the kaiju's base movement. By reducing normal land movement to zero (0) ft. the new movement mode increases to three times the kaiju's base movement. For example a Huge flying kaiju would have both a walking and flying movement of 40 ft. Alternately, it could have a walking movement of zero ft. and a flying movement of 120 ft.

This trait may be taken more than once. Each time it adds an additional movement mode.

BURROW

A kaiju with a burrow speed can tunnel through dirt and rock. Kaiju cannot normally charge or run while burrowing. This trait can be taken a second time, allowing the kaiju to move normally while burrowing. Burrowing kaiju do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing).

If an adept uses the Earth Shaping supernatural power on an area containing a burrowing kaiju, the kaiju must make a Fortitude save equal to the save Difficulty of the adept's powers. If the kaiju fails the save, it is flung away 10 feet per point by which it failed the save. It must also make a Difficulty 15 Fortitude save or be stunned for 1 round.

CLIMB

A creature with a climb speed has a +10 racial bonus on all Climb checks. The creature must succeed on a Climb check to climb any wall or slope with a Difficulty of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at its normal movement rate. If it chooses an accelerated climb it moves at double its base land speed and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to defense (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

This trait may be taken a second time. In this case the kaiju can move normally while climbing and does not need to make a climbing check except



under the most extreme circumstances, at narrator's discretion.

FLY

A kaiju with a fly speed can move through the air at its normal movement if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability. Kaiju start at Clumsy movement. This trait may be taken multiple times. Each time the maneuverability rating increases.

- Clumsy: The creature can barely maneuver at all.
- Poor: The creature flies as well as a very large bird.
- Average: The creature can fly as adroitly as a small bird.
- Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

A kaiju that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A kaiju

can move all-out while flying, provided it flies in a straight line.

SWIM

A kaiju with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 bonus on any Swim check to perform some special action or avoid a hazard. The kaiju can always choose to take 10 on a Swim check, even if distracted or endangered. The kaiju can move all-out while swimming, provided it swims in a straight line.

MULTI-LEGGED

The kaiju has more than two legs. This makes the kaiju extremely stable and capable of carrying more than normal. Add +2 to the kaiju's attempts to overrun or trample an opponent. Also multiply the kaiju's normal carrying capacity by 1.5. The kaiju still has arms as normal.

NATURAL ARMOR

The kaiju's Toughness save bonus increases by +2. This trait may be taken multiple times and its benefits stack, up to a maximum +10 bonus to the kaiju's Toughness save. This bonus stacks with any worn armor or other protection.

NATURAL ATTACK

The kaiju gains an additional natural attack. This may be any of the attacks listed under Natural Attacks above.

PARALYSIS

This special attack renders either creatures or machines immobile. Paralyzed creatures cannot move, speak or take any physical actions. The attack causes a natural paralytic state, causing the affected creature to fall prone and drop all held items. Machines are rooted to the spot, frozen as if petrified. A paralyzed creature is helpless, while a paralyzed machine can be attacked like an immobile object feat (see the description for Attacking Objects in Chapter Six of the True20 Adventure Roleplaying book).

Creature Paralysis works on the body, and the character can usually resist it with a Fortitude saving throw. Machine Paralysis works on the toughness of a vehicle or the Power rating of a mecha. A paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The effect of power loss on a machine or vehicle will depend on the device in question and is up to narrator discretion.

PERSISTENT WOUND

The damage the kaiju deals with one of its attacks causes a wound that does not heal naturally and resists the Cure supernatural power. An opponent injured by the creature suffers an additional +2 damage each round. The continuing damage can be stopped by a Medicine check or a successful use of the Cure supernatural power, but this does not close the wound. An opponent with a persistent wound remains at the highest wound level inflicted by the creature and does not get recovery checks until an adept uses the Cure supernatural power on him. The adept must succeed on an adept level check or the power has no effect on the victim. The check Difficulties for the Medicine check and the adept level check are Constitution-based.

This power may alternately affect inanimate objects such as vehicles or mecha. The same damage rules apply, however the continuing damage can only be stopped by a Repair check.

PETRIFICATION

Prerequisite: Paralysis

A petrification attack turns a creature permanently to stone (or some other mineral) if it fails its saving throw. A petrification effect may be reversed with

a Difficulty 25 Earth Shaping check followed by a Difficulty 25 Flesh Shaping check.

POISON

Prerequisite: Ability Damage

Poison attacks deal initial damage equal to the kaiju's Ability Damage level to the character on a failed Fortitude save. Another saving throw is required 1 minute later (regardless of the first save's result) to avoid taking the same damage again as secondary damage. A successful save negates the damage.

POUNCE

When a creature with this special attack makes a charge, it can attack with all its natural attacks in the same round, like a use of the Double Strike feat (see above).

POWERFUL CHARGE

When a kaiju with this special attack makes a charge, its attack deals +3 extra damage.

POWERS

The kaiju can use various supernatural powers. Unless specified otherwise, a creature uses powers like an adept of its creature level with the normal effects and fatigue (if the power is fatiguing).

RAKE

A creature with this special attack gains an extra natural attack when it grapples its foe. Normally, a creature can attack with only one of its natural weapons while grappling, but a creature with the rake ability gains an additional rake attack it can use only against a grappled foe. Rake attacks use the creature's natural attack bonus to hit, and add only half the creature's Strength to its base damage. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creature with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

RANGED ATTACK

The kaiju fires a blast of destructive force at its

enemies. Choose one elemental effect for this attack: acid, cold, earth, energy, fire, water, or wind. Alternately the ranged attack can be used as a delivery system for another attack. There are two kinds of ranged attacks, cones and rays.

Cone: A cone extends from the kaiju outwards in an ever-expanding area. At its maximum range the cone is as wide as it is long. This range is determined by the kaiju's size: Huge 40', Gargantuan 80', Colossal 120'. A cone's range cannot be reduced. Cone attacks allow a Reflex save for half damage (Difficulty 10 + 1/2 creature's level + kaiju's Constitution). A kaiju is immune to its own breath weapon unless otherwise noted.

Ray: A ray is a 10 ft. wide bolt of power. Anything within the area touched by the ray can be hit. Hitting with a ray attack requires a successful ranged attack roll, ignoring any defense bonus granted by a shield. Ray attacks have a maximum range of 20 ft. times the level of the kaiju, with no range increment. Rather than standard damage, a ray may be used to deliver one of a kaiju's special attacks.

REGENERATION

Prerequisite: Fast Healing

A creature with this ability is difficult to kill. Damage dealt to the creature is treated as non-lethal damage. The creature automatically gains an extra recovery check each round, with a +3 bonus. One specific attack forms, typically fire or acid, deals lethal damage to the creature, which doesn't go away. A regenerating creature that has been rendered unconscious through non-lethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to non-lethal damage.

Attack forms that don't deal physical damage (such as ability damage or ability drain) ignore regeneration. Regeneration also does not heal damage caused by starvation, thirst or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts that are not reattached wither and die normally. A creature must have a Constitution to have regeneration.

RESISTANCE TO ENERGY

The creature has a +4 bonus to Toughness saving

throws against damage of the given energy type (acid, cold, electricity, fire, or sonic) each time the creature is subjected to such damage. This feat may be taken multiple times. Each time it adds to the Toughness save for that energy type. It may also be taken for other energy types.

SAVAGE GRACE

Kaiju are not subtle creatures, eschewing accuracy for raw power. When making melee attacks, calculate their attack bonus using their Strength score instead of their Dexterity.

SCENT

This ability allows the kaiju to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors, just as humans do familiar sights.

The kaiju can detect opponents within 60 feet by sense of smell. If the opponent is upwind, the range increases to 120 feet; if downwind, it drops to 30 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or standard action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A kaiju with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical Difficulty for a fresh trail is 10 (no matter what kind of surface holds the scent). This Difficulty increases or decreases depending on the Strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the Difficulty increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

SUPERNATURAL IMMUNITY

Prerequisite: Supernatural Resistance

A creature with supernatural immunity avoids the effects of supernatural powers and supernatural abilities used directly on it. This works exactly like supernatural resistance, except that it cannot be overcome. Sometimes supernatural immunity is

conditional or applies to only supernatural powers of a certain kind or adept level.

SUPERNATURAL RESISTANCE

A creature with supernatural resistance can avoid the effects of supernatural powers and supernatural abilities used directly on it. To determine if a supernatural power or ability works against a creature with supernatural resistance, the user must make an adept level check against a difficulty equal to 10 + 1/2 the kaiju's level + Wisdom. If the result equals or exceeds the creature's supernatural resistance, the power works normally, although the creature is still allowed a saving throw.

SUMMON

A kaiju with the summon ability can summon other creatures of its kind, with a limited chance of success. Roll a d20 against a difficulty equal to 1/2 the kaiju's level + Wisdom: On a failure, no creature answers the summons. Summoned creatures return whence they came after one hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. In general, they use it only when necessary to save themselves.

SWALLOW WHOLE

If a kaiju with this special attack begins its turn with an opponent held in its mouth (see the Improved Grab feat in Chapter Three of the True20 Adventure Roleplaying book), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the kaiju. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature takes bludgeoning damage and acid damage every round it spends inside the swallowing creature. The bludgeoning damage is equal to the swallowing creature's Strength x 1.5, and the acid damage is equal to the swallowing creature's Constitution. A swallowed creature can try to cut its way free with a light slashing or piercing weapon by bringing the swallowing creature's gizzard to "wounded" or worse condition on the damage track, or it can just try to escape the grapple. The Toughness save of the interior of a creature that swallows whole is half its natural armor bonus plus

its Constitution and bonuses from the Tough feat (if any), with no modifiers for size. Since a swallowed creature is surrounded on all sides by the swallowing creature's gizzard, it does not have to roll to hit the gizzard—just make a Toughness save for the gizzard when the swallowed creature attacks it. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

TENTACLES

Some kaiju have tentacles, or extra appendages such as tails or heads that function like them. Tentacles have twice the reach of a kaiju's normal natural attacks. Kaiju can replace their normal natural attacks with Tentacles, or take them as additional natural attacks.

A tentacle can be severed by a successful sunder attack with a slashing weapon (see Sundering in Chapter Six of the True20 Adventure Roleplaying book). An opponent can strike at a tentacle from any position in which he could strike at the kaiju itself, because the tentacles writhe and whip about in combat. An opponent can ready an action to attempt to sunder a tentacle when the creature attacks him. A tentacle counts as a held object with a size usually one or two size categories smaller than the creature itself. A tentacle has a Toughness save usually equal to 1/2 the Toughness save of the creature (twice its Toughness if its Toughness is a negative number, i.e. a creature with a -1 Toughness save has tentacles with a Toughness of -2). Reducing a tentacle to "disabled" or worse condition on the damage track effectively severs it. Losing a tentacle forces the creature to make a Toughness save as if it had taken damage equal to the Toughness save of the tentacle. (For example, a giant squid has a Toughness save of +7, so its Tentacles have a Toughness of +3. When an opponent hits a tentacle with a sunder attempt the tentacle gets its own Toughness save against the damage. If the tentacle is severed the giant squid must then make a Toughness save as if it had taken +3 damage.)

A tentacle regrows in 15 days. A Narrator can use the rules for sundering tentacles to allow heroes to sever the limbs of other creatures as well. These rules should only be applied to creatures that would

not sustain significant injury at the loss of a limb, however. A hero could try to lop off the legs of a giant spider, or disable the wings of a flying opponent in order to ground it, but he should not be able to sunder humanoid's arm or leg.

TRAMPLE

As a full-round action, a kaiju can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path.

A trample attack deals bludgeoning damage equal to the creature's slam damage + 1.5 times its Strength).

Trampled opponents can attempt Reflex saves to take half damage. The save Difficulty against a creature's trample attack is $10 + 1/2$ creature's level + creature's Strength. A trampling kaiju can only deal trampling damage to each target once per round no matter how many times its movement takes it over a target creature.

TREMORSENSE

A kaiju with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range equals 100'.

FLAWS

These are "negative traits" that weaken the kaiju in some way. For each flaw you assign you may take one feat or trait, above the amount normally allowed by the level of the kaiju.

BLIND

Some kaiju have been so radically mutated that they have lost the ability to see, or their original creature stock had no vision. There are many drawbacks to creatures without sight, and some benefits. The kaiju suffers all the effects of being in Darkness. They gain immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. The Blindsight special quality is often taken with this flaw.

COLD BLOODED

These kaiju cannot regulate their own internal temperature. When an endotherm is exposed to temperatures significantly colder than its native climate they become slowed, and are only able to take a single standard or move action until they enter a warmer area. Endotherms suffer a -5 penalty on all saving throws related to resisting the effects of cold temperatures.

DEPENDENT

The creature needs a particular substance to survive, much like humans need food, water and air. When denied what it needs, the creature suffers the effects of starvation, dehydration or suffocation (see the Hazards and the Environment section of Chapter Six of the True20 Adventure Roleplaying book) depending on how dependent it is on the substance.

LIGHT SENSITIVITY

Abrupt exposure to bright light (natural or supernatural light equal to full daylight) blinds the creature for round. On subsequent rounds, the creature is dazzled (-1 on attack rolls, sight-based Notice checks, and Search checks) while operating in bright light.

SENSITIVITY

The creature is sensitive to a certain substance and must succeed on a Difficulty 15 Fortitude save when coming in contact with it to avoid suffering a level of fatigue. The creature must repeat the save attempt every 10 minutes it remains in contact with the substance.

VULNERABLE TO ENERGY

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

THE SECRET HISTORY OF JAPAN

The following chapter contains background information on the hidden mysteries of the Mecha Assault Force setting, and is intended for narrator eyes only. If you plan on playing in a Mecha vs. Kaiju campaign it is advised that you read no further.

GODS IN CONFLICT: KAMI VS. ONI

Throughout Japanese history, a secret battle raged between the forces of light and darkness. The Kami were spirits, gods, forces of nature. The Oni were devils dwelling outside our reality, seeking footholds here since before the age of man. The Kami struggled to hold the Oni back by using humans as their tools of war.

The distinguished heavenly kami, the Kotoamatsukami, comprised the greatest powers of the spirit world, dwelling in the Higher Celestial Plane. They empowered human agents, teaching them magical techniques and rituals that formed the basis of the Shinto religion. To support their human followers, the sun goddess Amaterasu sent her own grandson, Ninigi-no-Mikoto, bodily to do battle with the Oni-spawned beasts of the Earth. Being a man, this Kami took a wife and sired a bloodline that would eventually rule all of Japan beginning with Jimmu Tenno, the first Emperor.

Not to be outdone or outflanked, the Oni also bred with human captives, spawning an awful race of Ogres, who made war against humans from that day on. Humanity's defenders were great warriors that upheld a strict code of honor – the Samurai – and those that revered the Kami and drew strength from their spiritual power – the priests of Shinto. After centuries of war humanity at last smashed the great Ogre armies: but only because the Oni withdrew their support of the monsters. Unbeknownst to either side, the devils had found new servitors within the weak heart of humanity itself.

In the great Ogre war, humanity used righteous, highly trained agents as long range scouts, undercover operatives, and - if need be - assassins. Over the years the training of these agents was codified into

the Ryu teachings of the mysterious and deadly ninja. Tragically, during their lengthy missions in Ogre controlled lands, some ninja fell under the sway of the Oni and brought their secret worship back to civilization where it grew and festered like a disease in the body.

THE UNDERSEA SHOGUNATE OF MU

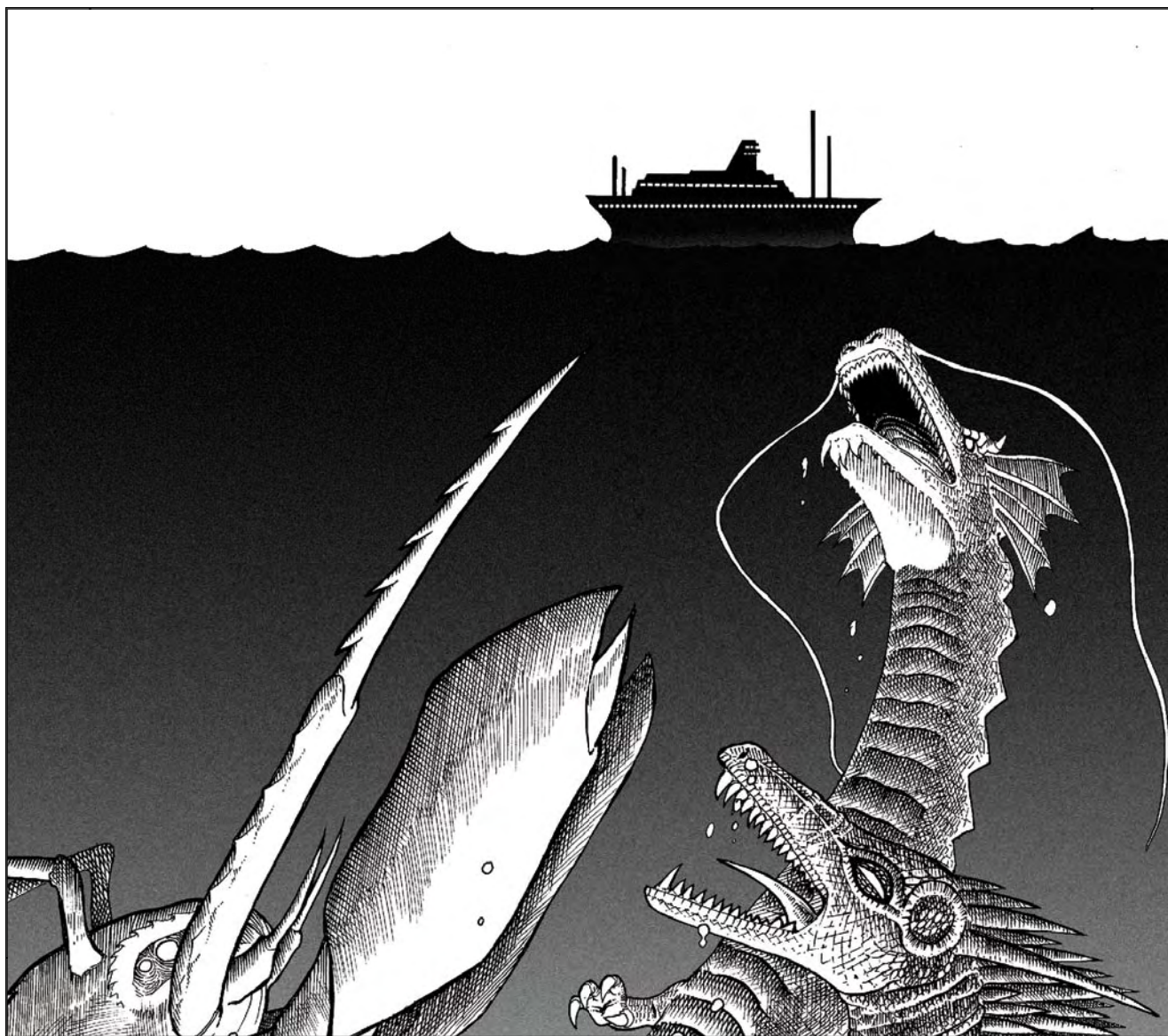
The war against the Oni was not the only great battle against dark forces beyond our ken. In the southern hemisphere of the region now called the Pacific Ocean, a mighty island continent stood. Western nations have called this mythic land Atlantis, but its true name was the continent of Mu. For thousands of years the Muans fought the Oni alongside the Japanese, but sorcerers there sought to use the Oni's dark magic themselves.

After the devils fled, the Muans continued their dark practices, until they drew the attention of the Black Lord of Seas, Dagon – a being every bit as powerful and corrupt as the Oni. Their worship and adoration of Dagon became a danger to the world, and those who had fought against the Oni united once more, toppling the oryhalcyon metal towers of Mu and sinking the continent to the bottom of the sea. The ruins of Mu would lie dormant for eons, waiting to be rediscovered by the descendants of those who destroyed the corrupt nation.

In 1185 the ruling clan of Japan, the Heike, were fighting for their survival against a rival clan, the Genji – recounted in one of the most famous stories of ancient Japan, The Tale of the Heike. The Heike Emperor of Japan, Antoku, was only seven years old, though his grandmother, the Empress Dowager Kiyomori, held actual power. The Genji asserted a superior ancestral claim to the throne, sparking a civil war that lasted over five years.

The climactic sea battle occurred at Dan-no-ura in the Shimonoseki Strait off the southern tip of Honshu on April 24th in the year 1185. Outnumbered and outmaneuvered, the noble Heike samurai threw themselves into the ocean rather than suffer the dishonor of capture. Lady Kiyomori fled with Antoku in a fishing boat, vowing that the Genji would not take the young Emperor.

At her bidding the child put his tiny hands together and turned to the east, saying farewell to the god of Eisai. He then turned west, reciting the



Nambutsu, a prayer to the Amitabha Buddha. The lady Kiyomori took him in her arms, and together they sank beneath the waves; her final words “In the depths of the ocean is our capital.”

Legends hold that the Heike warriors still walk the bottom of the sea in the form of crabs, with shells that bare the scowling face of a samurai. These stories are of course not true. The crabs are not the samurai themselves – they are the spies of the Undersea Shogunate.

When Emperor Antoku prayed to the Buddha, his prayer was heard, though he was too young to give voice to his hope. That was left to the Empress Dowager, who claimed the ocean as the Heike’s capital. In that moment the Heike found they could breath water as easy as air. The samurai, too, were transformed, along with the ladies of the court and the army’s camp followers.

They swam for weeks, deep into the Pacific, and there found the remnants of the sunken nation of Mu. They excavated the ruins for months, finally establishing a new colony on the site of an ancient temple. Over the years these new Muans unlocked many secrets of the ancient race, including the alchemical creation of oryhalcyon, which they used to build a gleaming city beneath the sea.

But there were darker secrets lurking in Mu, and later generations – burning with a desire revenge themselves against the Genji that twisted into a hatred for all surface dwellers – rediscovered the promise of power left by Dagon, the dark master of the sea. The Muans began to worship Dagon, and he in turn granted them vast power.

They began to watch their old homeland, Japan, through the Heiki crabs that bore the faces of the samurai. They also subjugated other underwater

WORLD WAR MU

During WWII Japan fought a two-front war, though the second conflict was a secret to all, especially the United States. Even as the Japanese Navy controlled the surface of the Pacific Ocean at the beginning of 1942, it was already fighting a life-or-death struggle beneath the waves. The Underwater Empire of Mu had chosen this moment to move against its ancient progenitors.

Though the Japanese Navy had mighty ships of steel, the Muans had alchemically-created leviathan at their command and an army of trained underwater samurai. Though poorly adapted to the land, the Muan warriors were mighty, physically capable of existing under the most tortuous conditions on earth.

When Japan was no longer a threat to the seas, the Muans made preparations to take their war to the surface – plans which would come to fruition thirty years later.

racers and rebuilt the glory of Mu on the backs of slaves. Though lacking the technological prowess found on the surface, the Muans made up for this through magic and alchemical mutation, creating fabulous underwater beasts to work and fight for them. All they needed was an excuse to take their war to the surface world.

JAPANESE HISTORY PRIOR TO WORLD WAR II

In 1603, the Japanese Emperor granted supreme political power in the nation to the Tokugawa shogunate (military dictatorship). This ushered in a long period of isolation from foreign influence in order to secure its power. For 250 years this policy enabled Japan to enjoy stability and a flowering of its indigenous culture. This period has been celebrated and elaborated on in numerous films, books and graphic novels.

By the mid 19th century, however, the old system was breaking down. The Samurai nobility was financially dependant on the growing middle class, and the government was growing unable to maintain order in the face of inflation and numerous natural disasters. Russia and the European powers were

making demands for trade, but it was America's Admiral Perry who forced open several Japanese ports with the Treaty of Kanagawa in 1854. What followed was a period of intensive modernization and industrialization that saw a further weakening of the government, as the middle classes grew rich on foreign trade.

