

ATOMIC SOCK MONKEY PRESS



THE TURTLEZILLA DOSSIER

by Chad Underkoffler

PDQ System Design: Chad Underkoffler

ASMP Logo & Original Turtlezilla Illustration: Greg Holkan

Thanks to Andrew Byers & the Widget & Zoom Junior Associates (Tom "Flyboy" Schoene, Julie "Doctor El" Young, and Jon "Jon Doe" Zeigler).

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INTRODUCTION

Turtlezilla is the example *kaiju* – a giant monster akin to Godzilla, Mothra, or Gamera – of the *Truth & Justice* role-playing game. (*Kaiju* is Japanese for "mysterious creature" – a phrase which perfectly sums up our titanic shelled friend.)

This short *T&J* supplement – *The Turtlezilla Dossier* – includes in-game factoids about the creature (indeed, pages 2 and 3 can be handed out to interested players) and a GM-only section containing information for further research, ideas on how to use Turtlezilla effectively in a campaign, three alternate write-ups for the beast, and an actual play report on how Turtlezilla was used in my personal playtest sessions of *Truth & Justice*.

Enjoy, and thanks for a super first year of release for *Truth & Justice*!

Thirteen Ways of Looking at Kaiju

by Chad Underkoffler; © 2005

I.
Among twenty downtown buildings,
The only moving thing
Was the head of the kaiju.

II.
I was of three minds,
Like a volcano
In which sleep three kaiju.

III.
The kaiju screamed in rage,
It was a small part of the morality play.

IV.
A plane and a tank are one.
A plane and a tank and a kaiju
Are one (eventually).

V.
I do not know which to prefer,
The beauty of crushings,
Or the beauty of crumbings,
The kaiju's atomic fire breath,
Or the disintegration effect after.

VI.
Smoke hid the long window
With a teasing curtain.
The shadow of the kaiju
Barely flickered through it.
The mood
Painted in the shadow
An incredible rage.

VII.
O thin men of Science,
Why do you imagine miracles of technology?
Do you not see how the kaiju
Wades through the center
Of the town around you?

VIII.
I know quality acting
And luscious special effects;
But I know, too
That the kaiju movie has neither,
And that's okay.

IX.
When the kaiju stomped into the ocean,
It marked the end
Of one of many films.

X.
At the sight of kaiju
Fighting in a rubber suit,
Even the critic's critic
Would get more popcorn.

XI.
He rode over Tokyo
In a steel bird.
Once, a fear pierced him,
In that he mistook
The flash of lightning
For kaiju atomic fire death.

XII.
The high tension wires are spitting,
The kaiju must be stomping.

XIII.
It was night all day.
They were bombing
And they were going to bomb.
The kaiju ignored this
And kicked down City Hall.



EXPOSITION: WHAT IS KNOWN ABOUT TURTLEZILLA?



This dossier contains all of the information that the world at large has on Turtlezilla:

TURTLEZILLA'S ABILITIES

Suddenly appears and disappears (may be invisibility or teleportation); gigantic size (50' to 275' tall); extremely resilient to damage; super-strong; fires coherent energy beams from its eyes; high-speed swimming (assumed).

Appears and disappears in seconds. Through an unknown agency, Turtlezilla can appear or disappear within seconds. Super-speed sweeps of the last known position of the creature on several occasions hint that it may not be turning invisible. An anti-teleport field erected around Perth during the creature's attack there did not stop it as was erroneously reported in the media; later examination

of the device indicated that it had overloaded in some fashion. The evidence is still out on whether this is due to Turtlezilla's teleport power overwhelming the gadget, or just a simple malfunction.

Unknown if it is a single creature or multiple similar creatures. Some experts believe that there is more than one Turtlezilla. Each time (a) Turtlezilla is sighted, it seems to be a different size (determined from photographic reference to existing structures). The Turtlezilla that attacked New York City was 150' tall, while the one that rampaged through Rome was only 50', and the entity that struck Seoul was 275'. Other experts hold that there is only one Turtlezilla, citing identical scale patterns and – less convincingly – "scar patterns" from wounds received in battle. The photographic evidence of such "scar patterns" is quite vague, and open to interpretation.

Extremely strong and durable. The creature is unharmed by most conventional weaponry, easily shrugging off bullets, rocket-launched grenades, tank rounds, and missiles. Furthermore, Turtlezilla is immensely strong, able to easily crush concrete, lift tractor trailers, or tip over buildings almost without effort.