At last, with the Shogunate unable to wield effective political or military power, the power of Emperor Meiji was restored. But the nation of Japan had been irrevocably changed by contact with the west. It was operating as a subjugated territory of America, an intolerable state that only changed when the government enacted radical economic and military reforms. Though successful in modernizing the nation, they also alienated powerful conservative political forces, especially the remnants of the Samurai class.

These conservative powers gained influence as Japan became a democratic state. Even though the Emperor was technical head of the government and military, Industrialists and Samurai created a powerful ruling clique of elder statesmen known as the "Genro" within the Japanese Parliament, or "Diet" (DEE-eh-t).

Conflicts of interests in Korea between China and Japan led to the Sino-Japanese War in 1894-95. Japan defeated China, received Taiwan, but was forced by Russia, France and Germany to return other territories. The so-called Triple Intervention caused the Japanese army and navy to intensify their rearmament.

New conflicts of interest in Korea and Manchuria, this time between Russia and Japan, led to the Russo-Japanese War in 1904-05. The Japanese army also won this war, gaining territory and, at long last, some measure of international respect. Japan further increased its influence on Korea and annexed her completely in 1910. In Japan, the war successes caused nationalism to increase even more, and other Asian nations also started to develop national self-confidence. During the era of the weak emperor Taisho (1912-26), the political power shifted from the Genro to more democratic elements within the Diet.

In the First World War, Japan joined the Allied powers, but played only a minor role in fighting German colonial forces in East Asia. At the Paris Peace Conference of 1919, Japan's proposal of

amending a “racial equality clause” to the covenant of the League of Nations was rejected by the United States, Britain and Australia. Arrogance and racial discrimination towards the Japanese had plagued Japanese-Western relations since the forced opening of the country in the 1800s, and were again a major factor for the deterioration of relations in the decades preceding World War II. In 1924, for example, the U.S. Congress passed the Exclusion Act that prohibited further immigration from Japan.

After WWI, Japan’s economic situation worsened. The Great Kanto Earthquake of 1923 and the worldwide depression of 1929 intensified the crisis. During the 1930s, the military established almost complete control over the government; many political enemies were assassinated, and communists persecuted. Indoctrination and censorship in education and media were further intensified. Army and navy officers soon occupied most important offices, including that of the prime minister.

Earlier, Japan had followed the example of Western nations and forced China into unequal economical and political treaties. Furthermore, Japan’s influence over Manchuria had been steadily growing since the end of the Russo-Japanese war of 1904-05. When the Chinese Nationalists began to seriously challenge Japan’s position in Manchuria in 1931, the Kwantung Army (Japanese armed forces in China) occupied it. In the following year, “Manchukuo” was declared an independent state, controlled by the Kwantung Army through a puppet government headed by Henry Pu Yi, the “Last Emperor.” In the same year, the Japanese air force bombarded Shanghai in order to protect Japanese residents from anti-Japanese movements.

In 1933, Japan withdrew from the League of Nations due to heavy criticism for its actions in China. In July 1937, the second Sino-Japanese War broke out, when a small incident was made into a full-scale military action by the Kwantung army, acting independently from the more moderate government. The Japanese forces succeeded in occupying almost the whole coast of China and committed severe war atrocities on the Chinese population, especially during the fall of the capital Nanking. However, the Chinese government never surrendered completely, and the war continued on a lower scale until 1945.

In 1940, Japan occupied French Indochina (Vietnam) upon agreement with the French Vichy

government, and joined the Axis powers of Germany and Italy. These actions intensified Japan’s conflict with the United States and Great Britain, which reacted with an oil boycott. The resulting oil shortage and failures to solve the conflict diplomatically led Japan to decide to capture the oil rich Dutch East Indies (Indonesia) and to start a war with the U.S. and Great Britain at the end of 1941.

JAPAN’S MODERNIZATION AND CORRUPTION

Over the years the great ninja clans had grown corrupt in their worship of the Oni, gaining wealth and influence through their master’s dark power. This concerned the Kami, yet their priests were more worried about the loss of influence in the face of other “competing” beliefs like Buddhism, Confucianism, and Christianity. The Genro, too, sought to downplay western concepts and ideas. They saw Shinto as the force they needed to focus the belief of the people: it was totally indigenous, and it exalted the position of the Emperor to divine status. Any order given by the government, so long as it bore the signature of the Emperor, was by definition the will of God.

To further reinforce their standing in the country, the Shinto priesthood insinuated itself in the military, an act that grounded the priesthood in Earthly matters, and further alienated the Kami from their children. The last straw was the priest’s use of their spiritual power to bless weapons and make prayers for success in war. This power saw Japan stride from victory to victory in the early parts of WWII. But by 1942 the Kami had turned their backs on humanity, and the tide of the war turned. This was when the Oni struck.

KEMPETAI: THE MODERN FACE OF THE NINJA

Once the ninja had been the spies and assassins of the Shogun. During WWII the military looked again to their historic shadow warriors, as they recruited from the ancient ninja families to form the Kempetai, the Japanese Secret Service. Functioning in the same way as the Gestapo in Germany, the

Kempetai spied, tortured and assassinated anyone they thought disloyal to the Emperor. But there was a much darker secret to their activities.

For years the ninja families had kept alive other traditions besides the secrets of assassination. Oni worship had been maintained as well, and the demonic creatures sought entry into our world, working their will through loyal followers found in the ninja clans. At last these human servitors were in a position to subvert the power of the Shinto priesthood and bring their diabolical masters into the world physically.

WWII: DESPERATE MEASURES

The victories of the early war were due as much to the spirit of the Japanese soldier as to strategy and technology. Shinto priests ensured the blessings of the Kami as Japan marched from one victory to another. But such power required spiritual purity to wield, and by 1942 the corruption of the Kempetai had darkened the will of the Japanese government and her people. The Rape of Nanking had only been the start of the depredations of the Kempetai, and as they grew in power the Kami grew more and more distant.

After the defeat of the Japanese Navy at Midway in 1942, the United States military began a relentless march toward the island nation, and it was evident that the Kami had turned their backs on Japan. As U.S. Marines retook and liberated island after island, the Japanese military leadership became more and more desperate. In 1944 the United States military was close enough to begin massive bombing of Japan proper, and the government became willing to do anything in order to survive.

A BEAST IS BORN

The Kempetai recognized their opportunity and suggested a bold move: as the Kami were no longer answering their prayers, they could contact another spiritual force that was more than willing to do battle for them – the Oni. In spring 1945 the U.S. invaded Okinawa, and the desperate military leadership saw no other way to prevent defeat. They ordered the Shinto priesthood and the Kempetai to request the aid of the Oni in driving away the American invaders.

Though most Shinto priests refused, there were some weak-willed enough to agree. Preparations were made at the gates of a temple in the holy city of Hiroshima. The ceremony began at 8am August 6th, 1945. Fifteen minutes after the first Oni stepped through the gate, air raid sirens sounded. Moments later, before the Oni could be controlled or even bargained with, the first nuclear weapon used against a human population exploded within sight of the shrine. No one could know that another weapon was born at that same moment.

Official documents indicate that American ultimatums sent to the government went unanswered. In reality the Japanese government contacted America by the end of that day, begging them to stop the horrible creature they had dropped on their country. No one in the US could know what had happened.

The Hiroshima Oni, summoned but unbound, was running loose. Worse, it had been bathed in atomic rays and grown to monstrous size. The Japanese military was powerless to stop the “mysterious beast” or “Kaiju,” and could only harass the creature and keep it following them. They moved south, luring the creature off the big island of Honshu and onto the smaller island of Kyushu. In a southern city another Shinto priest, Tzusumi, moved by a vision, was opening a very different kind of gate: a gate to the High Celestial Plane. The date was August 9th, and the city was Nagasaki.

In a coordinated attack with the United States, the Japanese army opened fire on the giant beast as the gateway formed and a blast of heavenly light assaulted the creature. Finally an American B-29 flew overhead, a second atomic bomb its only cargo. The combined might of the Kami and nuclear fission was enough to defeat the creature, and an exhausted Japan gladly admitted defeat to the United States. They had lost the war, but regained the respect of their spiritual guardians.

ATOMIC MONSTERS

America was not the only power seeking to harness atomic energy in the early part of the century. Japan attempted to match the west militarily through the development of nuclear power. After annexing Korea in 1910, Japanese scientists discovered vast uranium deposits along the banks of the Yalu

River. Under the pretext of a massive hydroelectric program, the Japanese built a military installation powered by damming the river and creating the Chosin Reservoir.

During WWII Japanese scientists strived to turn their rich supply of uranium ore into a viable weapon. After years of struggle and setback, a crude nuclear device was ready for testing in late 1944. Due to security concerns the device was sailed into the Sea of Okhotsk, above the northern island of Hokkaido. On December 7, 1944 the world's first atomic bomb was detonated, with disappointing results.

The bomb's damage was far less than promised and Japanese scientists returned to North Korea to resume their experiments. They worked hard to beat the inevitable tide of war, but in the end the scientists ran out of time. An efficient battlefield weapon was still months from completion when the birth of the kaiju brought about the end of the war.

After the fall of the Japanese empire, the Chosin facility remained secret, falling under the control of first Russia and then North Korean. Russia used the knowledge found at the Chosin Installation to create their own nuclear device. North Korea used the facility itself to create the other great terror weapon of the 20th century.

KAIJU OF NORTH KOREA

From the early 20th century, Korea was a colony of Japan, and suffered much under its brutal occupation. The Kempetai controlled it from the early 1930s, and the ninja clans within the secret police used it as a foothold for their Oni masters. They infiltrated agents in every strata of Korean life, ensuring that no matter what happened in the future they would be in a position to influence events.

After WWII Russia occupied the northern half of Korea. In an effort to stem the growing tide of Soviet expansion, the U.S. created two occupation zones - North and South Korea - at the 38th Parallel. Russia installed a Stalinist government in North Korea, with Kim Il Sung as leader.

Born in Pyongyang and growing up in Manchuria, Sung fought the Japanese as a Communist guerilla. He spent five years in the Soviet Union before his selection as leader of North Korea. Obsessed with the self-reliance of his country, Sung looked for ways of making North Korea strong and secure. Though the

Japanese had left their nuclear facilities behind, Sung knew through stolen intelligence that it was not "the bomb" that had defeated the Japanese - it was the kaiju. He was determined to have that power for himself, and for that he would need spies.

Working from positions of authority in Korea, the ninja conceived of a diabolical plan: if they could not bring their Oni masters into our world, they could bring to life the closest thing they had - the Kaiju. They took the name of their devil master's former champions, the Ogres, and under the guise of North Korean spies, left to retrieve samples of the demonic Kaiju by infiltrating their own mother nation.

While the Democratic People's Republic of Korea claimed jurisdiction over the entire province in 1948, their "spies" returned with scientific data and biological specimens of the original Kaiju. Taking the material to the secret Chosin Installation, they began to create a monster of their own. The leader of the project, was from an ancient ninja clan, dedicated to bringing the power of the Oni back to Earth.

The Chosin beast grew at a remarkable rate, and by late 1950 was well over 40' tall. The Korean Conflict was in full bloom and United States troops were pushing the armies of North Korea up towards the Chinese border. At that point the Chinese attacked, unleashing not only their massive human army, but also forces of Mao's "Million Mutant Militia", a force of grotesque mutants bred since before WWII.

American forces fled south towards the Chosin Reservoir, and there in the bitter cold met the great reborn kaiju, Kaibutsu, who handed them their greatest defeat in history. After the Korean War international law was altered to limit the use of Kaiju on the battlefield to strictly defensive purposes. From that day to the present the demilitarized zone between North and South Korea has been patrolled by Kaiju.

OGRE NINJA SECT: AN ALLIANCE OF SHADOW

After smuggling the kaiju genetic material to North Korea, the Ogre spies were "ordered" to stay and continue espionage activities against Japan. In reality the tiny communist country was only a tool of the shadowy warriors. The Ogre sect became the new heart of the ninja clans, just as the Kempetai had

been during WWII. And the mind that kept that heart beating was Rei Asukawa.

Asukawa traced his heritage back to the ninja clans of the old shogun period, and was a powerful member of the Japanese Kempetai during WWII who was personally responsible for horrible atrocities while commanding a Philippine prison camp. After the war Asukawa disappeared, only to resurface in the boardrooms of many powerful zaibatsu corporations during the economic miracle that rebuilt Japan. His martial and military skills were now directed at economic development, and Asukawa became a wealthy and influential man, as well as a vital link between the Ogre infiltrators and the rich and powerful of Japanese society.

This ninja master oversaw the delicate fabric of alliances between the ninja clans – many of whom had long-standing grudges against one another reaching back centuries – and the newly arrived Ogre ninja sect. Under his guidance the Ogre ninja married and bred a second generation, indoctrinated from birth in the goals and ideals of the ninja and in the worship of the Oni. This new generation would grow up in a world much different than their parents, however, for Japan was living under the shadow of a monstrous, unstoppable threat.

GIANT MONSTERS RAVAGE TOKYO

In early 1954, one year after the end of the Korean War, Japanese shipping came under attack. The cause was a mystery until the destruction of an island fishing village in northern Japan revealed that Kaibutsu, the beast of Chosin, had escaped from the Korean DMZ. For unknown reasons it swam around the island nation, making landfall not in the west, which would be closer, but on the east coast in Tokyo, where it nearly destroyed the entire city in a single night. Only the use of a one-of-a-kind super-science device managed to kill the beast.

Recognizing the threat that lurked just across the Sea of Japan, the Self-Defense Force was established that same year with the support of the United States, who saw the Kaiju as only another aspect of the cold war. But the Shinto priesthood, which had remained silent since their shame over the Oni incident nearly 10 years before, suspected a much more diabolical motive to the attacks.

Though created through human science, the

Kaiju were mutated from the Oni, and the priests recognized their dark influence in the beast's attack. They began to track the movements of the Kaiju using powerful divinations. The taint of the Oni proved easy to detect, and the next Kaiju attack a year later had a day's warning. Yet the government was reticent to take the advice of the Shinto priesthood – until their predictions proved true.

M.A.F. & SHINTO: DEFENDERS OF JAPAN

With the appearance of kaiju on their shores, and the threat of more to come, the Japanese government knew they had to create a force that could defend them. With the permission of the United States government, the "Anti-Kaiju Force" was created. The A.K.F. developed many weapons, such as Heat Rays, Drill Missiles, and GAZER weapons, but nothing was as successful as the machines of the "Mecha Assault Force." The M.A.F. originally used remote-controlled robots, but response times were too slow, even with the advent of voice-activated control. Only piloted mecha could stand a chance against the Kaiju. In the 40+ years since, the M.A.F. has defended the island nation against the depredations of mad monsters and kept the people of Japan safe.

Because the creation of the kaiju was tied closely to Shinto – and the failure of the priesthood to act with purity during WWII – true followers of the kami felt an obligation to combat the kaiju; they were, in fact, specially skilled at divining the creatures' location and intent due to the kaiju's demonic origins. For this reason a specialized corps of priests was organized within the Mecha Assault Force, a closely guarded secret due to the strict separation between religion and the military constitutionally mandated after WWII. Many credit the early response capability of the M.A.F. to its all-female intelligence bureau. Few realize that this branch is comprised entirely of Mikos, Shinto priestesses capable of healing, magical defense and divination.

The connection between the M.A.F. and Shinto has grown deep, from the stylized Torii gates at the entrance of every base (serving the same defensive function as the gates of a Shinto shrine) to the kamidana – personal Shinto shrines that dot the base's interior. Anyone able to perceive magical effects

would very easily notice the heavy magical wards in place at an M.A.F. base. But magic ability is not necessary to notice the other Shinto rituals practiced on M.A.F. bases, such as the Omikuji (looking lottery) that occurs before missions to discern success or failure, the hanging of an Ema tablet by a mission leader with a prayer for success in an important task, the sprinkling of ritual sake on Mecha before combat, and even the post-combat showers taken by pilots – a form of ritual purification (though many pilots do not realize this).

THE UNDERSEA SHOGUNATE RETURNS

In the late 1960s Japanese shipping came under attack by mysterious, never-before-seen kaiju. Ships of other nations were ignored, even when they were close by. Though the naval arm of the Self Defense Force, working with the A.K.F., provided some protection, the situation looked dire as the new decade dawned.

What no one could know was that the Undersea Shogunate of Mu had launched a full-scale attack on the surface world. Two factions fought for dominance – Imperials who served the Heike emperor and worshiped the sea god, Dagon, and the Shogun's forces, that fought under the banner of a kaiju sea serpent called Ti-Lung. These political squabbles hindered the Muans' war efforts, but in 1973 they launched what would be their final campaign and seized control of the island of Okinawa.

In a climactic battle the Shogun himself took the field, grown to gargantuan size, along with Ti-Lung and an army of samurai bred

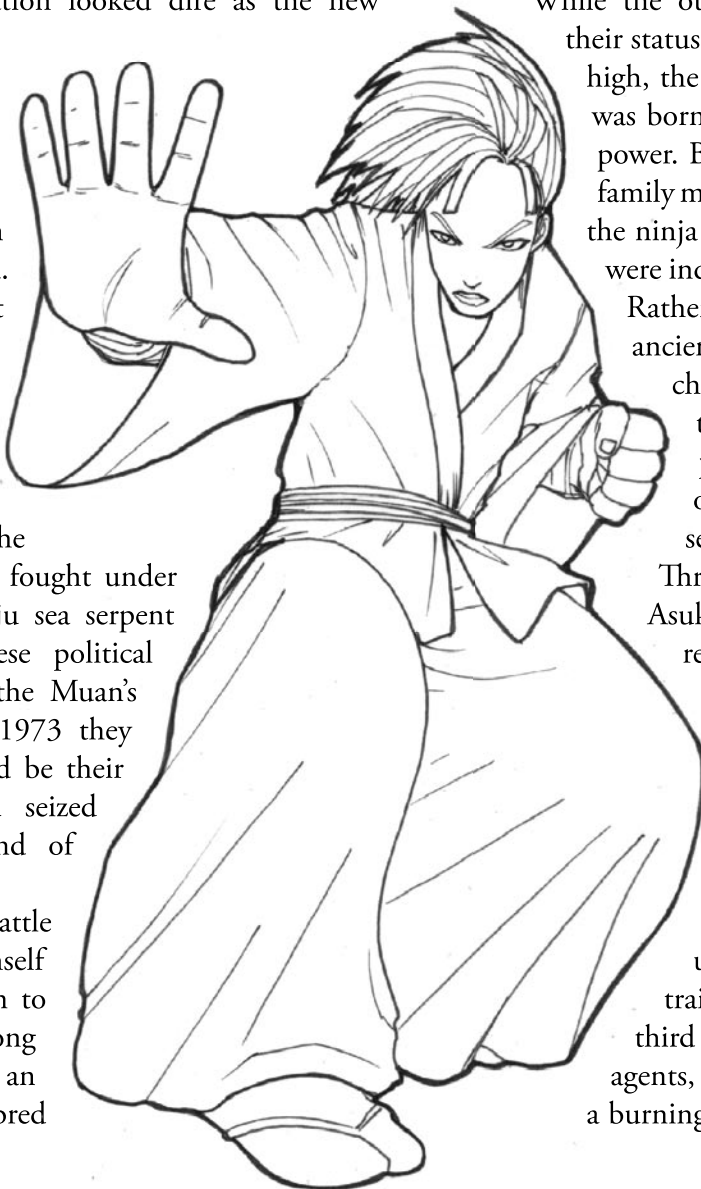
for surface combat. Mecha of the M.A.F. did battle with the Shogun and destroyed him, while advanced submarines of the A.K.F. destroyed Ti-Lung. Defeated both on land and sea, the Muans returned to their underwater city for good.

GENERATION THREE: BORN IN SHADOW

By the 1970s and 80s the second generation Ogre ninja had infiltrated the one area that few ninja had ever entered: the powerful families outside the traditional ninja clans. The clans were influential in their own right, but closed to outsiders. The Ogre ninja stepped out of these traditional circles into new areas of business and political influence. Alliances through marriage brought even greater influence to the Ogre ninja, and guaranteed that their next generation of children would hold the reigns of power for the entire nation.

While the other ninja clans maintained their status at all levels of society, low to high, the third Ogre ninja generation was born into a world of wealth and power. Because of their proximity to family members who knew nothing of the ninja and its plans, these children were indoctrinated with utmost care. Rather than taught directly of their ancient pact with the Oni, the children were subtly influenced through nursery rhymes and primers to distrust the spirits of Shinto and to follow the secretive ways of the ninja.

Throughout this period, Rei Asukawa, still physically vital, remained head of the Ogre ninja. In the 1980s he retired from his business practices to return to his old love: the martial arts. Forming a secret dojo deep in the mountains of the north, Asukawa took it upon himself to personally train the young and vibrant third generation of Ogre ninja agents, and to inculcate within them a burning desire to change the face of



OGRES: MONSTER OR NINJA?

There are several different usages of the term “Ogre” in the MvK universe. Sometimes it refers to the ninja spies that infiltrated Japan through North Korea in the 1950s. Other times it refers to the humanoid monsters empowered by the Oni to combat the followers of the Kami. It may also refer to the underground cult of kaiju worshipers. Though it may seem confusing at times, this can be a very useful story element.

Ambiguity is a powerful tool, both in the hands of the player’s enemies and in the narrator’s hands. There are a number of ways the players can uncover hints to the conspiracy organized against them. Because of the early activities of the ninja’s third generation, connections were made between acts of terrorism and the name “Ogre.” This put the Ogre name on terrorist watch lists in Japan and other countries. Shinto practitioners would be aware of the ancient legends of the ogres. Those familiar with popular culture may hear of cult members acting on the cult’s behalf. The conflicting appearances of the “ogre” name may lead some to discredit any usage of the word, while for others it will suggest the true breadth of the conspiracy.

the world in the name of their Oni masters.

The third Ogre ninja generation took this to heart, and soon the Japanese underground culture began to speak of a group that pushed at the boundaries of society. It was said this group could inspire others to act wildly, causing outbursts of violence and destruction. The name spoken in hushed tones was “Ogre.”

Asukawa recognized the hand of the young ninja in these activities, and though he chided them for using the secret name of their sect, he admired the generation’s spirit to take action and their ability to manipulate others. He developed a program that would focus the third generation’s talents, increase the Ogre ninja’s influence in society, and reinforce the power of their Oni masters. And it all derived from a single idea: if people could worship gods and spirits that they could not see, how easy would it be to get them to worship the Kaiju, who constantly threatened their nation.

CULT OF THE BEAST GOD

In the early 1990s Japanese intelligence agencies became aware of an organization calling itself Kedamono Tenshu Suuhai, “The Cult of the Beast God.” The shadowy group preached in its public discourse that the kaiju were gods, blessed with unlimited power and, thus, unlimited wisdom. The group was formed by a former kaiju otaku (super fan) known only as “Pateran,” who claimed to have had a mystic experience during the “Kaiju Summer” of the mid-eighties, where a dozen kaiju attacked over the course of two months. Pateran taught that people should seek to appease the wrath of the kaiju through prayer and offerings, just as their ancestors had sought to appease the kami centuries before. As kaiju attacks increased, so too did the ranks of the Cult.

Created from the fertile imagination of Rei Asukawa, the doctrine of the Cult was actually thinly veiled Oni worship, through the demonically inspired proxy of the kaiju. Asukawa set up one of the most charismatic of the Ogre ninja’s third generation as the cult leader “Pateran,” and used the full power of the ninja’s social contacts to spread the word. Soon people from all ranks of society were members of the Cult, praying to the destroyers not to destroy them.

Every cult requires secrets, known only to those who have achieved a high-enough level of initiation. The hidden doctrine of the Cult of the Beast God contained just such a dark secret, to be revealed only to the most enlightened – that the Kaiju, for all their power, were not the actual “Beast Gods.” There were other creatures, dwelling on our world eons passed, possessing secrets beyond imagining: the devil-blooded Ogres.