Appearance coincides with (some sources claim "is preceded by") notable communications system outages. When Turtlezilla shows up, cell phones lose signal, wireless computers drop off their networks, landline telephone systems are overwhelmed by mysterious traffic, and broadcast technologies (especially those developed by the CommSix multicorp) suffer intense static. One scientist compares the effect to heavy sunspot activity. However, according to reputable tests, Turtlezilla appears to passively emit no form of radiation or energy. For example, Geiger counters do not react to the creature, and photographic film of pictures taken within arm's length of it show no signs fogging, which would seem to count radiation out.

May seek out specific targets. Some sources claim that Turtlezilla selects particular buildings or vehicles to destroy (by stepping on them, crushing them, or lasering them) and appears to make an attempt to avoid collateral damage. Unfortunately, given the creature's size and the chaos it seems to evoke in citizens, some mishaps occur.

Possibly a human-level intellect (or otherwise controlled by one). Turtlezilla appears to respond intelligently to



situations it encounters, and hasn't yet fallen for tricks that a "dumb beast" would.

Resistant to psionic energies. Turtlezilla also seems to have some form of "psychic cloaking" – possibly related to its ability to appear and disappear without trace. Precognitives have rarely had luck pinpointing the creature's future whereabouts or participation in an event. For example, no one foresaw its first attack on NYC, nor its attack on Rome, at all. The destruction in Toliara was foreseen, but not the creature's involvement. Lastly, according to psychics, Turtlezilla was supposed to have destroyed a large swath of Montevideo, but didn't.

TZ SIGHTINGS & ACTIVITIES

1 Year Ago: New York City, New York, USA; TZ destroyed several gentrified buildings near the South Side Seaport; vaporized an unknown pleasure yacht and batted a helicopter out of the sky in a *35 minute* rampage. Local superhero *Mr. Victory* arrived just as Turtlezilla disappeared.

9 Months Ago: Toliara, Madagascar; TZ leveled a number of multi-national corporation buildings in this harbor city, including branch offices of *CommSix Corporation*, *Eschenbach-White-Rhodon, Inc.*, and *SR Weiss* – despite resistance from heavily armed multicorp security services. Minimal damage done to the creature. After seventy-four minutes of *destruction*, simply vanished. Also created a firebreak around a nearby Catholic church, *Immaculate Conception*.

6 Months, 1 week Ago: Rome, Italy; TZ emerged from the Fiume Tevere near the Ponte Garibaldi, and vaporized a newly-refurbished apartment building, returned to the river, and disappeared. Harmed but undaunted by superpowered attacks by local *supervillain (?) Spada Ardente*. Elapsed time, *13 minutes*.

NOTE: Rome is *20 kilometers* from the Mediterranean, the second farthest distance away from an ocean that Turtlezilla has been sighted.

5 Months, Two Weeks Ago: Trondheim, Norway; TZ erupted from the Norwegian Sea to *physically* smash a single lab building on the Gløshaugen campus of the Norwegian University of Science and Technology (NTNU). Turtlezilla's laser eyes only struck multicorp or military units responding to the scene. Using a potent unknown weapon, a *Koando Microtech* security team actually broke off a fragment of the creature's carapace and caused laceration of Turtlezilla's neck area. Koando unit summarily flattened at that point; the *shell fragment* and most of the *blood and tissue samples* collected at the scene have mysteriously vanished (rumor has it that these items have been the

causes many recent multicorp "shadow wars"). Continued to bleed until building was demolished; left immediately for the ocean. Elapsed time, *52 minutes*.

3 Months, 3 Weeks Ago: Perth, Australia; TZ came ashore from Perth Water, but was stopped by visiting superheroine *Ultrawoman*. Attempted to evade her; blocked. Tried to push past her; matched with strength. Fired laser beams at city center. After *10 minutes* of this, TZ made some sort of vocalization, then the Swan Bells Tower exploded (responsibility later claimed by the Sacred Ghosts terrorist group). The creature vanished sometime after the explosion.

9 Weeks Ago: Montevideo, Uruguay; TZ sat motionless one mile offshore in the Rio de La Plata, and gazed intently at the city for *2 hours*, then vanished.

Last Month: Seoul, Korea; as in Trondheim, TZ came out of the Han River to *physically* destroy the Hotel Shilla; the creature's lasers were only used against multicorp, military, and superhuman forces. Local superhero *Hwarang* was able to drive the beast off after *27 minutes* of battle and 45 million dollars of damage to the city and the hotel.

NOTE: Seoul is *60 kilometers* from the Yellow Sea, the farthest distance away from an ocean that Turtlezilla has been sighted.

TURTLEZILLA THEORIES

In the absence of solid evidence, here are some theories that various individuals hold about Turtlezilla (there is no guarantee that *any* of these are true):

WHAT – OR WHO – IS TURTLEZILLA?

1. Supercharged Animal
2. Escaped Multicorp Experimental Subject
3. Giant Robot or Machine
4. Superhuman
5. Manifestation of a superhuman's Power
6. Prehistoric monster
7. Alien Invader
8. Mystic Guardian of Oceans and Rivers
9. The Angel of the Turtles/Sacred Totem

WHY DOES TURTLEZILLA ATTACK (OR NOT)?

1. Attacking multicorps involved in pollution of the oceans.
2. Attacking radioactive materials.
3. Seeking out and destroying specific political targets.
4. Attracting a certain "flavor" of psychic energy.



GM'S EYES ONLY!

This section contains information useful to GMs who will be using Turtlezilla in their *Truth & Justice* campaigns.

FURTHER RESEARCH: THE TERRIBLE SECRET(S) OF TURTLEZILLA

Here are some publicly-known things that may have happened in the campaign world in the 12 to 18 months before Turtlezilla's first appearance. Researching characters may (rightly or wrongly) think that some or all of these events led to its creation. (GMs should feel free to add or delete more clues or red herrings to this list as necessary.)

- ◆ **18 Months Ago:** Meteor strikes China Sea, causes mild tsunami damage to a 100 mile stretch of coast.
- ◆ **17 Months, 1 Week Ago:** EWR container ship transporting radioactive materials sinks in southern Atlantic due to storm damage.
- ◆ **16 Months, 3 Weeks Ago:** The Red Gamma fire team of Power Platoon intercepts a heavily-armed Sacred Ghost supertransport off of Pearl Harbor, Hawaii. In a protracted and deadly firefight, the ship is destroyed, but not without losses – only one member of Red Gamma survived. The wreckage of the Sacred Ghost ship is known to have drifted through waters frequented by hawksbill sea turtles.
- ◆ **15 Months Ago:** Lionheart CEO Brant Richard's private shuttle breaks up in orbit; majority of pieces fall into Indian Ocean.
- ◆ **14 Months, 2 Weeks Ago:** Renowned freelance super-consultant psychic Joy Accord begins to speak of "the Coming of the Turtle God." While she's had limited success in consistent or detailed visions of Turtlezilla, she seems to believe that the beast – she calls it "he" – is, in a mystic sense, something more than just another superpowered person or thing. Also, since her first vision, she has consistently leapt to the defense of the

creature, regarding it with affection. (Some people believe too much affection.)

- ◆ **13 Months, 3 Weeks Ago:** Multi-national corporation SR Weiss's Antarctic research base is "mysteriously depopulated" – sixty-three people vanished, seemingly in the middle of whatever they were doing. The only clue yet discovered is a frozen sea turtle found in the main laboratory area.
- ◆ **12 Months Ago:** Several partially eaten giant squids wash up on the shores of Japan; huge bites have been taken out of them that – upon investigation – match those of a gigantic turtle.

USING TURTLEZILLA EFFECTIVELY

Here follows some ideas on how to tweak Turtlezilla for use in their campaigns, basing the discussion on the three core settings used in the *T&J* core book.

IN SECOND-STRING SUPERS (CHAPTER 7)

A rampaging Turtlezilla would certainly be a big (heh) challenge for a group of second-stringers suddenly thrust into picking up the slack while the Big Name Superheroes are off doing whatever it is they're doing. In this sort of setting, a kaiju attack is somewhere between a supervillain and a natural disaster in terms of threat level.

The suggestions for running *Second-String Supers* games (see *T&J*, p. 91) can be applied admirably to a Turtlezilla incursion. *Animated Style* ("Limited detail for maximum motion") is very similar to the plotting, acting, and special effects of Godzilla-type movies: yes, it's easy to tell that Godzilla is really a guy in a rubber suit and the city is made of cardboard, but that's just a placeholder for the Godzilla and the destruction he wreaks that gets painted in your mind. *Popular Opinion* will have a strong effect on how the heroes react to Turtlezilla when he comes ashore – not to mention the even more important aftermath of a visit by the kaiju. The way heroes have dealt with similar threats in the past (if ever), in addition to the manner in which the second-stringers handle *this* one, could make or break them in the eyes



of the citizens they're striving to protect. And Episodic Nature works well – "this is the issue/episode where Turtlezilla attacks." However, GMs should not overlook the opportunity to take advantage of Turtlezilla as a subplot element – perhaps, at heart, the big TZ is just a gentle giant, misunderstood by the puny humans. (See *Turtlezilla Prime*, p. 7, for a good base for such a subplot.)