By perverting legends and folklore, the Cult painted the Ogres as demigods, ruling over an ancient Earth through divinely granted might. They also taught that the spirits of the Earth grew arrogant and rose up against their masters, destroying the Ogres and setting themselves up as gods. But the greatest secret was also the most tempting.

The Ogres were not destroyed, but rather transformed into humans. The blood of the Ogres still flowed and remained vital in a few select individuals. There were ways of uncovering who had Ogre blood – and invariably these people were the highest ranking members of the Cult. The higher a person’s status in the ranks of the believers, the closer they drew to the divine might of the Ogre – and naturally status

derived from expensive genetic testing programs sponsored by the Cult.

As a new millennium drew near, Rei Asukawa held influence over vast areas of Japan's cultural landscape. He owned stock in every major corporation, controlled individuals from all strata of society through the Cult of the Beast God, and had an army of assassins committing acts of industrial espionage, extortion, and outright terrorism at his whim. It was at this point, at the height of his power, Asukawa realized that the fickle eye of his Oni masters had turned away from him, and back to the ancient power he had incorporated into his religion.

OGRES OF THE ONI: ANCIENT THREAT REBORN

Their near-success in Hiroshima, after eons of waiting, awakened the Oni's ambitions. With forces evenly matched against ninja and soldier, kaiju and mecha, the Oni sought to tip the balance in their favor by resurrecting their ancient servitors. Viewing the ninja as failures, they once more granted power to their terrestrial minions, the Ogres they had bred in ages past. Asukawa could not know how close his "secret ogre doctrine" was to the truth.

The ogres had truly never left the world.

When the Oni turned their backs on them, later generations of Ogre reverted more and more to their human roots, until there was little to distinguish them from anyone else, and the memory of their true heritage was forgotten. But this dark power only waited to be triggered by the devilish will of the Oni. By exerting their dark power through the wisps of Ogre-

blood still extant in a handful of individuals, the devils returned their soldiers to the fight in the form of hideous mutations, transforming "normal" humans into corrupt Ogres.

Urban legends of mutant babies circulated as citizens of small mountain towns began to report "monster" attacks in the late 90s. They were not taken seriously, and tabloid photos of the strange hulking beast were dismissed as computer fakery. But the hidden heart of the Cult of the Beast God saw it as a sign that their true ogre lineage would finally be realized.

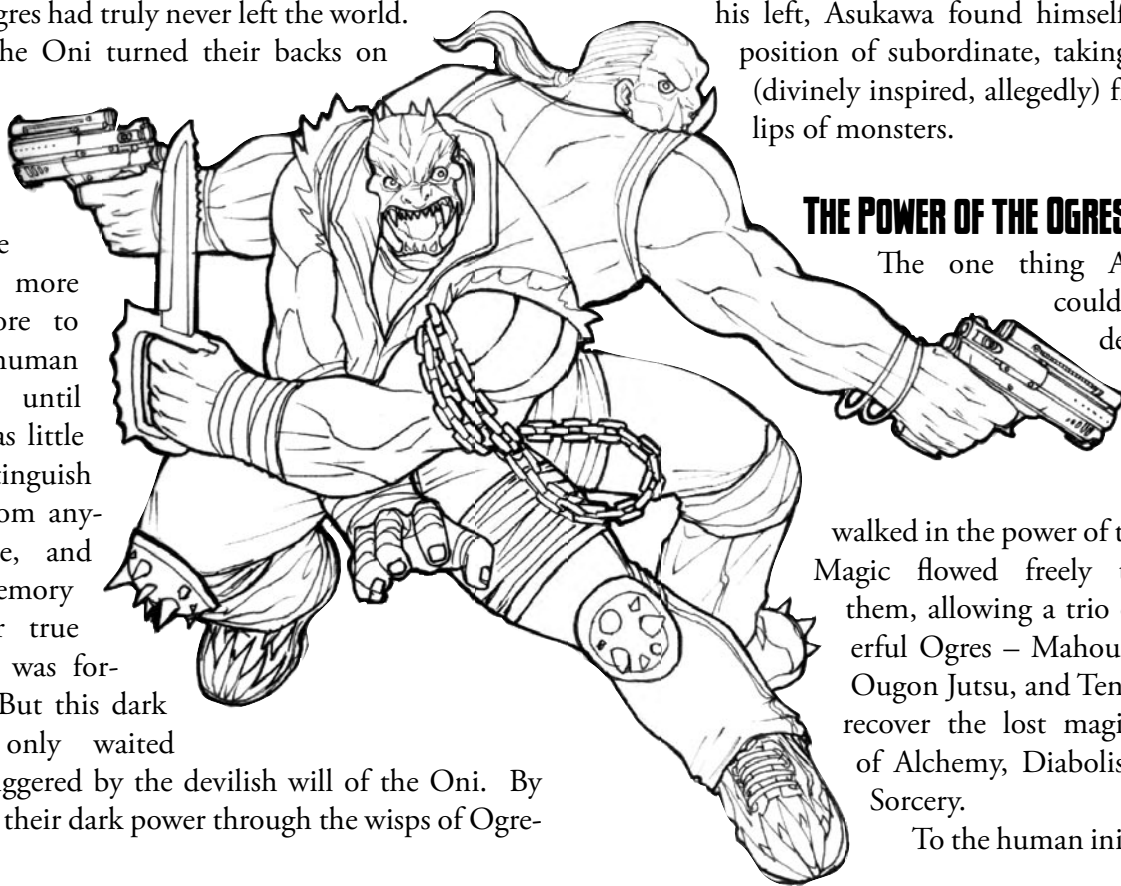
Upon their return the Ogres secretly established contact with the Oni's ninja servants. Still weak and unsure of their place in the world, the reborn Ogres found places of safety and power there, and readied themselves to once more make war on the world. All of which left Rei Asukawa, for the first time, unsure of his position or his future.

It was clear to him that the Oni had turned their favor away from the ninja, and the thought burned within him. For generations uncounted the shadow warriors had fought in the name of their devilish masters, infiltrated every aspect of society, committed hideous atrocities, all in order to turn the people towards veneration of the Oni. But with an army in his right hand and a fanatical religion at his left, Asukawa found himself in the position of subordinate, taking orders (divinely inspired, allegedly) from the lips of monsters.

THE POWER OF THE OGRES

The one thing Asukawa could not deny was that these monsters walked in the power of the Oni. Magic flowed freely through them, allowing a trio of powerful Ogres – Mahout Sukai, Ougon Jutsu, and Tenma – to recover the lost magical arts of Alchemy, Diabolism, and Sorcery.

To the human initiates of



the Cult of the Beast God, these powerful creatures were walking proof that the dogma was true. The ogre blood of these humans had activated, and if they believed hard enough it could happen to them. They swore themselves to serve the ogres without question, believing that they would be reborn in the pure image of their masters after death.

To Rei Asukawa such blind loyalty was dangerous, unless it could be directed at him. With that in mind he set loyal scientists to work creating a treatment to turn humans into ogres – his ogres. If he could give the Cultists the transformation they craved, Asukawa knew these true believers would pledge their souls to him, souls which he in turn could use to curry favor with the Oni he still served.

KAIJU CONTROL: ULTIMATE POWER REALIZED

Though the newly reborn Ogres had Oni-powered magic at their command, there was another source of Oni might that Rei Asukawa could tap: the living devils, the Kaiju. Through their North Korean connection, the ninja could release a kaiju at any time. But being able to unleash a force of nature was not enough – he had to be able to control it.

The North Koreans had a number of control methods. Keeping the creatures well fed also kept them docile, even if it starved their population. Psychics could reach out and manipulate the bestial minds, though these individuals were rare commodities due to North Korea's lack of spiritual outlets. The particular brain patterns of a psychic could be mimicked, however, and single commands transmitted to the kaiju.

Transmitters sending out a particular mental signal served as homing beacons, keeping a kaiju in a specific location. This technology could also be used to lure kaiju away and draw them to a specific area. This was Asukawa's secret, his weapon that could bring Japan to its knees, and deliver it in toto to his Oni masters.

Such a feat would set Rei Asukawa and his followers as masters of the island nation, and possibly the world. But these plans were not unknown to the reborn Ogres. Their divinations had uncovered these plots, and motivated them to create plots of their own. The forces working for the Oni were vast, but

disjointed. If they could unite, however, they would be more than enough to topple the island nation of Japan.

CURRENT CRISIS

Those that follow the depredations of giant monsters have long felt there was some kind of intelligence behind the kaiju attacks of recent years. The changing complexion of their rampages led to a new era in kaiju history: the "Millennium." Though publicly denying these allegations, the government is well aware that the nature of kaiju attacks has changed.

The Miko intelligence group of the Mecha Assault Force suspected some unseen force manipulating kaiju events. Forces both spiritual and physical pointed to a build up of kaiju and support personnel at a point in North Korea near the demilitarized zone. Believing this to be the command and control point of recent kaiju attacks Strikeforce Ichiban staged a lightning raid on the site in hopes of disrupting the point. They never returned.

Rei Asukawa knew he could take out the best and brightest of the M.A.F. at any time. As the reborn Ogres grew in power the aging ninja master knew that bold steps were needed to ensure the success of his brethren. Ironically, those same humanoid monsters held the key to his victory.

With genetic material stolen from the Ogres themselves, scientists discovered a breakthrough in gene therapy, allowing Asukawa to grant the loyal followers of the Beast God their ultimate wish: to become Ogres themselves. The process, though expensive and painful, was successful in over two thirds of the attempts – though most of those who survived were mutated beyond all recognition.

As the campaign begins, Rei Asukawa prepares to launch his grand campaign. He has elite ninja assassins, scientifically created Ogres, and a wide variety of criminal enterprises: all the pieces he needs for a final victory over the hated Kami. If he can destroy the M.A.F., it will be the final act in currying favor back from the Oni and putting the nation of Japan at the feet of his devilish masters.

KAMI RULES

Kami represent the living spirit of a place or idea. Though creatures of spirit, they appear in the form of the element common to their location. The kami of a physical location will appear in the most predominant element of that location. See kami descriptions for ideas on where these kami would reside. These mystical beings embody a virtue associated with the place they inhabit.

Heroes may entreat kami to perform services with the Contact Kami power. See rules for Social Interaction on page 92 of the *True20 Adventure Roleplaying* game book. They can be commanded to do the bidding of any character with the Summon Kami power.

KAMI

A kami is composed of one of the five elements: air, earth, fire, water or spirit.

Features: A kami has the following features.

- **Toughness:** Kami have a base toughness equal to their Constitution. This value is modified by their size and armor.

- **Combat:** Base combat bonus equal to 3/4 their level.

- **Saving Throws:** Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).

- **Skills:** At 1st level kami receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.

- **Feats:** Kami begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. Kami also receive Firearms Training or Weapon Training as a bonus feat (this feat is only provided in the stat block if the creature is likely to make use of it). Kami may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. A kami with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: A kami possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficiency with natural weapons.

- Immunity to poison, sleep effects, paralysis and stunning.

- Not subject to critical hits.

- Unlike most other living creatures, a kami does not have a dual nature—its soul and body form one unit. When a kami is slain, no soul is set loose. Supernatural powers that restore souls to their bodies or restore life to the dead don't work on kami.

- Kami do not eat, sleep or breathe.

Advancement: Kami with an Intelligence of –2 or below advance by gaining more levels in kami. Kami with an Intelligence of –1 or above advance by heroic role (usually adept).

AIR KAMI

An air kami is at heart a living whirlwind. It appears as either a flying or winged creature or a miniature tornado violently swirling around a translucent, vaguely humanoid form. It manifests in regions of open space or areas of constant winds. Air kami can be mercurial, free-spirited, or temperamental.

- Small Air Kami: parking lot dust devil, subway air vent

- Medium Air Kami: mountain/ocean/valley breezes

- Large Air Kami: desert sand auger

- Huge Air Kami: tornado, water spout

AIR KAMI, SMALL

Type: 2nd Level Kami (Air, Extraplanar)

Size: Small

Speed: Fly 100 ft. (perfect)

Abilities: Str +0, Dex +3, Con +0, Int –3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Improved Initiative^B, Move-By Action, Power^B

Traits: Air Mastery, Damage Reduction 4/supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Powers (rank 5, Wis, save Difficulty 11, Wind Shaping +5), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage +1 (slam), Defense Dodge/Parry +5/— (+1 size, +1 base, +3 Dex), Initiative +7

Saving Throws: Toughness +0 (–1 size, +0 Con, +1 natural), Fortitude +0 (+0 base), Reflex +6 (+3 base,

+3 Dex), Will +0 (+0 base)

AIR KAMI, MEDIUM

Type: 4th Level Kami (Air, Extraplanar)

Size: Medium

Speed: Fly 100 ft. (perfect)

Abilities: Str +1, Dex +5, Con +2, Int –3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Initiative^B, Move-By Action, Power^B

Traits: Air mastery, Damage Reduction 4/ supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Powers (rank 7, Wis, save Difficulty 12, Wind Shaping +7), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +8 (+3 base, +5 Dex), Damage +3 (slam), Defense Dodge/Parry +9/— (+3 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +3 (+1 natural, +2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +9 (+4 base, +5 Dex), Will +1 (+1 base)

AIR KAMI, LARGE

Type: 8th Level Kami (Air, Extraplanar)

Size: Large

Speed: Fly 100 ft. (perfect)

Abilities: Str +2, Dex +7, Con +3, Int –2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B

Traits: Air Mastery, Damage Reduction 4/ supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Powers (rank 11, Wis, save Difficulty 14, Wind Shaping +11), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +12 (–1 size, +6 base, +7 Dex), Damage +6 (buffet), Defense Dodge/Parry +13/— (–1 size, +6 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Con), Reflex +15 (+6 base, +7 Dex, +2 Lightning Reflexes), Will +2 (+2 base)

AIR KAMI, HUGE

Type: 16th Level Kami (Air, Extraplanar)

Size: Huge

Speed: Fly 100 ft. (perfect)

Abilities: Str +4, Dex +9, Con +4, Int –2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Cleave, Dodge Focus, Improved defense, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Air Mastery, Damage Reduction 4/ supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Powers (rank 19, Wis, save Difficulty 18, Wind Shaping +19), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +19 (–2 size, +12 base, +9 Dex), Damage +10 (slam), Defense Dodge/Parry +20/— (–2 size, +12 base, +9 Dex, +1 dodge), Initiative +13

Saving Throws: Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +9 (+5 base, +4 Con), Reflex +21 (+10 base, +9 Dex, +2 Lightning Reflexes), Will +5 (+5 base)

Air Mastery: Airborne creatures take a –1 penalty on attack and damage rolls against an air kami.

Gaseous Form: An air kami is composed wholly of animated air. It is permanently in gaseous form.

Despite being permanently gaseous, an air kami is able to manipulate physical objects by using finely directed winds. At melee range it can direct focused winds of such intensity that they are effectively as powerful as slam attacks. An air kami can use its supernatural powers despite being gaseous.

Discerning an air kami from natural gusts of wind requires a Difficulty 15 Notice check. Air Kami attempting to hide in an area with mist, smoke or other gas gain a +20 bonus on Stealth checks.

Vulnerable to Wind Shaping: The Wind Shaping supernatural power can be used to hold an air kami at bay. This acts exactly like the creature ward effect or the Ward supernatural power.

Whirlwind: The kami can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 levels it has. In this form, the kami can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the kami's size. The kami controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the whirlwind

TABLE: Air Kami Size and Whirlwind Traits

Kami Size	Height	Weight	Whirlwind		
			Save Difficulty	Damage	Height
Small	4 ft.	1 lb.	11	+1	10-20 ft.
Medium	8 ft.	2 lb.	13	+2	10-30 ft.
Large	16 ft.	4 lb.	16	+4	10-40 ft.
Huge	32 ft.	8 lb.	22	+6	10-50 ft.

if it touches or enters the whirlwind, or if the kami moves into or through the creature's space.

Creatures one or more size categories smaller than the kami might take damage when caught in the whirlwind (see table for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The Difficulty for saves against the whirlwind's effects varies with the kami's size (see table). The save Difficulty is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the kami carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Difficulty 20 Concentration check to use a supernatural power. Creatures caught in the whirlwind take a -2 penalty to Dexterity and a -2 penalty on attack rolls. The kami can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The kami can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned kami always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the kami and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Difficulty

19 Concentration check to use supernatural powers.

A kami in whirlwind form cannot make slam attacks.

EARTH KAMI

An earth kami appears either as a land-based creature or as a roughly humanoid shaped mound of living earth, born out of the native material of the area. They are slow but relentless, able to travel through solid ground or stone as easily as people walk through air. Earth kami can be inflexible, steadfast, or sturdy.

- Small Earth Kami: Termite mound, Cherry Tree
- Medium Earth Kami: Rock garden, virgin woodland
- Large Earth Kami: Ancient redwood, temple garden
- Huge Earth Kami: Mountain, Primeval Forest

EARTH KAMI, SMALL

Type: 2nd Level Kami (Earth, Extraplanar)

Size: Small

Speed: 20 ft., burrow 30 ft.

Abilities: Str +3, Dex -1, Con +1, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Attack Focus (slam), Power^B

Traits: Darkvision 60 ft., Earth Glide, Earth Mastery, Kami Traits, Powers (rank 5, Wis, save Difficulty 11, Earth Shaping +5), Vulnerable to Earth Shaping

Combat: Attack +1 (+1 size, +1 base, -1 Dex) (+2 with slam), Damage +5 (slam), Defense Dodge/Parry +1/— (+1 size, +1 base, -1 Dex), Initiative -1

Saving Throws: Toughness +3 (-1 size, +1 Con, +3 natural), Fortitude +4 (+3 base, +1 Con), Reflex -1 (+0 base, -1 Dex), Will +0 (+0 base)

EARTH KAMI, MEDIUM

Type: 4th Level Kami (Earth, Extraplanar)

TABLE: Earth Kami Sizes

Kami Size	Height	Weight
Small	4 ft.	80 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Huge	32 ft.	48,000 lb.

Size: Medium

Speed: 20 ft., burrow 30 ft.

Abilities: Str +5, Dex -1, Con +3, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Attack Focus (slam), Cleave, Power^B

Traits: Darkvision 60 ft., Earth Glide, Earth Mastery, Kami Traits, Powers (rank 7, Wis, save Difficulty 12, Earth Shaping +7), Vulnerable to Earth Shaping

Combat: Attack +2 (+3 base, -1 Dex) (+3 with slam), Damage +8 (slam), Defense Dodge/Parry +2/— (+3 base, -1 Dex), Initiative -1

Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +7 (+4 base, +3 Con), Reflex +0 (+1 base, -1 Dex), Will +1 (+1 base)

Skills: Notice 19 (+19)

Feats: Attack Focus (slam), Awesome Blow, Cleave, Great Cleave, Iron Will, Power^B, Stunning Attack

Traits: Damage Reduction 2/—, Darkvision 60 ft., Earth Mastery, Kami Traits, Powers (rank 19, Wis, save Difficulty 18, Earth Shaping +19), Vulnerable to Earth Shaping

Combat: Attack +9 (-2 size, +12 base, -1 Dex) (+10 with slam), Damage +13 (slam), Defense Dodge/Parry +9/— (-2 size, +12 base, -1 Dex), Initiative -1

Saving Throws: Toughness +14 (+4 size, +5 Con, +5 natural), Fortitude +15 (+10 base, +5 Con), Reflex +4 (+5 base, -1 Dex), Will +7 (+5 base, +2 Iron Will)

EARTH KAMI, LARGE

Type: 8th Level Kami (Earth, Extraplanar)

Size: Medium

Speed: 20 ft., burrow 30 ft.

Abilities: Str +7, Dex -1, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Attack Focus (slam), Cleave, Great Cleave, Power^B

Traits: Damage Reduction 2/—, Darkvision 60 ft., Earth Glide, Earth Mastery, Kami Traits, Powers (rank 11, Wis, save Difficulty 14, Earth Shaping +11), Vulnerable to Earth Shaping

Combat: Attack +4 (-1 size, +6 base, -1 Dex) (+5 with slam), Damage +13 (slam), Defense Dodge/Parry +4/— (-1 size, +6 base, -1 Dex), Initiative -1

Saving Throws: Toughness +11 (+2 size, +4 Con, +5 natural), Fortitude +10 (+6 base, +4 Con), Reflex +1 (+2 base, -1 Dex), Will +2 (+2 base)

Vulnerable to Earth Shaping: The Earth Shaping supernatural power can be used to hold an earth kami at bay. This acts exactly like the creature ward effect of the Ward supernatural power.

Earth Mastery: An earth kami gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the kami takes a -4 penalty on attack and damage rolls. This bonus also applies to any Strength check the earth kami must make when performing a rush. (These modifiers are not included in the stat block.)

FIRE KAMI

A fire kami appears as either a glowing flame-colored creature or a column of dancing flame that sometimes flickers into a humanoid shape as it crackles and seethes. There are few places in the world that burn continually, making powerful fire kami a rare thing. However weaker kami can appear through accidental fires or rituals involving burning ceremonial objects like incense. Fire kami can be vicious, passionate, or deeply affectionate.

- Small Fire Kami: Incense, censer
- Medium Fire Kami: Blacksmith's fire, bonfire
- Large Fire Kami: Building fire, power plant

- Huge Fire Kami: Volcano, wildfire

FIRE KAMI, SMALL

Type: 2nd Level Kami (Extraplanar, Fire)

Size: Small

Speed: 50 ft.

Abilities: Str +0, Dex +1, Con +0, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Dodge Focus, Improved Initiative^B, Power^B

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Immunity to Fire, Powers (rank 5, Wis, save Difficulty 11, Fire Shaping +5), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +3 (+1 size, +1 base, +1 Dex), Damage +1 +1 fire (slam), Defense Dodge/Parry +4/— (+1 size, +1 base, +1 Dex, +1 dodge), Initiative +5

Saving Throws: Toughness +0 (-1 size, +0 Con, +1 natural), Fortitude +0 (+0 base), Reflex +4 (+3 base, +1 Dex), Will +0 (+0 base)

FIRE KAMI, MEDIUM

Type: 4th Level Kami (Extraplanar, Fire)

Size: Medium

Speed: 50 ft.

Abilities: Str +1, Dex +3, Con +2, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Power^B

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Immunity to Fire, Powers (rank 7, Wis, save Difficulty 12, Fire Shaping +7), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +6 (+3 base, +3 Dex), Damage +3 +2

fire (slam), Defense Dodge/Parry +7/— (+3 base, +3 Dex, +1 dodge), Initiative +7

Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +3 (+1 base, +2 Con), Reflex +7 (+4 base, +3 Dex), Will +1 (+1 base)

FIRE KAMI, LARGE

Type: 8th Level Kami (Extraplanar, Fire)

Size: Large

Speed: 50 ft.