IN SUPERCORPS (CHAPTER 8)

WIDGET & ZOOM, LLP

PROJECT IDENTIFIER: TAGGING TURTLEZILLA

PROJECT LEAD: Theodore Papadopoulos, *Octopopolos*.

THE PROJECT TEASER: City University wants us to track down Turtlezilla and place a scientific package on his shell. Tag and release.

(*Truth & Justice*, Chapter 8, First Staff Meeting Agenda, p. 104)

The *SuperCorps* setting has a few more options for using Turtlezilla, in addition to those mentioned above. The abilities and nature of the kaiju critter imply a wealth of scientific or meta/para-scientific knowledge just waiting to be discovered (and exploited commercially by the multicorps). Furthermore, Turtlezilla can be tied directly, indirectly, or in opposition to terrorist activities, multicorp activities, or ecological concerns. Lastly, there's a ready-made linkage for PCs to get involved with the creature since it's listed as one of the possible projects on the Widget & Zoom agenda (see textbox above).

GMs can easily integrate Turtlezilla attacks with the suggestions for running *SuperCorps* games (see *T&J*, p. 100). If dealing with a giant monster running amuck through Miami isn't an *Impossible Task* (and thus great super-consultancy fodder), Lord only knows what is. *Corporate Resources* and *Corporate Ethics* will come up if a PCs' organization takes an interest in taking TZ apart to see what makes him tick, putting him in a safe refuge (a kaiju-zoo?), or releasing him from the captivity of another

multicorp. *Hired Guns & Subcontractors* can be used as support (especially detection and travel to hot zone purposes).

NOTE: See also *Turtlezilla Actual Play*, p. 8.

SOMEONE SET US UP THE TAG

The bare minimum capabilities that any scientific package attached to Turtlezilla should include:

- ◆ GPS transmitter.
- ◆ Waterproof construction.
- ◆ Rugged construction.
- ◆ Strong/permanent adhesion or other attachment to scale or shell.

Other handy optional capabilities for a TZ Tag might include, but are not limited to:

- ◆ Camera/audio feed.
- ◆ Biosampler (to take skin, blood, cell samples).
- ◆ Mobility (crawling around on the shell).
- ◆ Remote operation.
- ◆ Superpower scanner.
- ◆ Chemical testing laboratory package.
- ◆ Spectrographic analyzer.

W&Z PROJECT ISSUES TO RESOLVE

Here are some of the issues that the PCs will need to resolve to fully satisfy the needs of any tagging project:

- ◆ **TZ Tag Construction:** Building a suitable device is a Good [9] Difficulty Rank Gadgeteering/Engineering task for all minimum capabilities, with a +1 Upshift to Difficulty for each optional capability added.
 - *If the roll succeeds*, the TZ Tag will do all it is designed to do.
 - *If the roll fails*, each point the roll was missed by introduces a bug in one of the modules, leading to spotty performance; if a module gets 3 bugs assigned to it, that module fails to work.



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- ♦ **Finding Turtlezilla:** How to know when Turtlezilla is about to strike or is striking? There are several possibilities:
 - o Satellite photo watch.
 - o Hire a really good precognitive.
 - o Constant scan of worldwide news outlets.
 - o Set watches with alarm notification on likely targets (whatever those are judged to be).
- ♦ **Getting There in Time:** Once the kaiju attacks, there's only a limited window of time to get to reach the scene and place the tag. Perhaps the PCs' own Powers can handle this, or they'll make arrangements with a teleporter Hired Gun. Maybe they'll get "lucky" and Turtlezilla comes to them.
- ♦ **Placing the Tag:** Somebody's gotta slap this puppy on Turtlezilla, and it's dead certain that the critter will resist this. Any character attempting to tag the creature will have to spend 1d Turns doing nothing but attaching the TZ Tag and performing normal defensive actions. Smart taggers will have their fellow PCs distract Turtlezilla while the TZ Tag is attached.
- ♦ **Tag Attachment:** It's an Expert [11] Difficulty Rank to seat it properly.
 - o *If the roll succeeds*, the TZ Tag hangs on with Good [+2] Gripping Super-Strength (vs. attempts to dislodge it).
 - o *If the roll fails*, each point the roll was missed by Downshifts the Gripping Super-Strength; if Gripping Super-Strength gets zeroed, the Tag falls off at earliest opportunity.

IN FANFARE FOR THE AMPLIFIED MAN (CHAPTER 9)

At first glance, Turtlezilla doesn't seem to fit into the *Fanfare* setting. But with the appearance of the Amplified Men and Women, it is a brave new world, with the shattering of old paradigms and expectations. The Amplified are the only ones in the world who could possibly deal with a gigantic monster more apt to be seen in a Saturday matinee

than smashing down Fifth Avenue. Additionally, there will be much confusion from every corner, since – by real world standards – there's no way that gigantic, unstoppable, laser-eyed monsters could exist (or exist without being detected up 'til now). . . but there will be those who argue against that point and come up with valid reasons. Some preachers will relate the kaiju to the Devil, some to God. Militaries will be placed on high alert. Citizens will be scared. The world with a Turtlezilla will desperately need heroes.

Since *Fanfare* is intensely player-driven, exploring the reactions of the PCs to this unthinkable event/threat is absolutely necessary. The other suggestions for running *Fanfare* games (see *T&J*, pp. 110-112) succinctly identify the important questions a real, live Turtlezilla will engender: *What Can the PCs Do?* and *What Does the World Do in Response?*



TURTLEZILLA

ALTERNATE TURTLEZILLAS

Here follow three different takes on Turtlezilla; use whichever one tickles your fancy the most – or make up your own!

TURTLEZILLA PRIME

BACKGROUND: Captain David Smith, Power Platoon Trooper of the Red Gamma fire team, was caught in an explosion during a fight with a Sacred Ghosts cell (see



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above, *Further Research...*, p. 4). Weird-science interactions between a Sacred Ghost phasing units, his own power-armor, the energies released by the explosion, and a passing sea turtle led to his transformation into the brutish and misunderstood Turtlezilla.

MOTIVATION: Destroy Sacred Ghosts and their leader, the Fantom. This Turtlezilla, spurred by his hatred, is driven by his mania and visions generated by his spotty Precognition to attack Sacred Ghost operations and secret bases worldwide.

QUALITIES: Master [+6] Super-Trooper, Good [+2] World-Traveler, Poor [-2] Insane Obsession vs. Sacred Ghosts, Poor [-2] Monstrous Appearance.

ORIGIN: See *Background*.

POWERS: Master [+6] Sizeshifting, Expert [+4] Invisibility to Psionics, Expert [+4] Super-Armor, Good [+2] Invulnerability, Good [+2] Laser Eyes, Good [+2] Super-Strength, Good [+2] Super-Swimming, Poor [-2] Precognition.

STUNTS: *Hold Breath* (Super-Swimming; Good [+2], 2 HP; 1 hour); *Armor Spikes* (Super-Armor; additional Good [+2] damage to physical strikes, 1 HP); *Suddenly Vanish* (Sizeshifting; Expert [+4], 2 HP; TN 11 for observers to spot instant shrinkage).

HERO POINT POOL: 8/11

APPEARANCE: Semi-humanoid; dull greenish-gray scaled extremities within grayish-green shell; hawksbill turtle head with glowing red eyes; flippers with 2 fingers and thumb.

MISCELLANY: Height is usually between 50' and 150'; weight is much lighter than would be expected. *Invisibility to Psionics* means that any attempt to detect or influence Turtlezilla using psychic powers must first beat a TN of 13. Since he is (currently) permanently transformed into this hideous monster, he rarely directly interacts with people (or at person-size) any more, and this isolation is making him even more bestial and tragic.



ALIEN ATOMIC REPTILE FAMILY

BACKGROUND: Was the China Sea Meteor that splashed-down 18 months ago (see above, *Further Research...*, p. 4)

really a mating triad of alien Turtlezillas, in spaceflight configuration, looking for a place to nest?

MOTIVATION: Eat. Build nest. Breed. Lay eggs. Brood. Raise young. Return to space.

APPEARANCE: Semi-humanoid; matte green scaled extremities within glossy black shell; hawksbill turtle head with glowing blue eyes; flippers with 2 fingers and thumb.