Abilities: Str +2, Dex +5, Con +3, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Move-By Action, Power^B

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Immunity to Fire, Powers (rank 11, Wis, save Difficulty 14, Fire Shaping +11), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +10 (-1 size, +6 base, +5 Dex), Damage +6 +4 fire (slam), Defense Dodge/Parry +11/— (-1 size, +6 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Dex), Reflex +11 (+6 base, +5 Dex), Will +2 (+2 base)

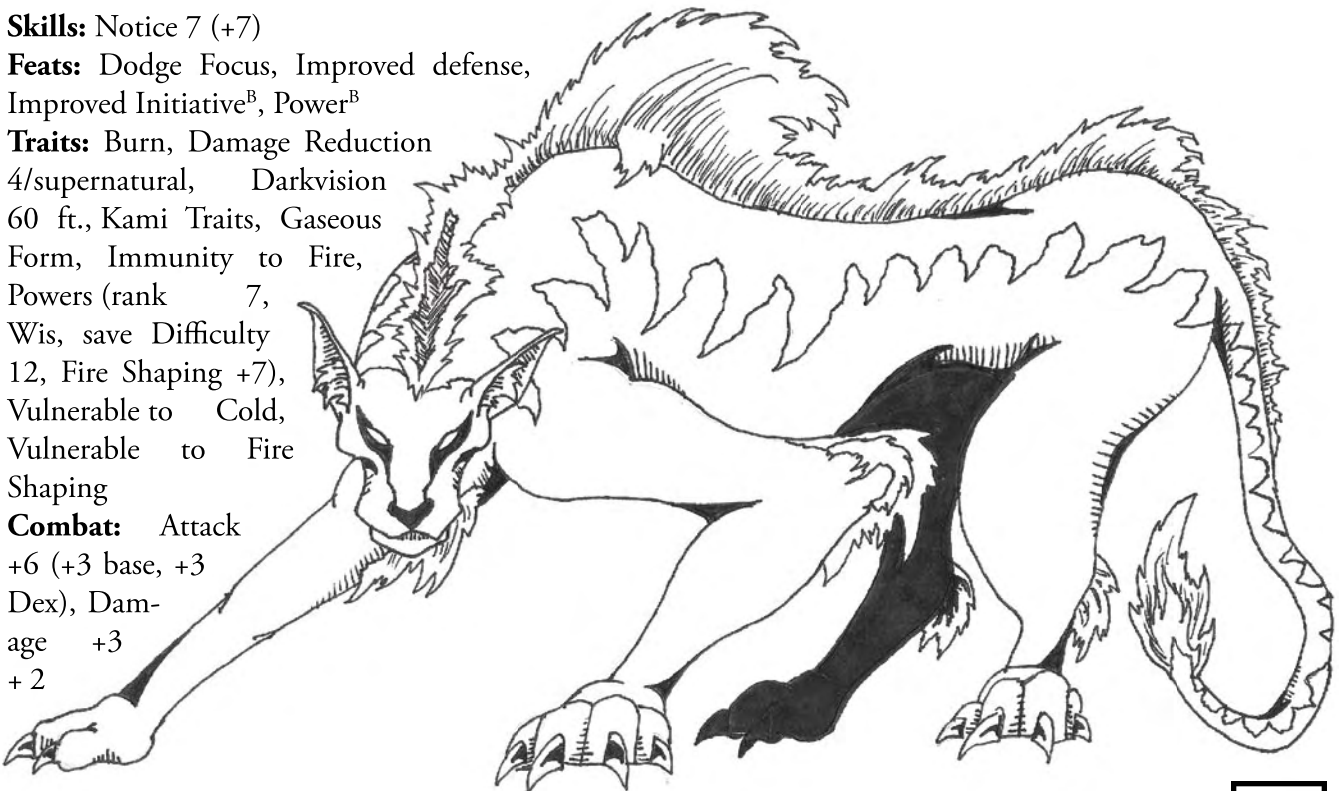


TABLE: Fire Kami Sizes

Kami Size	Height	Weight	Burn Save Difficulty
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22

FIRE KAMI, HUGE**Type:** 16th Level Kami (Extraplanar, Fire)**Size:** Huge**Speed:** 50 ft.**Abilities:** Str +4, Dex +7, Con +4, Int –2, Wis +0, Cha +0**Skills:** Notice 19 (+22)**Feats:** Dodge Focus, Improved defense, Improved Initiative^B, Iron Will, Lightning Reflexes, Move-By Action, Power^B, Skill Focus (Notice)**Traits:** Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Kami Traits, Gaseous Form, Immunity to Fire, Powers (rank 19, Wis, save Difficulty 18, Fire Shaping +19), Vulnerable to Cold, Vulnerable to Fire Shaping**Combat:** Attack +17 (–2 size, +12 base, +7 Dex), Damage +10 +6 fire (slam), Defense Dodge/Parry +18/— (–2 size, +12 base, +7 Dex, +1 dodge), Initiative +11**Saving Throws:** Toughness +11 (+4 size, +4 Con, +3 natural), Fortitude +9 (+5 base, +4 Con), Reflex +19 (+10 base, +7 Dex, +2 Lightning Reflexes), Will +7 (+5 base, +2 Iron Will)

Burn: A fire kami's slam attack deals bludgeoning damage plus fire damage from the kami's flaming body. Those hit by a fire kami's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 3 rounds. The save Difficulty varies with the kami's size (see table). A burning creature can take a move action to put out the flame. The save Difficulty is Constitution-based.

Creatures hitting a fire kami with natural weapons or unarmed attacks take fire damage as though hit by the kami's attack, and also catch on fire unless they succeed on a Reflex save.

Gaseous Form: Fire kami are composed wholly of animated fire, and gain the benefits of being permanently in gaseous form.

Despite being permanently gaseous, a fire kami can solidify portions of its body into ember-like fists and is therefore able to manipulate physical

objects. A fire kami can use its supernatural powers despite being gaseous.

Discerning a fire kami from a natural fire requires a Difficulty 15 Notice check. Fire kami attempting to hide in an area that contains fire gain a +20 bonus on Stealth checks.

Vulnerable to Fire Shaping: The Fire Shaping supernatural power can be used to hold a fire kami at bay. This acts exactly like the creature ward effect of the Ward supernatural power.

SPIRIT KAMI

The spirit kami represents any force or concept that has no physical component. Whether manifesting out of religious faith, corporate identity, or the ideaspaces of the internet, they appear as creatures or shimmering cascades of energy, filled with the icons of the concepts they represent. Spirit kami manifest from any place that strongly embodies a particular concept.

- Small Spirit Kami: internet café, household shrine,
- Medium Spirit Kami: Drive-thru wedding chapel, Utaki ancestor shrine
- Large Spirit Kami: Television transmitter, corporate office
- Huge Spirit Kami: Church cathedral, international corporate headquarters

SPIRIT KAMI, SMALL**Type:** 2nd Level Kami (Extraplanar, Incorporeal)**Size:** Small**Speed:** Fly 80 ft. (good)**Abilities:** Str —, Dex +3, Con +0, Int –3, Wis +0, Cha +0**Skills:** Notice 5 (+5)**Feats:** Improved Initiative^B, Move-By Action, Power^B**Traits:** Spirit Mastery, Darkvision 60 ft., Kami Traits, Invisibility, Powers (rank 5, Wis, save Difficulty 11, Mind Blast +5)

TABLE: Spirit Kami Sizes

Kami Size	Height	Weight
Small	4 ft.	—
Medium	8 ft.	—
Large	16 ft.	—
Huge	32 ft.	—

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage 1 point of Wisdom drain (incorporeal touch), Defense Dodge/Parry +5/— (+1 size, +1 base, +3 Dex), Initiative +7

Saving Throws: Toughness –1 (–1 size), Fortitude +0 (+0 base), Reflex +3 (+0 base, +3 Con), Will +3 (+3 base)

SPIRIT KAMI, MEDIUM

Type: 4th Level Kami (Extraplanar, Incorporeal)

Size: Medium

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +5, Con +2, Int –3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Initiative^B, Move-By Action, Power^B

Traits: Spirit Mastery, Darkvision 60 ft., Kami Traits, Invisibility, Powers (rank 7, Wis, save Difficulty 12, Mind Blast +7)

Combat: Attack +8 (+3 base, +5 Dex), 1 point of Wisdom drain (incorporeal touch), Defense Dodge/Parry +9/— (+3 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +3 (+1 natural, +2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +6 (+1 base, +5 Dex), Will +4 (+4 base)

SPIRIT KAMI, LARGE

Type: 8th Level Kami (Extraplanar, Incorporeal)

Size: Large

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +7, Con +3, Int –2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B

Traits: Spirit Mastery, Damage Reduction 2/—, Darkvision 60 ft., Kami Traits, Invisibility, Powers (rank 11, Wis, save Difficulty 14, Mind Blast +11)

Combat: Attack +12 (–1 size, +6 base, +7 Dex),

2 points of Wisdom drain (incorporeal touch), Defense Dodge/Parry +13/— (+–1 size, 6 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Con), Reflex +11 (+2 base, +7 Dex, +2 Lightning Reflexes), Will +6 (+6 base)

SPIRIT KAMI, HUGE

Type: 16th Level Kami (Extraplanar, Incorporeal)

Size: Huge

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +9, Con +4, Int –2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Spirit Mastery, Damage Reduction 2/—, Darkvision 60 ft., Kami Traits, Invisibility, Powers (rank 19, Wis, save Difficulty 18, Mind Blast +19)

Combat: Attack +19 (–2 size, +12 base, +9 Dex), 2 points of Wisdom drain (incorporeal touch), Defense Dodge/Parry +20/— (–2 size, +12 base, +9 Dex, +1 dodge), Initiative +13

Saving Throws: Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +9 (+5 base, +4 Con), Reflex +16 (+5 base, +9 Dex, +2 Lightning Reflexes), Will +10 (+10 base)

Spirit Mastery: Incorporeal creatures take a –1 penalty on attack and damage rolls against a spirit kami.

Natural Invisibility: This ability is constant, allowing a spirit kami to remain invisible even when attacking. This trait is otherwise similar to the invisibility effect of the Light Shaping supernatural power.

WATER KAMI

A water kami appears as either a water-born creature

or a living swell of water that at times briefly assumes a rounded humanoid shape before splashing back into a wave-like shape. They prefer to fight in a large body of water where they can disappear beneath the waves and suddenly swell up behind opponents. Water kami can be farsighted, mercurial, or loud.

- Small Water Kami: Ponds, streams
- Medium Water Kami: Lakes, rivers
- Large Water Kami: Inland seas, waterfalls
- Huge Water Kami: Deep oceans, underwater aquifers

WATER KAMI, SMALL

Type: 2nd Level Kami (Extraplanar, Water)

Size: Small

Speed: 20 ft., swim 90 ft.

Abilities: Str +2, Dex +0, Con +1, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5), Swim 0 (+10)

Feats: Attack Focus (slam), Power^B

Traits: Darkvision 60 ft., Drench, Kami Traits, Liquid form, Powers (rank 5, Wis, save Difficulty 11, Water Shaping +5), Vortex, Vulnerable to Water Shaping, Water Mastery

Combat: Attack +2 (+1 size, +1 base) (+3 with slam), Damage +4 (slam), Defense Dodge/Parry +2/— (+1 size, +1 base), Initiative +0

Saving Throws: Toughness +3 (-1 size, +1 Con, +3 natural), Fortitude +4, Reflex +0, Will +0

WATER KAMI, MEDIUM

Type: 4th Level Kami (Extraplanar, Water)

Size: Medium

Speed: 20 ft., swim 90 ft.

Abilities: Str +3, Dex +1, Con +3, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7), Swim 0 (+11)

Feats: Attack Focus (slam), Cleave, Power^B

Traits: Darkvision 60 ft., Drench, Kami Traits, Liquid form, Powers (rank 7, Wis, save Difficulty 12, Water Shaping +7), Vortex, Vulnerable to Water Shaping, Water mastery

Combat: Attack +4 (+3 base, +1 Dex) (+5 with slam), Damage +6 (slam), Defense Dodge/Parry +4/— (+3 base, +1 Dex), Initiative +1

Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +7 (+4 base, +3 Con), Reflex +2 (+1 base, +1 Dex), Will +1 (+1 base)

WATER KAMI, LARGE

Type: 8th Level Kami (Extraplanar, Water)

Size: Large

Speed: 20 ft., swim 90 ft.

Abilities: Str +5, Dex +2, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11), Swim 0 (+13)

Feats: Attack Focus (slam), Cleave, Great Cleave, Power^B

Traits: Damage reduction 2/—, Darkvision 60 ft., Drench, Kami Traits, Liquid form, Powers (rank 11, Wis, save Difficulty 14, Water Shaping +11), Vortex, Vulnerable to Water Shaping, Water Mastery

Combat: Attack +7 (-1 size, +6 base, +2 Dex) (+8 with slam), Damage +11 (slam), Defense Dodge/Parry +7/— (-1 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +10 (+2 size, +4 Con, +4 natural), Fortitude +10 (+6 base, +4 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base)

WATER KAMI, HUGE

Type: 16th Level Kami (Extraplanar, Water)

Size: Huge

Speed: 20 ft., swim 90 ft.

Abilities: Str +7, Dex +4, Con +5, Int -2, Wis +0, Cha +0

Skills: Notice 19 (+22), Swim 0 (+15)

Feats: Attack Focus (slam), Cleave, Great Cleave, Greater Attack Focus (slam), Iron Will, Power^B, Skill Focus (Notice)

Traits: Damage Reduction 2/—, Darkvision 60 ft., Drench, Kami Traits, Liquid form, Powers (rank 19, Wis, save Difficulty 18, Water Shaping +19), Vortex, Vulnerable to Water Shaping, Water Mastery

Combat: Attack +14 (-2 size, +12 base, +4 Dex) (+16 with slam), Damage +15 (slam), Defense +6 (-2 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +13 (+4 size, +5 Con, +4 natural), Fortitude +15 (+10 base, +5 Con), Reflex +9 (+5 base, +4 Dex), Will +7 (+5 base, +2 Iron Will)

Drench: The kami's touch puts out torches, campfires, exposed lanterns and other open flames.

Liquid Form: A water kami is composed wholly of animated water, and gains the benefits of being permanently in liquid form. Water kami can't enter or pass through oil, or travel more than 180 ft. away from the source of water from which they were



TABLE: Water Kami Sizes and Vortex Traits

Kami Size	Height	Weight	Vortex		Height
			Save Difficulty	Damage	
Small	4 ft.	34 lb.	11	+1	10-20 ft.
Medium	8 ft.	280 lb.	13	+2	10-30 ft.
Large	16 ft.	2,250 ft.	16	+4	10-40 ft.
Huge	32 ft.	18,000 lb.	22	+6	10-50 ft.

summoned.

Despite being liquid, a water kami has mass and weight and can manipulate physical objects normally. A water kami can use its supernatural powers despite being liquid.

Discerning a water kami from natural water requires a Difficulty 15 Notice check. Water kami attempting to hide in water or a similar aqueous liquid gain a +20 bonus on Stealth checks.

Vortex: The kami can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 levels it has. In vortex form, the kami can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the kami's size. The kami controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the vortex if it touches or enters the vortex, or if the kami moves into or through the creature's space. Creatures one or more size categories smaller than the kami might take damage when caught in the vortex (see table for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The Difficulty for saves against the vortex's effects varies with the kami's size.

The save Difficulty is Strength-based.

Creatures trapped in the vortex cannot move except to go where the kami carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration Difficulty 15 check to use a supernatural power. Creatures caught in the

whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The kami can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The kami can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned kami always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the kami and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Difficulty 20 Concentration check to use a supernatural power.

A kami in vortex form cannot make slam attacks.

Vulnerable to Water Shaping: The Water Shaping supernatural power can be used to hold a water kami at bay. This acts exactly like the creature ward effect of the Ward supernatural power.

Water Mastery: A water kami gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the kami is touching the ground, the kami takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the stat block.)

A water kami can be a serious threat to a ship that crosses its path. A kami can easily overturn small craft (5 feet of length per level of the kami) and stop larger vessels (10 feet long per level). Even large ships (20 feet long per level) can be slowed to half speed.

Skills: A water kami has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ADVENTURES

Adventures in “Mecha vs. Kaiju” are inspired by movies, anime, and adventure television series, so they follow a similar pattern. They begin with a script, with parts assigned based on the Archetype of the character or, in the event an archetype is missing, the Role. The script gives background information on the adventure and leads into an exciting situation to start things off right.

ADVENTURE ONE: “CALLING”

A new group of Heroes gathers to join the Mecha Assault Force. But they are ambushed by ninja assassins and must fight for their lives. But a greater challenge is the tough drill sergeant that holds their future careers as mecha pilots in her hands.

BACKGROUND

Japan is in an uproar. Only last week a kaiju attacked a small fishing village off the coast of the southern island of Kyushu. It was there for hours, and only A.K.F. fighters appeared to harass it. The M.A.F. never appeared, causing rumors to circulate that something is wrong.

The rumors are true. Two months ago the entire Mecha Assault Force went missing while on a secret mission in North Korea, and is presumed dead. This has caused a huge shakeup at the MAF. Their first priority is to get pilots, which has caused them to recruit far and wide. This adventure details the recruitment and training of the new Mecha Assault Force.

PROLOGUE SCRIPT

Narrator: A group of young men and women walk through the mass of humanity swarming the streets of Tokyo’s Takadanobaba district. Though none of them know it, they all share the same destination, and an appointment that will change their lives. Each is lost in their own reverie, and thinks on the events about to unfold.

Raiburu/Expert: Finally, I’ve been accepted as a candidate for the Mecha Assault Force. About time someone recognized my talent. They only take pilot candidates once every two or three years. I’m probably

THE PILOT EPISODE

This adventure may seem somewhat scripted – especially considering it begins with a script – but this is intentional. “Calling” is laid out like the pilot of a television series. It assumes that players know nothing about the specifics of the MvK universe, except that giant monsters regularly attack Japan and are driven off by giant robots. It serves as an introduction to all aspects of the setting.

the only person in the country they’re looking at. Wait till they get a load of my fast moves!

Baka/Adept: For January in Tokyo, the weather is pretty mild. Of course it was pretty bad for that fishing village that got flattened by a kaiju. That was definitely NOT funny. That thing stayed there for over two hours. Why did it take so long for the Anti-Kaiju Force fighters to drive it off? And for that matter why didn’t the M.A.F. move on it?

Yusha/Soldier: Hmm...the message said to take the train to the Baba neighborhood of Tokyo. Man, with three rail lines coming in here it’s like an ocean of people. My contact said to meet her at the “Renoir” coffee shop at 9am. Must be high security, since this meeting requires passwords. Let me make sure I remember: she’ll say “Ichimasu” (Let’s Go), and then I give the counter sign, “Let’s Rock.” She must like American music. It’s funny that she sent a second message adding another counter sign for her to say. I wonder what “Rock and Roll, Ace-u” means?

Honcho/Expert: Yea, “Rock and Roll!” That’s the ticket. Those big mecha machines are walking rock and roll. Or would that be rolling rock and roll? No, that’d be a tank. Better get a seat and wait. Good thing most people get up and leave a table when I sit down. Wonder why that is? Ah well, lemme just push on through here.

Ama/Soldier: *Chikusho*, it’s crowded in here. That big jerk almost spilt my coffee. Looks like every salaryman in a four-block radius is in this place. At least the windows are big and wide. I’ll slide up to a table and try their brew. <spits> Damn, this stuff



tastes like it came out of an engine block!

Burriko/Adept: How nice, the waitresses bring green tea at no charge. That is fortunate, since the coffee is not very good. I wonder if they need help cleaning their machine.

Shinyu/Expert: Wonder what my contact's name means, "L.T." Maybe she's a mecha pilot. It'd be great to have an ace pilot show me the ropes. I can just picture us, me and L.T. running down the street in our mecha, chasing down a big scaly beastie, and BLAM, we take him out with two shots from our gazer cannons. Yea, this is gonna be great!

Dasai/Expert: Those Salarymen look as happy to be here as I do, and as eager to get going as well. Way too crowded here for my taste. Nothing like being all alone in a crowded room. Story of my life. Oh well, at least in the M.A.F. I can be part of something bigger than myself. Of course that wouldn't be hard.

Narrator: A mysterious and beautiful young woman approaches one of the tables. She has a kind face, but bears a determined air.

Mysterious Woman: (Addressing the Hero/Soldier) My apologies for being late. Let's collect the rest and be off. Ichimasu!

Yusha/Soldier: Oh, uh...Let's Rock!

Narrator: The beautiful young woman turns and heads towards another table, without saying another word.

Yusha/Soldier: Wait a minute, where's the second password. Something's wrong. And she's walking towards someone else at another table. What's going on here? Got to think of something fast.

THE ADVENTURE BEGINS

It is important that characters start with no knowledge of Mecha Operations or Mecha Weapons, though mecha-related skills are allowed based on their origin and back story. Characters are all prospective members of the Mecha Assault Force, and none of them know one another.

Make copies of the script for adventure one and indicate the player's part on it. Each part is based on their hero's Archetype. If a particular Archetype is missing, anyone of the indicated Role can fill in. After each player reads their part they place their marker on the map. You can use the layout of any typical fast-food restaurant.

Have players read through the prologue script. If nobody causes problems as play begins, the mysterious woman will calmly walk them all to a stretch limo where they will be driven in style and comfort to a nearby gravel pit. There she will inform them that they are entering the Mecha Assault Force base via a secret entrance at the bottom of the pit. As they leave the car and approach the wall of the pit call for Notice Checks (DC 17). If they succeed they will not be surprised as ninja burst out of hidden

holes in the gravel floor and attack. There are three ninja for every character.

If any of the Heroes do anything in the coffee shop other than follow the mysterious woman to her car she will call out “TAKE THEM!” At this point the air is filled with the sound of whipping fabric as half the salarymen in the coffee shop throw off their disguises, revealing ninja dressed in the traditional shokuzu uniform. There are three for every hero. Their goal is to capture them and drag them outside to a waiting vehicle, but they are not above using their swords and taking the chance that they kill them. The mysterious woman will only observe.

Whether they fight in the coffee shop or the gravel pit, if the team is getting beaten too badly Lt. Jasmine Kasuragi arrives with an M.A.F. strike force. Otherwise she arrives just in time to clean up the mess. The mysterious woman disappears and Lt. Kasuragi gives the proper code sequence. The group is piled into an SUV and begins driving.

“I’m Lt. Kasuragi, Mecha-Assault Force. I’m your liaison. I thought someone might have intercepted one of my transmissions to you guys, which is why I sent the second password. You all did a passable job defending yourselves, but you’re gonna need to do better than that if you’re gonna be mecha jockies.” She snorts at the thought of it, as you head towards a nondescript military installation, Ishiro airbase.

Anyone with Knowledge: Supernatural realizes that the gates of Ishiro are not standard military gates but the Torii gates of a Shinto shrine. Adepts entering the base may feel a strange sense of comfort, indicating that it is protected from the supernatural.

You enter the motorpool building, but no one leaves the vehicles. Instead the entire floor of the building begins to drop down – an elevator, dropping down hundreds of feet. At the bottom of the elevator is another vast garage filled with vehicles.

You walk into another elevator that takes you further down into the base. The elevator stops well before reaching bottom, and Lt. Kasuragi leads you to a darkened meeting room. She shuts the door, removing the only light in the room. Suddenly the far wall slides away and you

see it: the heart, the nerve center of the Mecha Assault Force; the mecha hanger, and standing there on three great scaffolds are the giant robots themselves; the TETSUJIN! Your hearts race at the thought that you may soon have a chance to pilot these awesome vehicles.

Show the players pictures of the Tetsujin mecha. Give them a chance to interact at this point, playing tourist and exercising the wonder of the child in them. When they’ve had a sufficient chance to “ooo” and “ahhh,” introduce the General and show them his picture.

A deep voice speaks from the doorway. “Impressive, are they not.” You turn and see the lined, noble face of a military commander. Lt. Kasuragi stands at attention as the man steps forward. “I am General Geretsu, commander of Ishiro base. And as of this moment you are all members of the Mecha Assault Force. But this is no time for celebration, because as of this moment you are the entirety of the Mecha Assault Force.”

He pauses a moment and lets you take this in, then sits down and motions for you to do the same. “I’m not sure how much you know about the history of our mecha or the kaiju, so let me briefly fill you in. In 1945 the United States dropped an atomic bomb on Hiroshima. At the same time the first kaiju appeared on our shores.”

(Show the players the “Birth of the Kaiju” picture with the creature and mushroom cloud.)

“At the time we thought that America had dropped the beast on us as a weapon, but that was not the case. The history books state that the Imperial Army drove the creature to Nagasaki, where it was destroyed by the second atom bomb. The truth is much harder to deal with, and is still classified top secret by the government.

“The day after the bomb dropped, with the kaiju still ravaging our land, the Emperor decreed that Japan surrender to the United States, unconditionally, and beg them to call off their monster. When they contacted the United States government they realized the Americans



had not sent it, rather it was a random atomic mutation. You may find this hard to credit but the Imperial Army worked together with the Americans to drive the beast away. It arrived at Nagasaki three days later and would go no further, so the Americans were given that location to drop their second bomb. Thank God it was enough to destroy the creature.

“For years American and Japanese scientists studied the remains of the creature, until samples and research material were stolen. You have never heard of this because the government at the time was deeply embarrassed. Later the cold war made revealing the truth impossible. For you see the kaiju remains were stolen by communist spies from North Korea.

“They combined this with their own atomic experiments at a facility near the Chosin reservoir, and bred a kaiju within two years. That is how they were able to create the monsters they used in the Korean conflict. Fortunately the United Nations quickly limited kaiju to defensive weapons within a nation’s borders, but as they say the genie was out of the bottle.

“You all know what happened soon after that. In 1956 Kaibutsu attacked Japan, first leveling

a fishing village, then turning its attention to Tokyo. Thousands died in that attack, and it was only a technological miracle that saved us. But it soon became apparent that the kaiju were becoming a recurring problem, and the Anti-Kaiju Force was created.

“We lost many early encounters, but that changed when the mecha took to the battlefield with the creation of the Mecha Assault Force. We’ve fought hundreds of engagements against the kaiju, but always on our own soil, keeping to the mandate of the Japanese Self-Defense Force that we only respond to aggression directed towards us.”

He pauses, as if his next words are painful. “We received intelligence that North Korea was planning a massive direct assault against us. Instead of pretending that one of their monsters broke free and attacked at random, they were going to launch a cadre of their creatures against us directly. At the Prime Minister’s direction, the M.A.F. covertly entered North Korea to put down the incursion. We never heard from them again.

“For two months now Japan has been without a Mecha Assault Force. We’ve tried everything to get them back, but we have no idea where they are and...we must go on.” You see Lt. Kasuragi

physically stiffen at these words. This is clearly a sore spot for her. “There are currently two threats facing us. The kaiju are ever-present. We have little means of predicting their movements, and if they attack the coast we usually have less than twenty-five minutes warning. You’ve all no doubt visited kaiju shelters during grade school, even if you’ve never had to use one in earnest, so you understand the threat to the civilian populace. You will need to train quickly in order to become familiar with mecha operations in order to oppose this threat. Unfortunately when we lost the previous group we lost their mecha as well. Currently we have only three refit training Tetsujin models.

“As if this were not enough, there is a new threat – one which you have seen in action today. We do not know who these so-called ninja work for, but there is a name we have associated with them: Ogre. They have been spotted over the past year in the same location as kaiju attacks. What connection they have is unknown, but clearly they are putting themselves in direct conflict with us. The incident today indicates that we have a mole in our facility. For that reason I am keeping your contact to other M.A.F. personnel to a minimum. Lt. Kasuragi will be your trainer, and will serve as your liaison with the rest of the battalion. She will now take you down to suit up, and introduce you to the mecha. That is all.”

Lt. Kasuragi jumps to attention as General Geretsu stands, salutes, and walks out. Give the team another moment to make whatever comments they wish. Then Lt. Kasuragi takes control.

“Alright, let’s get one thing straight. I don’t like any of you. You may have been hot stuff where you were, but as of this moment you are worms. You got no arms, you got no legs, you can’t walk, and you sure as hell can’t shoot. You worms are gonna have to learn everything all over again, so get used to the idea. Another thing: you’ll hear officers and techs calling me “L.T.” They’ve earned that right, you haven’t even started, so the name is Lt. Kasuragi or Sir. And if I’m in my power armor, you may address me as God. Now downstairs and suit up!”

Lt. Kassuragi jogs you downstairs into the “Pilot Ready Room.” Each of you has a technician that helps you suit up.

(Show the players a picture of the power armor suits.)

“These are myoreactive interface suits. They transmit bio-feedback data through the sensors. We can monitor every aspect of your health and well-being. For those of you piloting power-armor the iSuit transmits movement commands directly to the motive controls of the power armor. It moves as you move. You are still piloting the armor, but soon control systems will be advanced enough for the average soldier to wear a tank the way they wear a flack vest today.”

Allow some more characterization and horseplay, before the Lt. Kasuragi chimes in again.

“Well now at least you LOOK like pilots... barely. But you’re still worms that need to learn how to walk. So let’s get started.” She leads you out into the hanger, and there you get your first close-in view of the mecha. There are three machines towering over you on great scaffolds with dozens of technicians climbing, welding, adjusting and modifying the vehicles. “There you are, folks: two Tetsujin Sekkos and a Tetsujin Uruwashi. That’s all we’ve got for right now, so we’ll rotate training schedules. Three will train on the Tetsujins set on simulator mode, and the rest of you will undergo power armor training. Now, lemme check the training roster.”

TRAINING BEGINS!

The three heroes with the highest Pilot Skill or Dexterity will train on the Tetsujin mecha. In the event of a tie the hero with the highest Computer skill or Intelligence is chosen.

“Right, you three report to the Chief. He’ll brief you on the basics. The rest of you are with me. I’m gonna put you through your paces in power armor basics. Heh.” You definitely don’t like the look on her face as she leads you towards the far end of the hanger.



As the first group approaches the Tetsujin mecha, you see a mountain of a man hoisting a large piston over his head walk towards you. "Afternoon, you must be the new pilots. About time they got some brains to move my babies. They get cranky if they don't get to go out and play every few days." You realize the man is talking about the mecha as if they were his children, as he hands off the piston to three subordinates who grunt and wheeze trying to carry it. "I'm Chief Yama, and these are my babies. You take good care of them, and they'll take care of you. Now, let's introduce you."

You slowly walk up the scaffold ladder leading towards an opening in the heavier Tetsujin unit. "Normally pilots scramble from the main Ready Room on level 3, but...well no one's been in there in a couple months."

Chief Yama seems to be lost for a moment in his thoughts.

Chief Yama is quiet the rest of the walk up, but will answer any questions the heroes have as best he can.

You reach a scaffold roughly two thirds up the mecha's body and you move across a gantry towards an opening in the machine's chest.

"So, here we are. This is the cockpit of the

Tetsujin Mk. III Mecha. Usually the burliest guy gets the biggest ride, so why don't you try her on for size."

(He points to the hero with the highest Strength, who will pilot the Tetsujin heavy. Show the players the cockpit picture.)

"Now anyone familiar with aircraft controls will be able to pilot a mecha. The controls are deliberately designed to be similar. The main thing to get used to is keeping track of what your feet are doing. After all, who cares what's under you when you're 10,000 feet up, right? With mecha what's under you can kill you. Now lemme give you the basics..."

Meanwhile, in the power-armor hanger, Lt. Karetsu is introducing the rest of you to your power armor. "This is the Takajin power-armor suit. It packs more armor and firepower than an APC. Now mount up, worms, and we'll see if you can walk!"

The interior of the Takajin is similar to a motorcycle, with pilots sitting on a saddle/sling with handlebar and foot controls. As the cockpit descends you feel a brief shiver of energy as electromagnetic sensors synch up with your iSuit.

The entire process takes nearly 5 minutes for

you to complete, under the critical eye of Lt. Kasuragi. When you are all encased, she hops in a much smaller suit of tight-fitting bright red armor. She slinks her armor on like a pair of overalls in a single fluid movement. "Alright, time for your first steps, worms. Fire em up!"

The Takajin shudders as its energy system goes online, and you suddenly realize that every twitch of your body is being transformed into movement, an experience you are wholly unprepared for.

The heroes in the power armor must make Pilot checks (DC 15) to maintain their balance. Anyone failing their roll slams their head against the cockpit as the vehicle tumbles to the hangar floor.

She looks at those of you on the ground. "That's why you're worms. All you do is crawl on the ground." She looks at the rest of you. "Don't get cocky. You guys haven't even tried walking yet. Alright, let's get you used to the manual controls before you use the iSuits." Over the next two hours you familiarize yourself with the basic systems of the mecha. By the time you're finished both your bodies and your brains feel battered and bruised.

Ask players some of the stupid things they think they would have done while

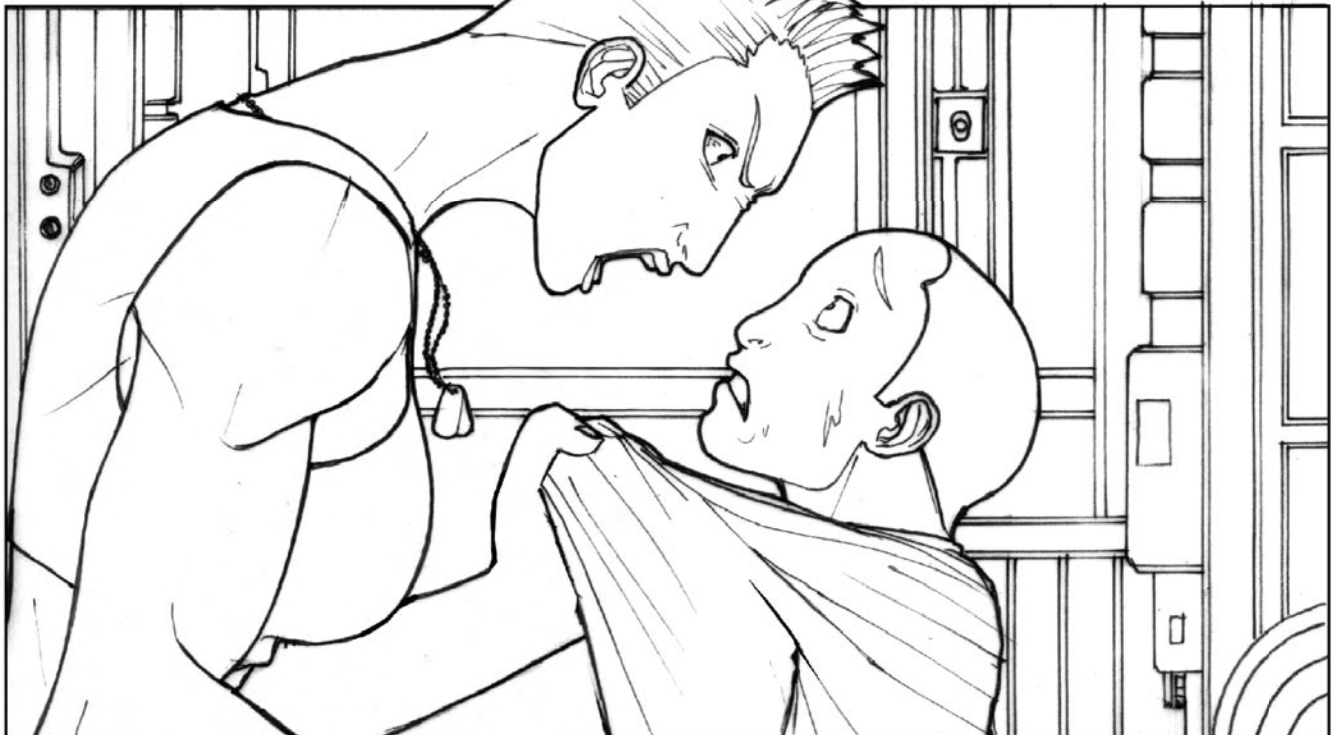
in power armor. Let them enjoy narrating their trips and falls, but note what everyone says. Lt. Kasuragi would have noticed all of it, and plans to run them down for every mistake they make. If they are clever enough to ask they can set their comm units to speak privately to one another, without the Lt.'s knowledge.

A CALL TO ARMS

A young female officer approaches Kasuragi. Adepts may make a Wisdom check (DC 15). Those that succeed feel a strong pull coming from this young woman. Her face seems placid, but there is a striking quality about it. A patch on her uniform identifies her as "Lt. Fuchida, M.A.F. Intelligence."

The young officer hands Lt. Kasuragi a clipboard, which your leader handles deftly even though her hands are encased in a quarter-inch of steel. "WHAT?!? Are they crazy? Control, get me M.A.F. Actual!"

Any hero with military training knows that "M.A.F. Actual" would be the actual officer in charge of the M.A.F. Battalion, Gen. Geretsu. The Lt. talks with him for over a minute, and though the player's can't hear their conversation, it's clear she's very disturbed as she gesticulates wildly, knocking over a



workbench in the process. Finally she seems to sag as if accepting something terrible.

Lt. Kasuragi turns to you all, breaking into the comm channels of those of you in the Tetsujins. You can't see her face inside the helmet, but you can hear the tension in her voice. "Training time is over, worms. Intelligence reports a flying kaiju coming in off the east, making a beeline for Tokyo. The A.K.F. is spread thin over the entire country covering the loss of our pilots. There's a fighter squad that can engage and harass, but there's too great a threat to life and property to let them handle it alone. We're deploying. Get yourselves ready."

The next five minutes are a blur of controlled chaos as the technicians guide the power-armor corps onto transport platforms and make the mecha ready for launch. The faces of the others are worried and unsure. They know none of the pilots are ready for this, and they fear losing another team.

Everyone sees, in the chaos of the pre-flight checks, three young women dressed in white and red robes come out onto the top gantry near the head of the mecha. Three similarly dressed women walk out towards the Takajin suits holding silk-wrapped bottles in their hands. They climb onto catwalks above the power armor. The six women ceremonially pour the contents of the bottles on top of the mecha and power-suits. Somehow, amidst the stress and tension of the moment, you are seized with a sense of calm and purpose. For all your inexperience, you feel confident that you can meet the challenge before you.

These women are Mikos, Shinto priestesses. Each is an Adept capable of performing Shinto Ceremonies. Any heroes with Knowledge: Religion recognize the ceremonial robes as that of a Miko. The ceremony they perform grants the heroes a magical +2 bonus to their attack rolls, making their net modifier -2 rather than the normal -4. Lt. Fuchida is among the Miko performing the ceremony. After the ceremony is complete any non-adept hero will feel an unexplainable surge of confidence. Adepts will recognize that they have received a magical blessing

of some kind.

You move onto a large platform that slowly ascends to the surface of the base. As you rise, the voice of Gen. Garetsu comes over your comms. "Pilots of the Mecha Assault Force, I know this is a difficult time. You are being asked to do the impossible: go into combat, untrained and unprepared, with vehicle and weapons untested in the field of battle. I tell you this because I want you to know that I will never lie to you. I will tell you precisely your situation, because you deserve to know.

"And I will tell you something else. I selected each of you because I knew you were capable of this task. You are the best that Japan has to offer. You are the hope of this nation, and I know you will not let her down. Tens of thousands of lives depend on what you do this night, and I do not doubt you will succeed. Follow Lt. Kasuragi; she will not lead you astray. Good luck, and good hunting."

You reach the surface. Already you can see the lights of the great city dimming and the sirens cutting through the night air in anticipation of the attack. Lt. Kasuragi steps off the platform first. "Alright, it's time to see if you worms can walk. Mecha Assault Force, ICHIMASU!"

ADVENTURE TWO: "BATTLE CRY"

The heroes must overcome their first great challenge: moving without falling on their mecha faces. After that the challenges multiply as they must battle a flying kaiju and its spawn, while trying to keep civilians safe. And once more, the ninja strike!

CLIMB ABOARD

First a custom troop transport pulls up to take the power armor into combat. Heroes must make a Climb check (DC 10) to get in. Normally this wouldn't require a roll, but because they are unskilled in Mecha Operations they must make the roll at -4. Lt. Kasuragi will be yelling at them the entire time.

MOVE OUT

Because they are fighting a flying kaiju the General does not want to risk an airborne infiltration into the

city unless absolutely necessary, so the larger mecha will walk. The speed they can reach depends on how well they can pilot their mecha. Heroes must make a Pilot check and compare the result to the following pace scale.

Pilot DC 5: Normal Pace (Tetsujin Light = 6mph, Heavy = 4mph)

Pilot DC 10: Accelerated (Tetsujin Light = 12mph, Heavy = 8mph)

Pilot DC 15: All Out (Tetsujin Light = 24mph, Heavy = 16mph)

It will take the Tetsujin units an hour to reach the battlefield, at best. Any pilot that can't make All Out pace will be picked up 15 minutes later by an MTV, or Mecha Transport Vehicle, a massive twin-rotor chopper with heavy pincers at the bottom that grab the mecha by the shoulders and fly it into the battle zone.

CROWD CONTROL

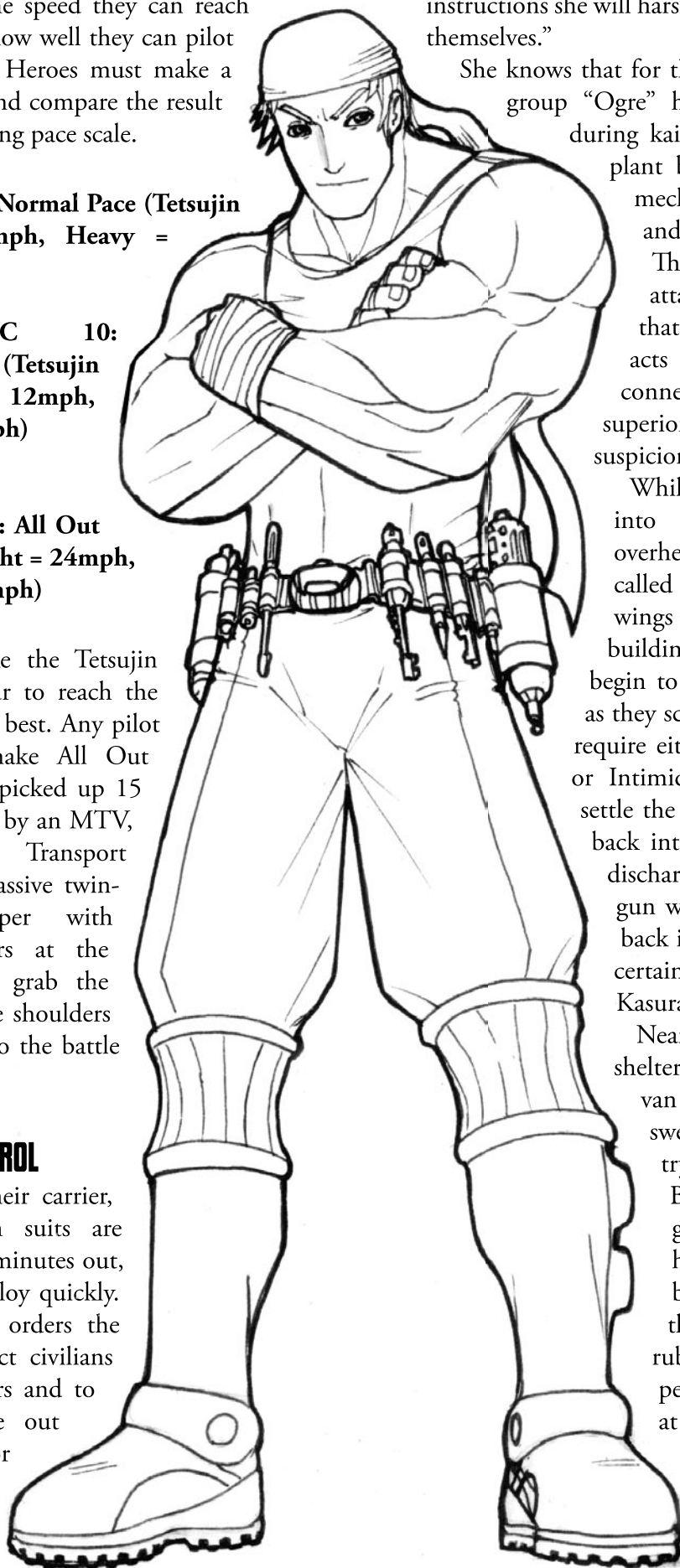
Thanks to their carrier, the Senyoin suits are only twenty minutes out, and they deploy quickly. Lt. Kasuragi orders the team to direct civilians to the shelters and to keep an eye out for looters or "anything out

of the ordinary." If asked for further details or instructions she will harshly order them to "think for themselves."

She knows that for the past year the mysterious group "Ogre" has assaulted M.A.F. units during kaiju battles. Sometimes they plant bombs to try and damage mecha, other times they try and cause civilian casualties. The Lt. is worried that the attack on the pilots earlier that day and these terrorist acts during kaiju raids may be connected. However, unlike her superior, Kasuragi likes to keep her suspicions to herself.

While civilians are still heading into shelters the kaiju flies overhead, a gigantic green bird called a Roc-u. The gust of its wings shakes the windows of the buildings overhead, and people begin to panic, pushing each other as they scramble to get inside. It will require either a Diplomacy (DC 17) or Intimidation check (DC 15) to settle the crowd down and get them back into order. Failing that a few discharged rounds from the chain gun will also shock the populace back into order, though they will certainly hear of that from Lt. Kasuragi.

Nearly all civilians are in shelters when the team sees a mini van screaming down the street swerve onto the sidewalk to try and get to the shelter. Behind them the Roc-u gains quickly and claws a huge chunk of the top of a building off and drops it on the street, burying the car in rubble. In order to free the people the team must succeed at a strength check (DC 25) to lift the slabs of concrete off, or chip away at the massive rubble with



JUMPING ON TOP OF BUILDINGS

The major metropolitan areas of Japan are used to Kaiju assaults. Most are of the huge-to-gargantuan size, making them smaller than, or at least as big as, the standard building. Because of this builders use advanced reinforcement techniques to make most buildings proof against anything up to the mightiest kaiju.

Because of this most rooftops can handle the weight of a kaiju or a mecha. Leaping onto the roof of a building to get a better position on a kaiju is something fairly common in urban kaiju combat, though frowned upon by the M.A.F. When battling flying kaiju it is sometimes the only way to get within striking range.

their armored fists. The wall has a toughness of 12 and must be Disabled in order to break it down enough to pull the people out of the car. They have five rounds to free the passengers before the Roc-u returns to pick open the vehicle for a snack.

NESTING INSTINCT

With no moving targets on the street the Roc-u will begin tearing up the top of a shopping center, pulverizing concrete and snapping I-beams in two, building up a huge pile of rubble on the roof. It takes nearly thirty minutes for it be satisfied with its work, after which time it settles down into the rounded pile of masonry and steel – a nest suitable for a kaiju.

Unobserved from the ground the Roc-U lays eggs that hatch at an accelerated rate, naturally warmed by atomic radiation exuded by the kaiju. These Roc chicks are ravenous and will roam the streets, threatening the power armor pilots while the mecha pilots fight the Roc-U.

FLY THE KAIJU SKIES

Even if every Tetsujins can make All-Out pace, the Heavy will still begin to fall behind. As a result Gen. Geretsu reluctantly sends an MTV to transport the massive mecha to the battlezone. The two Tetsujin Light mecha are dropped in first, landing safely thanks to the skill of the transport pilots. As the Heavy approaches, the Roc-u will see it and jealously take to the sky. The Lights can try and divert the kaiju from its attack run. If they both can hit it

the Roc-u will veer off and attack one of them the following round.

If either shot misses, the kaiju attacks the MTV. Before the transport can land the kaiju performs a fly-by attack that destabilizes it, loosening its hold on the mecha. All indicators turn red as the chopper begins to loose elevation, and worse, loses hold of the mecha.

Lt. Kasuragi screams into her comm. unit, “Fly, you idiot, FLY!” Activating the Heavy’s flight system under those circumstances requires a Pilot check (DC 15). To land safely will require a Pilot check (DC 20). Success indicates the mecha pilot landed safely on the street. Failure means they landed hard on the ground. Subtract the result of the Pilot check from 30. The remainder is the DC for the mecha’s Toughness check to resist damage as it crashes to the street (or into a building depending on how badly they roll). The mecha is prone and must take a movement action to stand, but at least the Mecha Assault Force is on the scene.

HIDDEN ENEMY

With the arrival of the M.A.F. and the beginning of monster-sized hostilities, the Senyoin’s job is protecting civilians and keeping a watch out for any human-size targets that may try and involve themselves in the conflict. The power-armor runners are each given a search pattern and told to look for anything unusual. Lt. Kasuragi remains at the main shelter to coordinate her squad’s actions.

Two power armor suits detect strange movement on their radars. When they investigate they find a clutch of three Roc chicks menacing a civilian.

Another random player sees a group of haggard survivors running for their lives. They were separated from a tour group and don’t know where the nearest shelter is. As the heroes help them call for a Sense Motive check (DC 14). If successful they realize the “survivors” are about to attack. They are actually a group of 1st level ninja, using guile and disguise to mask their intentions. If the heroes fail they will be surprised by six ninja, who all draw swords and attack. During the battle call for a Notice check (DC 21). Remember that those in power-armor gain +2 to Notice checks and are unaffected by the darkness. If they succeed they see two fully uniformed ninja observing the attack, waiting to surprise anyone else that moves to help.

These two will throw grenades at any other power armor pilots that try to help, then will attack. All other players make Notice checks (DC 13). If they succeed they hear the grenades explode and can move in. If they fail they hear an explosion, but are unable to determine its location. The pilots can, of course, call for backup as well.

The ninja use swarm tactics, with three of them using the Aid maneuver to help the other three attack, who will use Power Attack against the power armor. They will pummel a single opponent until it is down, then switch to the other. There is a second group of six waiting to attack until the other Senyojin arrive. They will attempt to throw grenades at the newcomers before closing to melee range. They stay out of range of the power-armor's chainguns if at all possible, continually staying close to throw off their aim. If the battle is too easy use the 4th level ninja provided. If the battle is too difficult have Lt. Kasuragi join.

WHEN DOES IT END?

The battle ends when the kaiju is Disabled, at which point it flees at super-sonic speed. At this point the ninja will attempt to leave as well, using Stealth to escape unnoticed. They will make their way towards the building with the kaiju "nest" on the roof and attempt to remove a device hidden in an attaché case. If they are followed they will instead leave immediately rather than lead the M.A.F. to their secret.

The all-clear signal is given in Tokyo, and citizens begin to leave their shelters and get on with their lives. The police take over crowd control and the power-armor carrier truck returns to pick up the Senyojin team. The mecha carriers also return to fly the Tetsujin units back.

DEBRIEFING

The team walks the gangplanks across to the "Pilot Ready Room." Make notes of every mistake the characters make in combat. During the team's debriefing Lt. Kasuragi brings up every single flub (especially if they needed her to save them from the ninja), and makes frequent comparisons between the heroes and the previous team, "The REAL mecha jockies!" However Gen. Geretsu will come in before they are dismissed and say, "You had a difficult

task. The kaiju was driven off. The population was protected. You did your jobs. The people of Japan thank you." And with that he dismisses the heroes.

When the pilots return to the hanger deck Yama and the technicians are there for the "Greening" ceremony. They promptly cover the pilots in green paint and hoist them up on their shoulders to celebrate their first victory. The ceremony dates back to the first kaiju battle when the mecha returned covered in green kaiju blood. Technicians will refer to them as "Greens," and for the moment even Lt. Kasuragi is smiling.

FOLLOW-UP ADVENTURES

These are summaries of the next two adventures, and form the completed origin of the newest M.A.F. squad. This is a good time to introduce background characters and subplots dealing specifically with the heroes. These adventure seeds form the backbone of an M.A.F. campaign, but narrators should let the heroes themselves flesh out the setting and find their place in it.

ADVENTURE THREE: "VOICES"

The team meets Prof. Rambo Kyari, designer of the Tetsujin mecha. An aged man with wild white hair, he explains that the weapons used against the power-armor were military issue. He wants the team to examine the scene of the battle and see what they can uncover.

Amidst the rubble the Adepts will detect a strange mental sensation that draws them forward. This leads to the discovery of some kind of transmitter. The Ogre ninja attempted to remove the transmitter the previous night, but were foiled by the heroes. At this point they return, led by a mysterious female ninja, determined to get the transmitter this time. A battle ensues, with victory dependant on who has possession of the transmitter.

The signal is like a mental beacon to the kaiju, something that Adepts can discern as well within 30'. Upon their return Lt. Kasuragi will fault them, either for losing the transmitter or for taking too long in finding it and disrupting her training schedule. The team can now level and take the Mecha Operations feat in a spectacular training montage as each member gets his or her own personalized mecha.



The adventure ends with Gen. Geretsu informing the team that their all-female intelligence service – the Mikos – have detected another transmission like the one they detected before in a nearby city. The team deploys in their mecha to attempt to head off the kaiju attack. One question the heroes – especially Adepts – may ask is how the M.A.F. intelligence unit detected a mental transmission.

ADVENTURE FOUR: “THE LONG NIGHT”

It’s a knockdown, drag-out fight between the M.A.F. and a powerful kaiju with extraordinary healing abilities. The kaiju may prove too much for the team, but finding and moving the transmitter will drive the beast away.

NARRATOR CHARACTERS

The heroes will get to know these characters very well, perhaps intimately. Their starting personalities reflect the devastating effects they have suffered due to the loss of Taskforce Ichiban. As the campaign progresses those feelings will change as they bond with the heroes.

Note: The following statblocks were made with a very cool character generator found at <http://www.larter.org.uk/doku.php/true20/downloads/chargen2>

MAJOR GENERAL GERETSU HIDEO

The base commander is a stern man with a cold demeanor that hides great guilt at having sent the previous M.A.F. team into what he knew was probably certain death. He will do everything in his power to ensure that does not happen again. By the same token he will remain distant from the new team, to ensure that if he must send them to their deaths he will not be affected as deeply.

LT. FUCHIDA SHUKKE

Shukke is the daughter of a Shinto priest and was raised in a temple. Her family taught her to serve and respect the kami as a Miko; a priestess. From an early age she heard the Kami’s voice whispering in her ear, guiding her towards the path of truth and honor. The temple was all she wanted in life, but after its destruction in a kaiju attack she heard another call: to take action against the monsters by joining the M.A.F. Her natural affinity with spirits made her ideal for the Intelligence division, using kami spies to uncover hidden kaiju threats to Japan. Today Lt. Fuchida is one of the main points of contact between M.A.F. pilots and the all-female intelligence branch, coincidentally called “Mikos.”

LT. JASMINE KASURAGI

The sister of Ace Kasuragi, an M.A.F. pilot now missing in action, Jasmine is the base training

MAJOR GENERAL GERETSU HIDEO

Type: 12th level Humanoid (Human) (Expert 6/Warrior 6)

Archetype: Daifu

Virtue: Patient

Vice: Authoritarian

Size: Medium

Speed: 30 ft

Abilities: Str +2, Dex +3, Con +0, Int +2, Wis +2, Cha +3

Skills: Bluff 5 (+8), Climb 0 (+2), Computers 8 (+10), Concentration 0 (+2), Diplomacy 10 (+13), Disguise 0 (+3), Escape Artist 0 (+3), Gather Info. 6 (+9), Handle Animal 0 (+3), Intimidate 7 (+10), Jump 0 (+2), Notice 6 (+8), Pilot 15 (+18), Search 0 (+2), Sense Motive 8 (+10), Stealth 0 (+3), Survival 0 (+2), Swim 0 (+2), Knowledge (Military) 15 (+17), Knowledge (Tactics) 8 (+10)

Feats: Armor Training (Light), Weapon Training, Lucky, Precise Shot, Mecha Operation, Mecha Weapons Training, Mecha Focus (Tetsujin), Mecha Specialisation (Tetsujin), Leadership, Evasive Action, Mecha Feint, Assessment, Benefit (Brigade Commander), Connected, Inspire

Traits: Determination

Combat: Light Pistol +13, Damage +3 (20/+3), Unarmed +13, Damage +2 (20/+3), Defence +13/+12, Initiative +3

Saving Throws: Toughness +3, Fortitude +10, Reflex +11, Will +9

LT. FUCHIDA SHUKKE

Type: 6th level Humanoid (Human) (Adept 6)

Archetype: Burriko

Virtue: Optimistic

Vice: Dainty

Size: Medium

Speed: 30 ft

Abilities: Str -2, Dex +3, Con +0, Int +2, Wis +3, Cha +5

Skills: Bluff 0 (+5), Climb 0 (-2), Computers 4 (+6), Concentration 9 (+12), Diplomacy 9 (+14), Disguise 0 (+5), Escape Artist 0 (+3), Gather Info. 0 (+5), Handle Animal 0 (+5), Intimidate 0 (+5), Jump 0 (-2), Notice 4 (+7), Search 0 (+2), Sense Motive 7 (+10), Stealth 0 (+3), Survival 0 (+3), Swim 0 (-2), Craft (Temple Arts) 6 (+8), Knowledge (Religion) 9 (+11), Knowledge (Kaiju) 2 (+4), Perform (Dance) 4 (+9)

Feats: Power (Energy Shaping), Power (Contact Kami), Benefit (Miko), Attractive, Canny Dodge, Power (Sense Kaiju), Imbue Item, Power (Heart Reading), Power (Heart Shaping)

Traits: The Talent

Powers: Energy Shaping 9 (+14) DC 18, Heart Reading 9 (+14) DC 18, Heart Shaping 9 (+14) DC 18

Combat: Defence +6/+1, Initiative +3

Saving Throws: Toughness +0, Fortitude +2, Reflex +5, Will +8

officer. She is bitterly resentful that a new team is being brought in while, as she puts it, “Jack-squatinada is being done to find my brother!” She will ride the team mercilessly, harping on every mistake. Kasuragi’s great physical strength derives from a secret government super-soldier program, which requires her to take regular boosters to prevent her body from consuming itself. However the drugs aren’t working as well as they once did, and she must take stronger and stronger doses.

Kasuragi’s Senyoin, Size: Large, Strength: +10, Speed: 30, Toughness: 10; Reach: 10, Attack Bonus: +7 (Range +8), Slam Damage: +9, Defense Bonus: +3; Equipment: Comm. System, Renda Chaingun: (Dam +10, Crit 20, Range Increment 60’), Orakuru Targeting System Mk.II, Shi-rudo Shield, Moderu Ni Sensor System, Jump Jets

PROF. RAMPO KYARI

As a child Prof. Rampo Kyari studied zen and seriously considered a life in a monastery. Yet he could not escape the siren call of science. Some say this spiritual aspect has granted him an innate understanding of Einstein’s universal field theory, but

the mathematics do not yet exist for him to express it. So far all he can do is tease out bits of technology decades ahead of their time. Over the years he has turned gravity into guns, created walking battleships, and filled batteries with liquid sun atoms. One day he hopes to bring his vision of the future to the world.

ENGINEERING CHIEF SURAKOWA YAMA

Though physically strong and more than capable of putting a man down in a fight, Yama was born into a world of cogs and circuit boards, and is considered by many to be the first third-generation member of the Mecha Assault Force. As grandnephew to Dr. Surakowa, first hero of Japan’s war with the kaiju, Yama grew up with stories about his famous progenitor, and would often visit with his granduncle’s colleague, Prof. Rampo. His father joined the Anti-Kaiju Force as a mechanic and Yama joined the M.A.F. after graduating from university. He proposed to Sgt. Keiko Watanabe after a lengthy courtship, but lost her on the last mission of Task Force Ichi-ban.

LT. JASMINE KASURAGI

Type: 6th level Humanoid (Human) (Warrior 6)

Size: Medium

Archetype: Otemba

Virtue: Fierce

Vice: Short Fuse

Speed: 30 ft

Abilities: Str +6, Dex +2, Con +2, Int +0, Wis +1, Cha +0

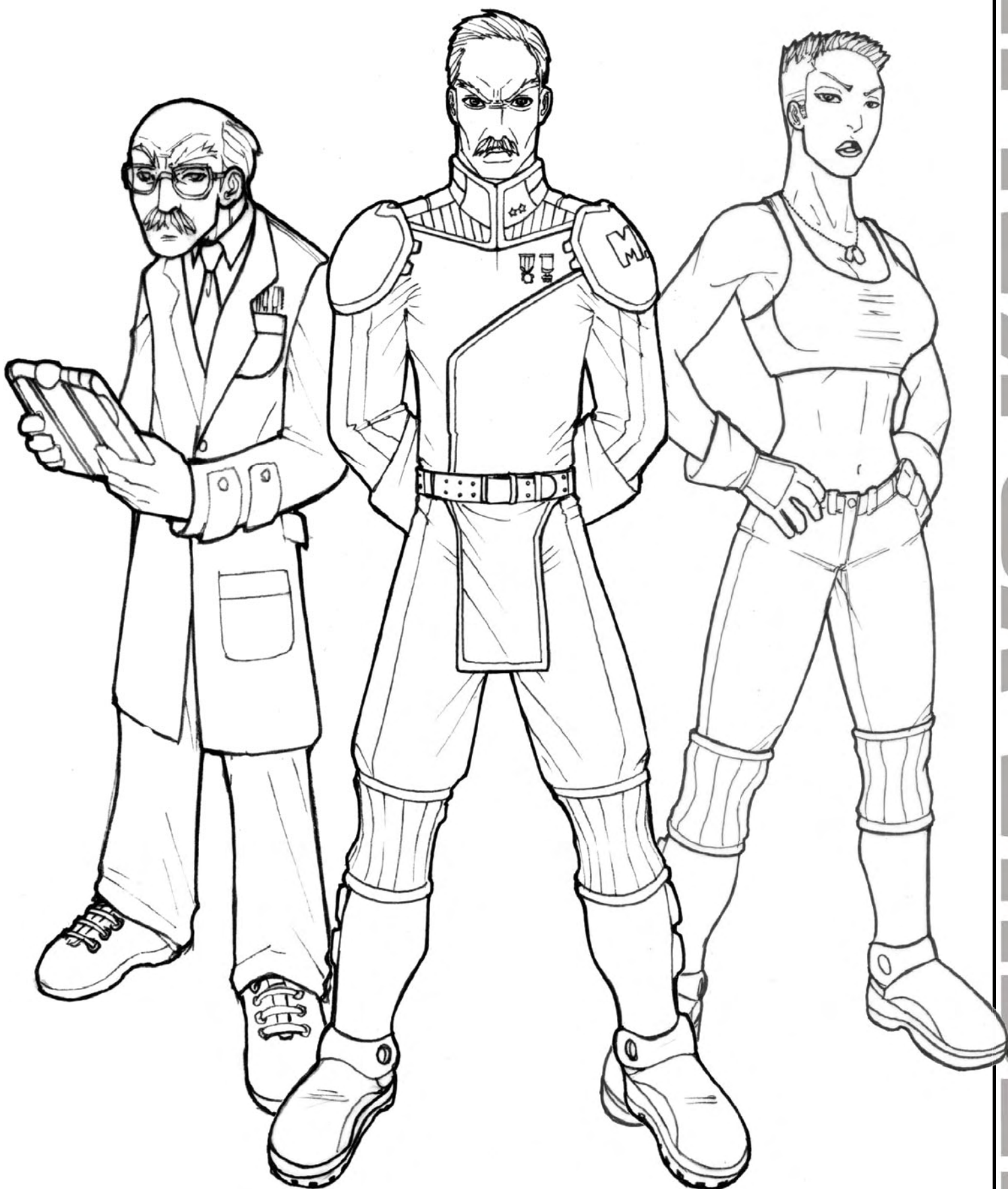
Skills: Acrobatics 4 (+6), Bluff 0 (+0), Climb 0 (+6), Computers 5 (+5), Concentration 0 (+1), Diplomacy 0 (+0), Disguise 0 (+0), Drive 4 (+6), Escape Artist 0 (+2), Gather Info. 0 (+0), Handle Animal 0 (+0), Intimidate 7 (+7), Jump 0 (+6), Notice 4 (+5), Pilot 9 (+11), Search 0 (+0), Sense Motive 3 (+4), Stealth 0 (+2), Survival 0 (+1), Swim 0 (+6)

Feats: Armor Training (Light), Firearms Training, Rage, Tough, Improved Critical (Unarmed), Mecha Operation, Mecha Weapons Training, Mecha Focus (Senyoin), Precise Shot

Traits: Determination

Combat: Heavy Pistol +8, Damage +4 (20/+3), Defence +8/+12, Initiative +2

Saving Throws: Toughness +6, Fortitude +7, Reflex +4, Will +3



PROF. RAMPO KYARI

Type: 13th level Humanoid (Human) (Adept 3/Expert 10)

Size: Medium

Archetype: Shunshuu (Genius)

Virtue: Industrious

Vice: A Bit Mad

Speed: 30 ft

Abilities: Str +0, Dex +0, Con +0, Int +8, Wis +3, Cha +2

Skills: Bluff 8 (+10), Climb 0 (+0), Computers 16 (+24), Concentration 16 (+19), Demolitions 12 (+20), Diplomacy 4 (+6), Disable Device 6 (+14), Disguise 0 (+2), Drive 5 (+5), Escape Artist 0 (+0), Gather Info. 4 (+6), Handle Animal 0 (+2), Intimidate 0 (+2), Jump 0 (+0), Medicine 4 (+7), Notice 4 (+7), Pilot 5 (+5), Search 5 (+13), Sense Motive 9 (+12), Stealth 0 (+0), Survival 0 (+3), Swim 0 (+0), Craft (Mechanics) 14 (+22), Craft (Electronics) 14 (+22), Craft (Weapons) 3 (+11), Craft (Mecha) 4 (+12), Knowledge (Art) 16 (+24), Knowledge (Physical Science) 14 (+22), Knowledge (Technology) 13 (+21), Knowledge (Theology/Philosophy) 5 (+13), Knowledge (Biology) 9 (+17), Knowledge (Business) 5 (+13), Language (AoO) (English) 4 (+4), Language (AoO) (French) 4 (+4), Language (AoO) (Korean) 2 (+2), Language (AoO) (Chinese) 2 (+2), Perform (Oratory) 3 (+5)

Feats: Dedicated (Defending Japan), Eidetic Memory, Improvised Tools, Jack-of-All-Trades, Assessment, Inspire (Competence), Canny Dodge, Benefit (Security Clearance), Power (Second Sight), Master Plan, Fascinate (Perform), Skill Mastery (Craft Skills), Power (Mind Touch), Power (Psychic Shield), Wealthy, Benefit (Near-Unlimited Resources)

Traits: Expertise

Powers: Mind Touch 6 (+9) DC 15, Psychic Shield 6 (+9) DC 15, Second Sight 6 (+9) DC 15

Combat: Defence +8, Initiative +0

Saving Throws: Toughness +0, Fortitude +4, Reflex +4, Will +11

ENGINEERING CHIEF SURAKOWA YAMA

Type: 8th level Humanoid (Human) (Expert 6/Warrior 2)

Size: Medium

Archetype: Honcho

Virtue: Gregarious

Vice: Emotionally Dense

Speed: 30 ft

Abilities: Str +3, Dex +1, Con +3, Int +3, Wis -1, Cha +2

Skills: Bluff 6 (+8), Climb 0 (+3), Computers 11 (+14), Concentration 0 (-1), Demolitions 7 (+10), Diplomacy 2 (+4), Disable Device 6 (+9), Disguise 0 (+2), Drive 4 (+5), Escape Artist 0 (+1), Gather Info. 0 (+2), Handle Animal 0 (+2), Intimidate 6 (+8), Jump 0 (+3), Notice 0 (-1), Pilot 5 (+6), Search 0 (+3), Sense Motive 0 (-1), Stealth 0 (+1), Survival 0 (-1), Swim 0 (+3), Craft (Mechanical) 11 (+14), Craft (Electronics) 11 (+14), Craft (Mecha) 11 (+14), Knowledge (Physical Science) 11 (+14), Knowledge (Technology) 11 (+14), Knowledge (Current Events) 4 (+7)

Feats: Lifting, Ponderous Attack, Jack-of-All-Trades, Improved Strike, Firearms Training, Improvised Tools, Seize Initiative, Stunning Attack, Challenge (Fast Craft), Defensive Roll, Skill Mastery (Demolitions, Craft Mechanical-Electronic-Mecha)

Traits: Expertise

Combat: Slap/Slam +7, Damage +3 (20/+3), Defence +7/+9, Initiative +1

Saving Throws: Toughness +5, Fortitude +6, Reflex +6, Will +1

ADVERSARIES

The opponents for “Calling” and “Battle Cry.”

ROC-U

Level: 4

Size: Huge

Speed: Fly 120ft.

Strength: +12

Base: 4

Size bonus: +8

Dex: 5

Con: 7

Base: 3

Size Bonus: +4

Int: -2

Modifier: -2

Wis: 0

Cha: -2

Skills: Notice +4

Feats: Attack Focus (Air Blast), Double Strike, Fly-Supersonic, Flyby Attack,

Traits: Darkvision 120'; Fly, Frightful Presence (Save DC); Must eat, sleep, and Breath; Natural Weapons (Claws), Range Attack (Air Blast), Savage Grace; Snatch, Trample;

Melee Attack: +14 (Combat 4 + Strength 12 + Size Modifier -2)

Range Attack: +7 (Combat 4 + Dex 5 + Size Modifier -2)

Melee Defense: +24 (10 + Combat 4 + Strength 12 + Size Modifier: -2)

Range Defense: +17 (10 + Combat 4 + Dex 5 + Size Modifier: -2)

Toughness: +15 (Con 7 + Size bonus 8 + Feats)

Initiative: +5

Fortitude: +11

Reflex: +6

Will: +1

Description: The Roc-u is built on raven DNA. Though normally one of the cleverest of birds, the poor quality of genetic craftsmanship has stripped the Roc-u of anything more than animal rage and a biological imperative to breed.



ROC CHICKS, LVL 1

Size: Medium

Speed: 40 ft.

Abilities: Str +4, Dex +2, Con +3, Int -4, Wis +1, Cha -1

Skills: Notice 6 (+11)

Feats: Dodge Focus, Double Strike

Traits: Darkvision 60 ft., Scent

Combat: Attack +1 melee (-1 size, +1 base, +2 Dex), Damage +5 (claws) or +7 (bite), Defense Dodge/Parry +5/— (-1 size, +3 base, +2 Dex, +1 dodge), Initiative +2

Saving Throws: Toughness +5 (+3 Con, +2 natural), Fortitude +4 (+1 base, +3 Con), Reflex +2 (+0 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Skills: +4 racial bonus on Notice checks.

NINJA, MINION

1st-level Expert; Initiative +7; Speed 30 ft.; Defense 14 (+0 Combat, +3 Dex, +1 Dodge); Attack +2 melee (+2 damage, unarmed), Attack +2 melee (+6 damage, sword), +4 ranged (+3 damage, Shuriken); Archetype: Ninja; Saves: Tough +3, Fort +6, Ref +7, Will +2; Str +2, Dex +3, Con +2, Int +1, Wis +2, Cha +0; Skills: Acrobatics +7, Disguise +4, Climb +6, Disable Device +7, Escape Artist +7, Jump +6, Notice +6, Slight of Hand +7, Stealth +7; Feats: Dodge, Improved Initiative, Sneak Attack, Weapons Training; Equipment: sword.

Ninja use minion rules.

- Minions cannot score critical hits against non-minions.
- Non-minions can take 10 on attack rolls against minions (attackers normally cannot take 10 on attack rolls).
- If a minion fails a Toughness saving throw, the minion is knocked unconscious (non-lethal damage) or dying (lethal damage). Attackers can choose a lesser effect, if desired.
- The Impossible Toughness Save rule (See Damage and Recovery) does not apply to minions.

OGRE NINJA

4th-level Expert; Initiative +7; Speed 30 ft.; Defense 18 (+3 Dex, +1 Dodge, +4 role); Attack +7 melee (+6 damage, sword), +7 melee (+8 damage, surprise), +7 ranged (+8 damage, grenade); Archetype: Ninja; Saves: Tough +3, Fort +2, Ref +5, Will +2; Str +2, Dex +3, Con +2, Int +1, Wis +2, Cha +0; Skills: Acrobatics +11, Disguise +7, Climb +9,



Disable Device +7, Escape Artist +11, Jump +7, Slight of Hand +11, Stealth +11; Feats: Acrobatic Bluff, Dedicated to destroying the M.A.F., Dodge, Improved Feint, Improved Initiative, Sneak Attack, Weapons Training; Equipment: grenade, sword

Note: OGRE Ninja lack Conviction, but can activate Dedicated once a combat.

CAMPAIGN ADVERSARIES

Heroes rarely meet the leaders of the opposition in their first outing. The leaders of this conspiracy are masters of stealth and subterfuge, using their skills and magical powers to deceive and control from behind the scenes. Eventually the heroes will upset their plans enough to require these villains to step forth and take an active role in the hero's downfall, but such revelations should be planned carefully, with clues planted over the course of many game sessions.

REI ASUKAWA

Rei Asukawa has been many things in his long life: soldier, general, slave-master, businessman, prophet. But one thing remains at the core of his being – he is a ninja. Born into an ancient ninja family,

Asukawa was consecrated from birth to the service of the devilish Oni. Though his father was master of the clan, young Asukawa had to earn his position through fierce training, deep meditation, and total commitment to his clan.

During WWII he joined the Kempetai, serving first in Korea and the Philipines before returning to Japan. After Japan's defeat, Asukawa resolutely turned his energies from politics to business, recognizing that industrial might would be the key to Japan's future. He burrowed deep into Japan's most powerful families, laying plots that would take decades to bare fruit.

THE TRUE OGRES

The word "Ogre" has become synonymous with monstrous evil, and with good reason. For centuries these monsters sowed terror and reaped destruction in the service of their Oni masters. But, unable to win the final victory against the forces of the Kami, they were abandoned and their blood diluted through interbreeding with humans.

Those days had faded into legend, such that the ninja sought to use the "ogre" name as a symbol for their new clan. Their grandchildren would take the "ogre" name as well in creating their sinister "Cult of the Beast God." Yet the blood of the *true* ogres still lingered in a select few individuals. When the oni granted them a portion of their power, this dark blood awoke, and the True Ogres walked the world once more.

MAHOUT SUKAI (FEMALE OGRE WITH PARISOL)

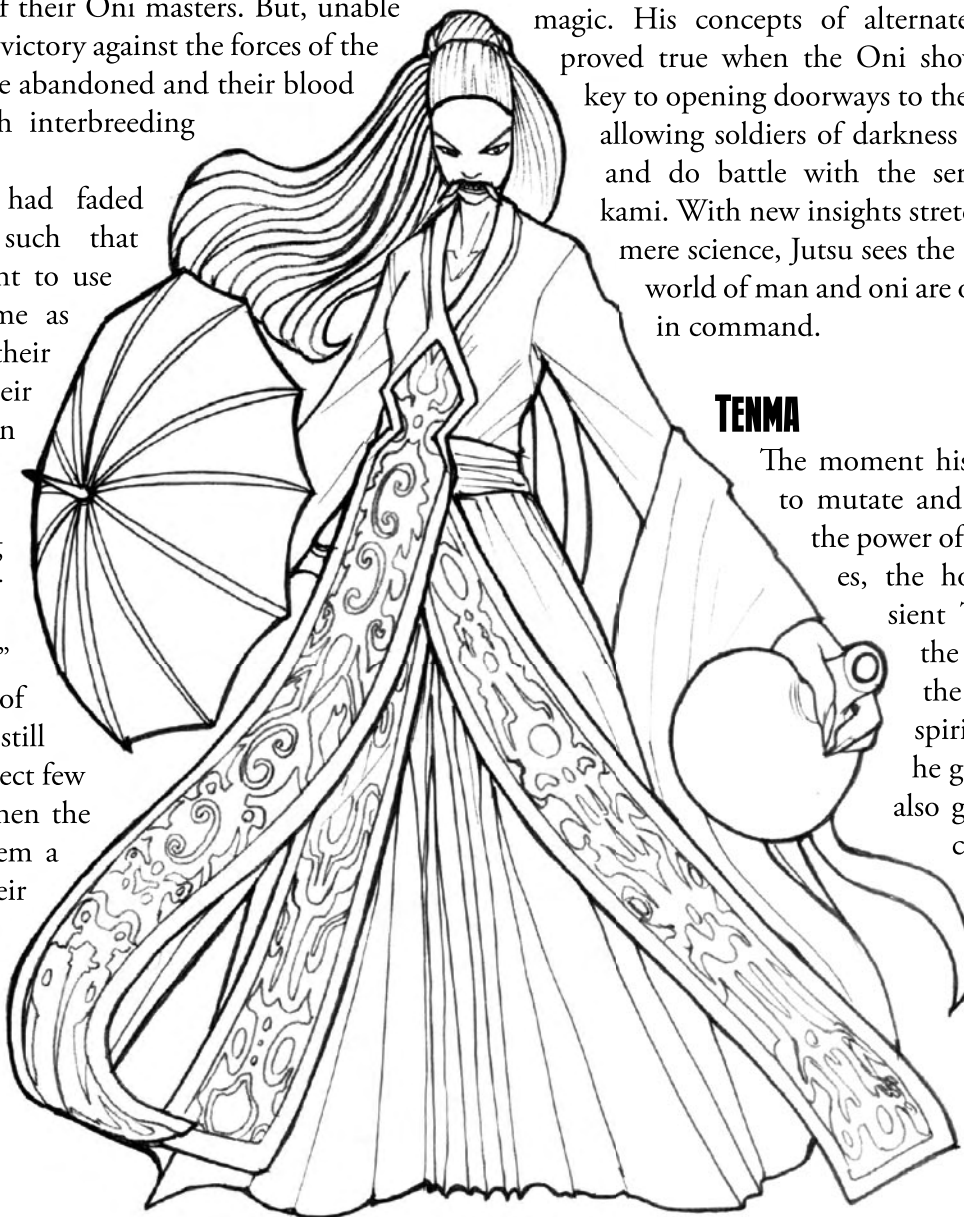
Mahout Sukai found her selfish dreams of limitless power realized as her quickened mind flooded with the racial memory of a thousand alchemists. Cloaked in robes of illusion, she used her newly acquired knowledge of alchemy and enchanting to bewitch the minds and twist the souls of her upper-class friends, creating a dark coven of the wealthy and powerful every bit as influential as that organized by the ninja sect that shared her name. Her vanity persists even though her human visage has been destroyed, and she always travels with a parasol to protect her devilish face from the sun.

OUGON JUTSU

The theories of physicist Ougon Jutsu were always thought to be nearly magical, but the discovery of his devilish lineage brought him the power of true magic. His concepts of alternate dimensions proved true when the Oni showed him the key to opening doorways to the underworld, allowing soldiers of darkness to enter here and do battle with the servants of the kami. With new insights stretching beyond mere science, Jutsu sees the day when the world of man and oni are one, with him in command.

TENMA

The moment his body began to mutate and change with the power of devilish forces, the homeless transient Tenma heard the whispers of the Oni and the spirit world. As he grew in size he also grew in magical power. Having spent his life on the streets, exposed to the elements, Tenma



REI ASUKAWA

Type: 18th level Humanoid (Human) (Expert 18)

Size: Medium

Speed: 30 ft

Archetype: Tyrant

Virtue: Far Thinking

Vice: Merciless

Abilities: Str +0, Dex +4, Con +0, Int +2, Wis +4, Cha +3

Skills:

Acrobatics 7 (+11), Bluff 16 (+19), Climb 9 (+9), Computers 9 (+11), Concentration 0 (+4), Diplomacy 8 (+11), Disable Device 7 (+9), Disguise 7 (+10), Escape Artist 5 (+9), Gather Info. 13 (+16), Handle Animal 0 (+3), Intimidate 13 (+16), Jump 8 (+8), Notice 21 (+25), Search 13 (+15), Sense Motive 0 (+4), Sleight of Hand 8 (+12), Stealth 21 (+25), Survival 0 (+4), Swim 7 (+7), Craft (Traps) 8 (+10), Knowledge (Streetwise) 8 (+10), Knowledge (Civics) 8 (+10), Knowledge (Business) 5 (+7), Knowledge (Theology & Philosophy) 5 (+7), Language (AoO) (Korean) 2 (+2), Language (AoO) (Tagalog) 2 (+2) (Business) 5 (+7), Language (AoO) (Korean) 2 (+2), Language (AoO) (Tagalog) 2 (+2)

Feats:

Weapon Training, Dodge Focus, Sneak Attack, Improved Strike, Precise Shot, Uncanny Dodge, Evasion, Canny Dodge, Hide in Plain Sight, Sneak Attack, Stunning Attack, Crippling Strike, Defensive Roll, Connected, Benefit (Secret Identity), Skill Focus (Knowledge(Business)), Contacts, Menacing, Skill Mastery (Acrobatics, Jump, Climb, Swim), Skill Mastery (Bluff, Diplomacy, Intimidate, Search), Power (Improved Feint)

Traits: Expertise

Combat: Ninja-to +17, Damage +2 (20/+4), Defense +17/+12, Initiative +4

Saving Throws: Toughness +8 (Magical Armor), Fortitude +6, Reflex +15, Will +10

MAHOUT SUKAI

Type: 8th level Humanoid (Human) (Adept 8)

Size: Medium

Speed: 30 ft

Archetype: Femme Fatale

Virtue: Perceptive

Vice: Deceptive

Abilities: Str +0, Dex +2, Con +2, Int +2, Wis +2, Cha +5

Skills:

Bluff 11 (+16), Climb 0 (+0), Computers 3 (+5), Concentration 4 (+6), Diplomacy 0 (+5), Disguise 0 (+5), Escape Artist 0 (+2), Gather Info. 0 (+5), Handle Animal 0 (+5), Intimidate 0 (+5), Jump 0 (+0), Medicine 4 (+6), Notice 0 (+2), Search 0 (+2), Sense Motive 11 (+13), Stealth 0 (+2), Survival 0 (+2), Swim 0 (+0), Craft (Alchemy) 11 (+13), Knowledge (Physical Sciences) 11 (+13), Knowledge (Supernatural) 11 (+13)

Feats:

Night Vision (Con +2), Power (Mind Touch), Power (Bliss), Imbue Item, Canny Dodge (Wisdom), Taunt, Power (Heart Reading), Power (Heart Shaping), Power (Harm), Power (Illusion), Challenge (Fast Craft), Attractive (Beautiful Monster)

Traits: The Talent

Powers: Bliss 11 (+16) DC 19, Heart Reading 11 (+16) DC 19, Heart Shaping 11 (+16) DC 19, Illusion 11 (+16) DC 19, Mind Touch 11 (+16) DC 19, Pain 11 (+16) DC 19

Combat: Defence +6/+4, Initiative +2

Saving Throws: Toughness +2, Fortitude +4, Reflex +4, Will +8

OUGON JUTSU

Type: 8th level Humanoid (Oni) (Adept 7/Expert 1)

Size: Medium

Speed: 30 ft

Archetype: Satanic

Virtue: Faithful

Cruel: Cruel

Abilities: Str +0, Dex +0, Con +2, Int +4, Wis +3, Cha +4

Skills: Bluff 11 (+15), Climb 0 (+0), Concentration 0 (+3), Diplomacy 11 (+15), Disguise 0 (+4), Escape Artist 0 (+0), Gather Info. 11 (+15), Handle Animal 0 (+4), Intimidate 5 (+9), Jump 0 (+0), Medicine 5 (+8), Notice 1 (+4), Search 0 (+4), Sense Motive 11 (+14), Stealth 0 (+0), Survival 0 (+3), Swim 0 (+0), Knowledge (Physical Sciences) 11 (+15), Knowledge (Supernatural) 11 (+15), Knowledge (Theology and Philosophy) 11 (+15)

Feats: Night Vision, Power (Contact Oni), Power (Summon Oni), Familiar (Oni-no-Arano), Lucky, Iron Will, Power (Harm), Power (Drain Vitality), Power (Cure), Leadership (Companion: Oni-ni-Kanoba, Followers: 6 oni-no-Arano), Quicken Power (Summon Oni), Power (Imbue Unlife)

Traits: The Talent

Powers: Cure 11 (+15) DC 18, Drain Vitality 11 (+15) DC 18, Harm 11 (+15) DC 18, Imbue Unlife 11 (+15) DC 18

Combat: Defence +4, Initiative +0

Saving Throws: Toughness +2, Fortitude +8, Reflex +6, Will +15

TENMA

Type: 8th level Humanoid (0) (Adept 5/Warrior 3)

Size: Medium

Speed: 30 ft

Archetype: Survivor

Virtue: Determined

Vice: Selfish

Abilities: Str +5, Dex +3, Con +7, Int +0, Wis -1, Cha -1

Skills: Bluff 0 (-1), Climb 0 (+5), Concentration 0 (+1), Diplomacy 0 (-1), Disguise 0 (-1), Escape Artist 0 (+3), Gather Info. 0 (-1), Handle Animal 0 (-1), Intimidate 11 (+10), Jump 0 (+5), Notice 7 (+8), Search 0 (-1), Sense Motive 0 (+1), Stealth 0 (+3), Survival 4 (+5), Swim 0 (+5), Knowledge (Streetwise) 11 (+10)

Feats: Night Vision, All-out Attack, Improved Strike, Attack Focus (Unarmed), Rage, Power (Wind Shaping), Power (Elemental Aura), Greater Attack Focus, Power (Wind Walk), Power (Supernatural Speed), Power (Supernatural Strike), Attack Specialisation (Unarmed)

Traits: Determination

Powers: Elemental Aura 8 (+8) DC 13, Supernatural Speed 8 (+8) DC 13, Supernatural Strike 8 (+8) DC 13, Wind Shaping 8 (+8) DC 13, Wind Walk 8 (+8) DC 13

Combat: Unarmed +9, Damage +6 (20/+3), Elemental Aura +9, Damage +8 (20/+3), Defence +8/+10, Initiative +3

Saving Throws: Toughness +7, Fortitude +11, Reflex +5, Will +4

Supernatural Items: Tattoos: +5 to Will saving throws to resist magical drain. +5 to all Concentration skill checks.

now found he could control the elements and bend them to his will. It gives him great joy to use the power of the kami against their servants in this way.

SAMPLE ONI

ONI-NI-KANABO (ONI WITH A CLUB)

Type: 6th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +2, Con +3, Int -2, Wis +0, Cha +0

Skills: Climb 9 (+11), 9 (Notice +9), Sense Motive 9 (+9), Stealth 9 (+11)

Feats: Attack Focus (club), Cleave, Improved Initiative, Improved Strike, Power (2), Rage, Weapon Training

Traits: Damage Reduction 2/silver or virtue, Darkvision 60 ft., Immunity to Fire and Poison, Persistent Wound, Powers (rank 9, Cha, save Difficulty 13, Mind Touch +9, Teleport +9), Resistance to Acid 4 and Cold 4, See in Darkness, Supernatural Resistance 17, Summon Oni

Combat: Attack +8 (+6 base, +2 Dex) (+9 polearm),

NEW POWERS

CONTACT ONI

You can contact an oni, one of the Japanese devils that once roamed our world before being banished by servants of the kami. This requires a power check with a Difficulty equal to 10 + the oni's level. Contacting a 5th-level oni is Difficulty 15, for instance. Contact Oni is fatiguing (Difficulty 10 + half the elemental's level). In addition you must have a quantity of blood from living creatures. You must have inflicted a number of health levels of lethal damage equal to the level of the oni. This can be from a single victim or many, either voluntary or taken by force.

You may commune with the Oni until either you or the devil decides to break contact.

Time: Contact Oni is a full-round action.

SUMMON ONI

Fatiguing

You can summon an oni. This requires a power check with a Difficulty of 10 + twice the oni's level. If you know an oni personally, you may call upon it by name; otherwise, you must specify which kind of oni you are summoning.

Upon being summoned, the oni may or may not do your bidding, depending upon what you're offering, your past relationship, and the situation. The oni, if it accepts your offer, may stay as long as it pleases.

If your power check fails consult the following table to find the result.

Fails by...	Result
1-5	No result other than a shimmering curtain of light, a bit of supernatural laughter, crackling sound of flame, or other harmless side effect.
6-10	A mischievous oni of the opposite type you intended to summon answers your call. It may disguise itself and attempt to trick you, or it may go about wrecking havoc, in which case it's your responsibility to un-summon the oni. Alternately, the oni is free to do as it pleases.
11+	You have offended a powerful oni who may send another to punish you, curse you, directly interfere with your plans, physically move you to another location, or even summon you to the oni hell of Jigoku.

Time: Full round action (at least).

Damage +5 plus persistent wound (club, crit +4), or +4 (claws), Defense Dodge/Parry +8/+8 (+6 base, +2 Dex/+2 Str), Initiative +6

Saving Throws: Toughness +6 (+3 Con, +3 natural), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +5 (+5 base)

Persistent Wound: Club; +2 damage each round; Difficulty 16 Medicine and adept level check. The persistent wound is a supernatural ability of the Oni-ni-Kanabo, not of the weapon.

Summon Oni: Once per day an Oni-ni-Kanabo can attempt to summon 11 oni-no-arano with a 50% chance of success (11 or better on d20), or another Oni-ni-Kanabo with a 35% chance of success (14 or better).

Oni-ni-Kanabo are devils of wrath. They are the least organized or predictable of the oni. They are legendary for their ferocious battlerages. An Oni-ni-kanabo is a feral looking humanoid with skin tones that can range from a sickly green to a dark rusty red. The “Oni with a Club” are named after their fearsome weapons carved of black stone and covered with the razor-sharp teeth of their fallen foes. They stand 6 feet tall and weigh about 225 pounds.

Oni-ni-Kanabo are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes. Its natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

ONI-NO-ARANO (ONI OF THE WASTELAND)

Type: 2nd Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 20 ft.

Abilities: Str +0, Dex +0, Con +0, Int —, Wis +0, Cha -3

Skills: —

Feats: Double Strike^B

Traits: Damage Reduction 2/virtue or silver, Darkvision 60 ft., Immunity to Fire and Poison, Mindless, Resistance to Acid 4 and Cold 4, Mindless

Combat: Attack +2 (+2 base), Damage +1 (claws), Defense Dodge/ Parry +2/— (+2 base), Initiative +0

Saving Throws: Toughness +2 (+2 natural), Fortitude +3 (+3 base), Reflex +3 (+3 base), Will +3 (+3 base)

Mindless: Immunity to mind-affecting effects (Heart Reading, Heart Shaping, Illusion, Mind

Reading, Mind Shaping and Mind Touch supernatural powers).

Oni-no-Arano are fiends of ignorance. They have no will of their own, but rather serve as puppets and cannon fodder for more powerful oni. Oni-no-Arano are mindless and cannot communicate, but they are sensitive to telepathic messages from other oni, typically obeying a greater oni's mental commands. Dwelling in the wasteland of Jigoku (hell), the Oni-no-Arano is a hairy, bandy-legged beast about 5 feet tall and weighing about 100 pounds.

In combat, Oni-no-Arano surge toward anything they meet and try to claw it apart. Only a telepathic command from other oni or the complete destruction of the Oni-no-Arano can make them stop. Its natural weapons are treated as vice-aligned for the purpose of overcoming damage reduction.

THE CAMPAIGN CONTINUES

Because of its source material, Mecha vs. Kaiju stand-alone games are designed like movies, while campaigns are designed like television series. What follows is an M.A.F. campaign laid out like the first season of a television series, from pilot mini-series to climactic finale. Later campaigns could continue this storyline using a new enemy, or feature an entirely new group of heroes. Regardless, the relative level of the new heroes should be the same as where the previous group left off. The later seasons of an anime series usually feature an escalation in the action as more powerful threats appear to challenge more capable heroes.

An episodic series is guided by a story arc that carries it from beginning to end in a natural progression. Episodes alternate between those that serve this arc, those that provide spotlight for individual characters, and those that can stand alone. The Mecha Assault Force “series” is laid out in this same way. Roughly half the episodes deal with the M.A.F. opposing the ever more dangerous machinations of Ogre. The other half mostly deals with characters of a particular archetype or (if that archetype is not in the group) of a particular role. And of course every episode features a battle between giant robots and giant monsters.

Note that some episodes may be shorter than a single session, while others may stretch over multiple sessions.

CAMPAIGN SECRETS

There are a number of secrets to uncover in this campaign. Some things happen in the world of “Mecha vs. Kaiju” that are beyond the hero’s ability to effect, at least at first. Other things happen in secret. Still others occurred before the heroes even joined the M.A.F. In order to pace the campaign and prepare for the appropriate moment to reveal these secrets, it is vital for the Narrator to keep these key points in mind.

The Insidious Plot of the Ninja Master: Rei Asukawa knows that he has lost the favor of his Oni masters. They no longer trust him and his ninja minions to deliver the nation of Japan to them. It is this reason that they have restored those of the Ogre bloodline to power. If he is to win back the trust of his devilish masters he must show them he can deliver what they need: the souls of the Japanese.

His first tool is the various control mechanisms used to guide the kaiju to Japan. He uses these to destabilize the nation and to make the citizens doubt their faith in the kami spirits that are supposed to protect them. If enough people lose faith in traditional religion they will turn to his second tool of control.

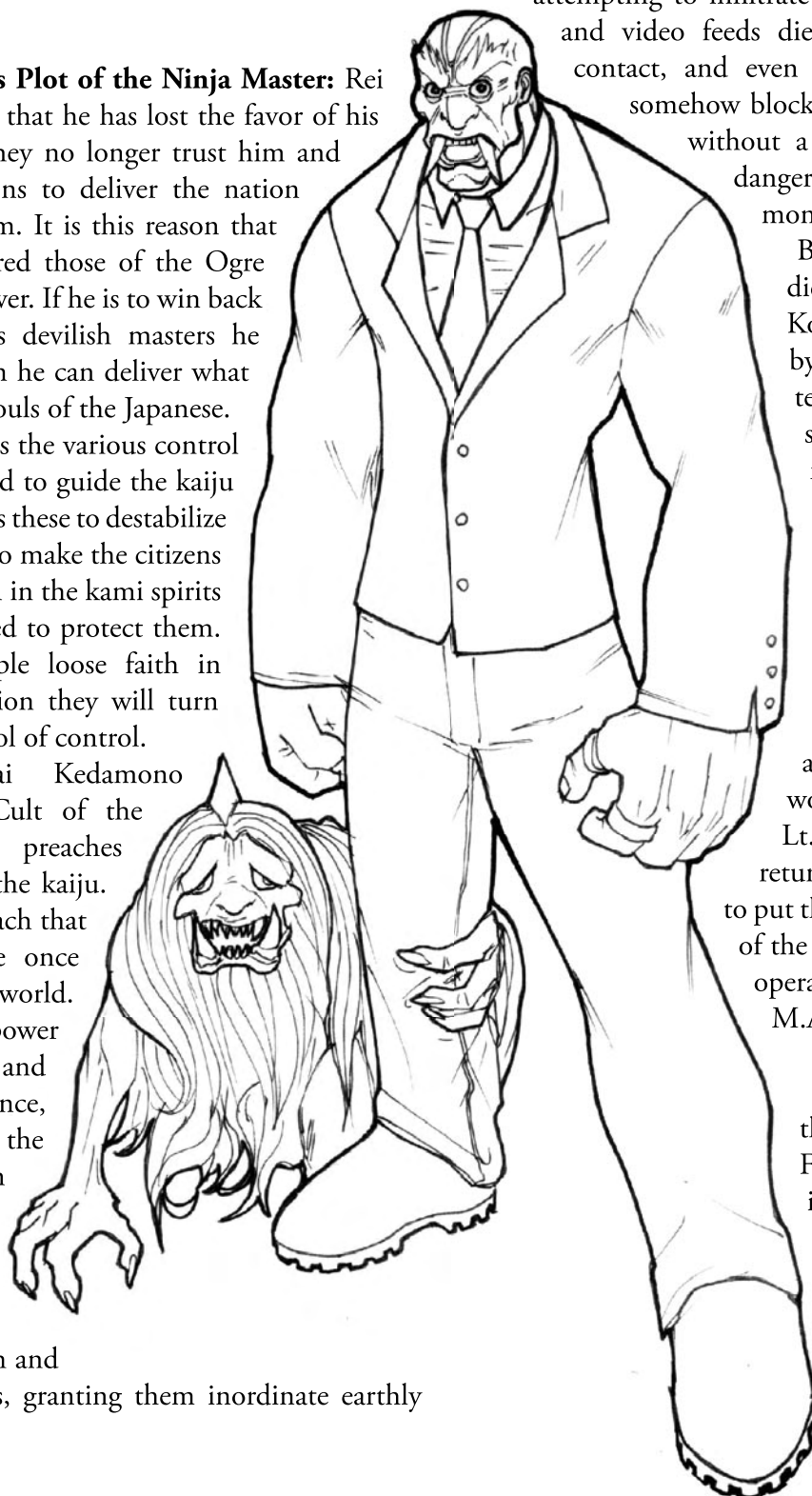
The “Suuhai Kedamono Tenshu,” or “Cult of the Beast Gods,” preaches the divinity of the kaiju. Secretly, they teach that the Ogres were once masters of the world. Using the power of the oni, and modern science, they transform the faithful who can afford it into the semblance of ogres, with prodigious physical strength and magical artifacts, granting them inordinate earthly power.

The final step in the cultist’s transformation is to pledge themselves, body and soul, to the Oni. In this way Rei Asukawa plans to win back the favor of his masters – one soul at a time.

The Fate of Strike Force Ichi-Ban: Nobody in Japan knows what really happened on that fateful night when Strike force Ichi-Ban, the preeminent mecha pilots in the world, disappeared while attempting to infiltrate North Korea. Audio and video feeds died, spy satellites lost contact, and even magical scrying was somehow blocked. They disappeared without a trace, leaving Japan dangerously exposed for months.

But the team did not die. Captured by North Koreans, imprisoned by the True Ogres, the team broke under the strain of physical and magical torture. Now they work against Japan and the Mecha Assault Force, using their knowledge to further the cause of the True Ogres. While Capt. Fujima and Sgt. Watanabe work in North Korea, Lt. Ace Kasuragi has returned home in disguise to put the most insidious part of the True Ogre’s plan into operation: subverting the M.A.F. from within.

The Mole: When the Mecha Assault Force brought together its best crop of pilot candidates, they were beset by ninjas and almost killed. Somebody revealed the plans for that secret rendezvous



to a hidden enemy, and nearly ruined Japan's hope for security. Such an action would normally be treason, except that the mole within the M.A.F. acts out of love and misplaced patriotism.

One month ago Lt. Jasmine Kasuragi found her brother waiting for her in her apartment. He apologized for his disappearance, but claimed he was acting under orders. Using documents forged by Ogre sympathizers within the Japanese Self-Defense Force, Ace Kasuragi convinced his sister he was a deep cover operative searching for a mole within the M.A.F. He needed her help to find the traitor, and she happily volunteered to help. After all, he was her brother.

Ever since then Jasmine has been feeding Ace information about the M.A.F.'s operations. The fact that their activities seem to be disrupted with growing regularity only serves to further convince Jasmine that her brother is right, and that there is a spy in the force.

CAMPAIGN STRUCTURE

The "Mecha Assault Force" campaign is structured like a TV series. Each adventure is an "episode" in this series. Some are "story arc" episodes that tie directly into the greater mysteries of the campaign. Others are single "stand-alone" episodes that serve to show new and different aspects of the MvK world. Still others are "spotlight" episodes that give individual characters a chance to become the central part of an episode.

By varying these kinds of episodes, the Narrator can create an ever-evolving campaign that will constantly keep the heroes guessing about what is going to happen next session. What follows is a simple breakdown of an M.A.F. campaign. Each adventure episode is an adventure seed that can be developed into a complete adventure. The seeds describe how each adventure ties into the overall plot of the M.A.F. campaign.

EPISODES 1-4

The initial story arc in the M.A.F. series is outlined above and introduces the new heroes of the campaign to the threats and conspiracies of the Mecha vs. Kaiju universe. Heroes will be 3rd level by the end of this first arc.

EPISODES 5-8

This arc gives the heroes more insight into the main conflicts of the campaign: the Ninja, the True Ogres, and the spiritual threat of the Oni.

Episode 5: "Deadliest" (arc) The female ninja from the first episodes returns to spy on the new MAF pilots. She focuses on one pilot in particular, smitten by his attitude or good looks. During a kaiju attack she targets him in his mecha with rockets and tries to lead him to a mined area. She will not have the heart to kill him if given the chance, however, and this will infuriate her.

Episode 6: "Spirit" (Spotlight Psychic Adept) Every day a homeless girl walks along the front gate of the MAF base looking for food, and often kicking a stone. The girl is a vicious young Ogre ninja, and the stone is a small kami that spies on the gate of the M.A.F. bases. She lives at a nearby rock quarry where she has bewitched the kami of the place. The psychic adept will feel a pull towards this girl, but will be unable to break the girl's hold on the kami. In the limited space of the quarry only power armor will give the heroes the edge they need to defeat the huge stone kami. Heroes gain one level after this episode.

Episode 7: "Haze" (Spotlight Yusha (hero) archetype or physically skilled Expert) Wildfires in the outlying areas have engulfed Tokyo in a near-lethal haze. Friends of the spotlight character are lost outside the city and in danger. When the heroes are out in the haze the ninjas attack, with a powerful lieutenant threatening the friends. The wildfires are only a cover for a kaiju using fire and poison.

Episode 8: "Ogre Eyes" (Arc) A government official that provides oversight for the M.A.F. is missing, and the heroes investigate as a sign of good will. The official belonged to a religious group called the "Cult of the Beast Gods," a very unusual thing to do for a politician involved in the defense of Japan against the kaiju. Strange chemicals are found in his coffee cup and the food in his house. These are alchemical potions created by Mahout Sakai, who dominated the official and had him transfer valuable data to the "Deadliest" female ninja. Both women are watching the heroes now. Some of them may recognize the Deadliest, who will closely guard the

object of her obsession and ensure nothing happens to him until *she* chooses it to. They may also notice several women in parasols tailing them. They are all Sakai, using her illusion power to disguise her appearance, but always carrying her trademark parasol. When they get too close to the Cult a flying kaiju will swoop in and distract the team. Heroes gain one level after this episode.

EPISODES 9-13

The players come into their own as heroes both in and out of the mecha cockpit. Light is shed on the mystery of the Ogre conspiracy, as the insidious evil of the ninja draws closer to the group.

Episode 9: “Regret” (Arc) While following up on the “Cult of the Beast Gods” the heroes discover that many of their members have disappeared from sight, quitting jobs and saying goodbye to their families. They discover one such member called her family in hysterics, begging for help. When they find her she is in hiding, horribly deformed and mentally unhinged. In her babbling delirium she drops important clues to the Ogre plot; nothing clear, but enough to whet the heroes’ curiosity. The Deadliest ninja returns, this time with a group of ogres – one for each hero. They fight (with the Deadliest trying to overcome the female ninja, while another group of ninja take the deformed girl away). Whether the heroes rescue her or not, she is in no condition to give them anything more than vague hints about what is happening.

Episode 10: “Restless” (Spotlight Shinto Adept) A kaiju battle near a temple causes unrest in the spirit world. The heroes assist the team’s adept with restoring the temple, but while they work restless spirits and hungry ghosts emerge to attack. While the non-magical heroes fight the animated furniture, the adepts work to calm the restless spirits. It becomes clear that the spirits become upset when kaiju are near.

Episode 11: “Body Shop” (Arc) Using captured information and divination by the Mikos, M.A.F. intelligence has discovered what they believe is the transformation facility, where loyal members of the “Cult of the Beast Gods” are turned into powerful ogres. The heroes infiltrate with an eye to destroying

the facility.

They discover wards filled with caged and bound people, horribly mutated. They find evidence that only one in five people that undergo the procedure can make the transition. Others are hideous freaks that die outright. They may find evidence that the building is owned (through many fronts) by Rei Asukawa.

As they explore Tenma arrives, having just discovered the facility himself. He plans to destroy the building and all the subjects within, as payment for Asukawa’s attempt to subvert the True Ogre’s place in the favor of the Oni. The group’s battle against Tenma will be their first taste of the true threat of the Ogre organization.

Episode 12: “The Girl/The Boy” (Spotlight on any character) A beautiful girl/handsome boy takes an interest in one of the team members. Their gift to the hero, a silver bracelet, causes bad luck (-2 on all checks). It turns out the person has family members in the Cult of the Beast Gods. Gen. Geretsu sees them as a security risk and forbids the hero from seeing them anymore. Though the Boy/Girl is innocent, their uncle is a 2nd generation Ogre ninja who has lured that side of the family into the Cult. Depending on how the hero plays this they may have a valuable window into the secretive world of the Cult. Heroes gain one level after this episode.

Episode 13: “The Island” (stand-alone) A fishing village in the south reports kaiju activity in the waters. With memories of the Undersea Shogunate of Mu still alive in some of the islanders, the MAF is dispatched to investigate. Many of the villagers try and convince the heroes that those seeing the kaiju are mad. They are actually Ogre ninjas trying desperately to disguise the existence of a ninja training camp on the island. The kaiju attacks the island and threatens to destroy the training camp, along with evidence they can use to uncover the activities of the Ogres.

EPISODES 14-19

Investigating heroes have uncovered the ninja’s plots, as well as suggestions of the greater Oni threat. Now they must find out as much as they can in the time they have, while evading the threats that grow ever closer.

Episode 14: Arc – “Undercover” (arc) Tired of merely stumbling on information, MAF intelligence is sending the heroes undercover to infiltrate an Ogre-controlled Mah Jong parlor. Each hero takes a cover identity as small time hoods, patrons, newly hired waitresses and busboys, etc. They realize that the Ogres have taken over many of the criminal activities of the Yakuza, as well as hidden passages that honeycomb Tokyo, allowing the ninjas to infiltrate every corner of society. The team realizes how deeply Ogre influence goes. Here they may also find further ties with Rei Asukawa.

Episode 15: “Old Guard” (stand-alone) The hero’s mecha has been fitted with co-pilot seats in preparation for an accelerated pilot-readiness program. At the same time the heroes meet a group of three old men, the remaining original crew of Senkanbuku, the first piloted mecha. They ask if they can get a tour of the new base, and spend time reminiscing with Prof. Rampo. A kaiju attacks, but three of the mecha are not yet ready: they’re systems are not all slaved to a single pilot chair, and they will need co-pilots to fully function. The three old guard must serve as co-pilots. A good choice for which hero gets which co-pilot would be the one that most respects the old guard, the one that most dislikes the old guard, and a female character that one of the old guard has made lewd and suggestive remarks to all game. It would be extra fitting to have one of them die heroically in the battle, sacrificing his life to save one of the young heroes.

Episode 16: “Bloodsport” (Spotlight on Lt. Kasuragi) Kasuragi has

been extra irritable lately, almost violent. At the same time the heroes hear that an experimental “super-soldier” formula has been stolen from the base. Usage of this formula would cause irritability and violent outbursts, making Lt. Kasuragi the prime suspect.

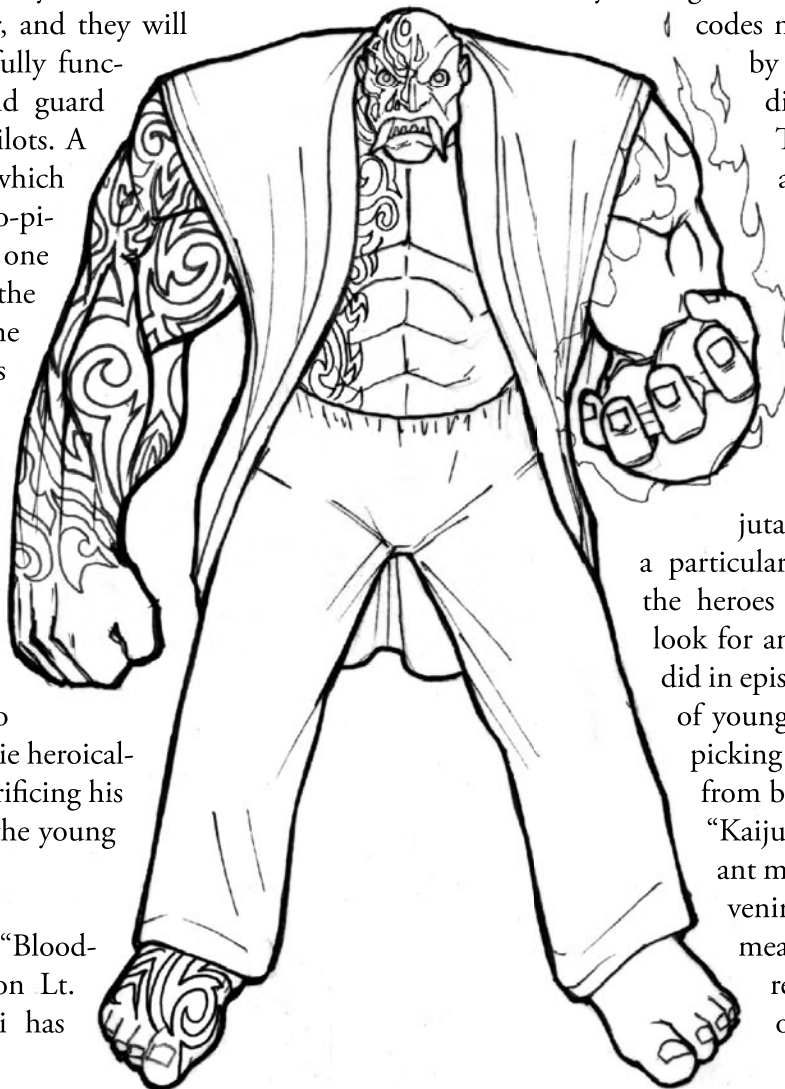
The heroes follow her to a seedy part of an outlying industrial park where a high-powered ultimate fighting cage match ring has set up business. Kasuragi has been secretly fighting in these matches for months, ever since her brother died. When confronted, Kasuragi will tell them that she has permission to test the formula, so she would have no reason to steal it.

The star attraction of the arena are the “monster matches” arranged by the arena master, Ougon Jutsu. Unknown to the combatants, he is spicing up the matches with minor oni, and using the blood spilled in the arena for magical rituals performed in his temple beneath the cage.

Kasuragi suspects someone in the fighting group may have found a way onto the base. Together they find the person that snuck onto the base, and discover that they were given the uniforms, passes, and

codes needed to enter the base by an inside person they did not know: a mole. The story climaxes with a knockdown dragout between the heroes and Kasuragi against the warriors and spectators of the match. Heroes gain one level after this episode.

Episode 17: “Kaijutaku” (stand-alone) After a particularly difficult kaiju battle the heroes are sent to the site to look for anything unusual, as they did in episode 3. They find a group of young men inside the cordon picking through the rubble. Far from being dangerous, they are “Kaijutaku,” super fans of giant monsters, looking for souvenirs of the battle, taking measurements, and writing reports they will post online. They spend time



critiquing the team on their performance and giving them pointers. A heavily armored kaiju attacks and the heroes hurry back to base. Their weapons have little effect on the monster, but the otaku have an idea. Risking their lives and rushing into the battle zone, they point out the creature's weak point just in the nick of time.

Episode 18: "Poison" (Spotlight on any) The existence of a mole in the MAF becomes clear as one of the heroes is poisoned while on the base. A lockdown follows, as the search for the mole begins. The poisoned hero gets weaker and people become nervous, pointing fingers at those for whom they have personal grudges. As tensions reach a peak a massive kaiju incursion begins and all heroes must take to their mecha, including the poisoned hero. It's a knockdown drag-out, as each hero must fight one-on-one with a kaiju.

Episode 19: "Endurance" (stand-alone) The heroes have been fighting nearly non-stop, with almost daily incursions by kaiju. Their mecha is showing wear and tear, their nerves are frayed, and everything they dislike about each other should be emphasized. Heroes should play their vices very strongly here.

In the midst of this the Prime Minister is paying a visit and Gen. Geretsu wants everything in top condition. The Deadliest ninja returns to the object of her obsession, warning that an attack is imminent. She tells him there are factions within Ogre, and even different breeds of Ogre. All worship the Oni, but they do not all work together. Her master would love to see the coming attack fail.

Impatient to destroy the MAF the True Ogres attack the base, masking their approach with magic. The heroes must first fight the ogres hand to hand, and then fight the kaiju they unleash upon the base. Victory here will reveal important intelligence about the Ogre organization, and point the finger at Rei Asukawa, much to the horror of the Prime Minister, who has taken many campaign contributions to the upstanding citizen.

EPISODES 20-24

The final mysteries are revealed as the heroes face the true enemy and fight against treachery and overwhelming odds to stop the Ogres and save Japan from an apocalyptic end.

Episode 20: "Citadel" (Arc) The episode begins with an all-out attack on the True Ogre temple. The remaining name ogres lead the resistance against the heroes in Power Armor. When the smoke clears not only are the heroes victorious, but they have acquired critical intelligence: Strikeforce Ichi-ban is alive, and being held on an island in the Pacific Ocean.

This greatly confuses Lt. Kasuragi, who believes that Ichi-ban has been working secretly against Ogre. If this is true then revealing the truth would blow their cover. If it is not true, and she has somehow been tricked, then *she* is the very mole feeding information about the MAF to the enemy. She convinces Gen. Geretsu to allow her to join the heroes on their rescue mission.

The heroes fly to the island, fighting swimming and flying kaiju to get to there. After struggling through waves of monsters they finally reach the prison camp, only to find Strikeforce Ichi-ban free, in their mecha, and ready to fight.

Episode 21: "Brother Battle" (Arc) Under the influence of Ogre mind control, MAF Strikeforce Ichi-Ban battles the heroes. The challenge is great: defeat the best mecha pilots in the world, with the most advanced weapons, without killing them, then get them off an island swarming with kaiju. Heroes gain one level after this episode.

Episode 22: "Downfall" (Arc) Using evidence uncovered in their previous missions, the MAF begins raiding "Cult of the Beast God" temples, freezing their assets, and openly attacking Ogre strongholds. They battle many ninjas, but Rei Asukawa is nowhere to be found. The Deadliest returns, leading a host of 3rd generation Ogre ninja, saying she knows where her master is, but will not tell unless she is defeated in combat. She can no longer live with the pain of both loving the hero and serving her master, and will die from her wounds after revealing what she knows.

Episode 23: "Kaiju Apocalypse" (Arc Finale) Rei Asukawa uses the numerous kaiju control systems to summon an army of monsters to Tokyo. He plans to sacrifice the city to his Oni masters, and only the MAF stands in his way.

APPENDIX

The following section presents an alternate point-based character creation method that can be used in lieu of the normal system found in the *True20 Adventure Roleplaying* game book.

CLASSLESS TRUE20

The character classes in the *True20 Adventure Roleplaying* game book already allow for extreme versatility, but nonetheless some Narrators may still wish to transcend the system of classes entirely. For these Narrators, the following system is offered, allowing a hero to advance as she chooses using earned Development Points rather than adhering to the framework of levels.

Each hero receives 10 ability score points, 4 feats, and 3 points of Conviction, as normal. If desired, one or more powers may be chosen in place of feats. At the time of character creation, the character's maximum Conviction is also 3. Choose one of the existing Core Abilities for the hero, or at the Narrator's option, a new Core Ability may be available. Then, the hero's player receives **5 Creation Points**, which may be spent as described below. Unspent Creation Points are lost after hero creation. These expenditures may be restricted as per TABLE: Level Limits, on page 120.

CREATION POINT COSTS FOR HERO CREATION

The following attributes cost *one* Creation Point:

- +1 to Power Rank
- +1 to Reputation
- +1 to a Saving Throw
- 4 + Intelligent score starting skills

The following attribute costs *two* Creation Points:

- +1 Combat Bonus
- 8 + Intelligent score starting skills

DEVELOPMENT POINTS

Development Points represent growth after hero creation, and are tracked completely separately from Creation Points. The Narrator awards heroes a Development Point whenever he or she wishes,

but almost always at the end of an adventure. Development Point awards usually range from 2 to 5 per adventure. The normal height of character development is attained at 95 Development Points, and a hero should reach this point in about 20 to 40 adventures. These expenditures may be restricted as per TABLE: Level Limits, on page 120.

DEVELOPMENT POINT COSTS FOR ADVANCEMENT

The following attributes cost one Development Point:

- +1 to any Saving Throw
- +1 to Combat Bonus
- +1 to Power Rank
- +1 to Reputation
- 4 + Int score skill ranks

The following attributes cost five Development Points:

- +1 to any ability score

LEVEL

A newly created character is considered 1st level, as normal. For every 5 Development Points a hero receives, she increases her level by one. When a level increases, a character gains the following:

- A number of skill ranks equal to her Intelligence. If the hero has negative Intelligence, add her Intelligence penalty to the number of skill ranks gained the next time she spends a Development Point to gain skill ranks; the penalty cannot reduce the number of skills gained to less than 1.
- A new feat. Characters with a power rank of at least 1 can choose to gain a power instead of a feat.
- If the level attained is an odd number, the character gains a point of Conviction and raises her maximum Conviction by 1.

In most games, Level limits how high you can raise certain traits, as shown in the following table.

SKILL BONUS BENCHMARKS:

When the character reaches the following benchmarks, her practice and honing of skills has reached such a pinnacle that one of her ability scores

TABLE: Level Limits

Level	Max. Save/Conviction	Max. Combat/Power Rank	Max. Skill Rank	Max. Rep*
1	3	1	4	1
2	3	2	5	1
3	4	3	6	1
4	4	4	7	2
5	5	5	8	2
6	5	6	9	2
7	6	7	10	2
8	6	8	11	3
9	7	9	12	3
10	7	10	13	3
11	8	11	14	3
12	8	12	15	4
13	9	13	16	4
14	9	14	17	4
15	10	15	18	4
16	10	16	19	5
17	11	17	20	5
18	11	18	21	5
19	12	19	22	5
20	12	20	23	6

*Maximum Reputation does not limit Reputation gained from feats.

increases, as well:

- 70 ranks in skills (not including those gained from Intelligence) = +1 to any ability score
- 120 ranks in skills (not including those gained from Intelligence) = another +1 to any ability score
- 170 ranks in skills (not including those gained from Intelligence) = another +1 to any ability score

VARIANT: NO LEVEL LIMITS

In this variant, the Level Limits table is not used. A hero's capabilities can be improved whenever and however she wishes, so long as she spends the appropriate number of Development Points. Level just becomes a helpful abstraction which guides the Narrator in making his or her adventures appropriately challenging. This variant must be chosen carefully, and the Narrator remains the final authority on how Development Points may be spent. Without a proper sense of balance guiding players and Narrator, a hero could exist who, at the equivalent of 20th level, has no Saving Throws, no skills, and a combat bonus of +48. Unless this sort of thing is desirable in the context of an individual game, Narrator discretion is advised.

VARIANT: UNLIMITED CREATION

In a less extreme variant, Level Limits are applied to Development Points, but not to the Creation Points spent at 1st level. Development Points cannot be spent to raise any trait above the listed Level Limit, even if the trait already exceeds that limit. This variant is useful to help heroes survive the early levels, which some Narrators find to be a concern in certain types of games, and it also creates a clear picture of the hero's aptitudes, talents and uniqueness early in the game.