MISCELLANY: *Alien Physiology* is the source of this type of Turtlezilla's "psychic invisibility" and sets a preliminary TN for detection, contact, or control by Earthly psionic energies – precognition, telepathy, mind control – and even biological control. (Turtlezillas are less like Earth reptiles than redwood trees are). Three different sexes needed to breed: First and Second both need to impregnate Third. Probably includes pressure/vacuum support and mild regenerative powers (faster and more extensive than usual, but below the level of resolution of the PDQ system – i.e., if a Turtlezilla can get away, it can heal up before its next appearance). *Energy Absorption* means that a Turtlezilla can absorb up to current TN's worth of Damage Ranks from ambient or adjacent energies (energy attacks, grabbing an electrical line, rendering radioactive materials inert at a touch, etc.); these absorbed Damage Ranks can be converted on a one-to-one ratio to Upshift the creature's Laser Eyes or Alien Physiology Powers. *Gigantic* should be considered as a version of Sizeshifting (see *T&J*, p. 48), with the Limitation of "Always On."

It's up to the GM to decide whether the triad has mated yet, has laid its eggs, or has begun to brood over the eggs! (And when do the eggs start hatching?)

FIRST SEX (SMALL-SIZE, 50' TALL)

POWERS: Master [+6] Super-Armor, Expert [+4] Laser Eyes, Expert [+4] Teleportation, Good [+2] Gigantic, Good [+2] Invulnerability, Good [+2] Super-Strength, Good [+2] Alien Physiology

SECOND SEX (MEDIUM-SIZE, 150' TALL)

POWERS: Master [+6] Laser Eyes, Expert [+4] Gigantic, Expert [+4] Energy Absorption, Expert [+4] Invisibility, Expert [+4] Super-Strength, Good [+2] Invulnerability, Good [+2] Super-Armor, Good [+2] Alien Physiology, Poor [-2] Flight (in atmosphere; in space, it's Good [+2] Rank).

THIRD SEX (LARGE-SIZE, 275' TALL)

POWERS: Master [+6] Gigantic, Expert [+4] Invulnerability, Expert [+4] Super-Armor, Expert [+4] Phasing, Expert [+4] Super-Strength, Expert [+4] Super-Swimming, Good [+2] Laser Eyes, Good [+2] Alien Physiology.



KAIJU PROJECTION

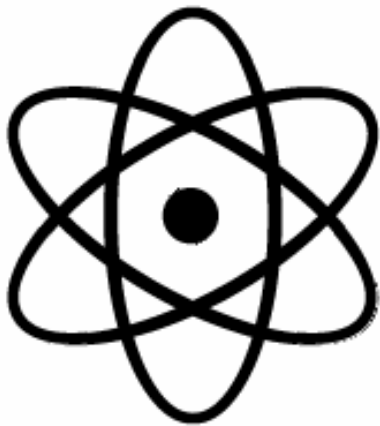
BACKGROUND: Turtlezilla is the devastating psychic projection of a child's nightmares, sent to wreak vengeance on something or someone that makes him feel particularly powerless.

MOTIVATION: Unknown – but perhaps the Sleeper is unleashing this gigantic monster tulpa on someone (who is probably some sort of world traveler or highly-sought after consultant) that has abused or neglected him or her. Or maybe Turtlezilla appears randomly, taking its cue from something the Sleeper has seen on the TV, in a movie or on the news. Or it could be that the Sleeper's unconscious is seeking something powerful and dangerous than no one else can sense – whether to retrieve it or destroy it is uncertain.

POWERS: Master [+6] Invulnerability, Master [+6] Super-Armor, Master [+6] Super-Strength, Expert [+4] Sizeshifting (LIM: Always On; size depends on distance from the Sleeper), Good [+2] Laser Eyes.

APPEARANCE: Semi-humanoid; pale gray scaled extremities within sparkling green shell; hawksbill turtle head with glowing white eyes; flippers with 2 fingers and thumb.

MISCELLANY: When the Sleeper awakens, Turtlezilla winks out of existence.



TURTLEZILLA ACTUAL PLAY

During the *T&J* playtest, my personal sessions were run in the *SuperCorps* setting. My players selected "Tagging Turtlezilla" by (in-character) vote as one of the projects

they should pursue as new associates of Widget & Zoom, LLP. The participating Junior Associates in the Project were *Doctor El* (weather controller), *Flyboy* (nanotech power-armor pilot), and *Jon Doe* (information shaman). *Turtlezilla Prime* (see above) was the kaiju iteration in this session.

The Junior Associates and their Project Lead, *Octopopolos* (NPC played as information coordinator between PC team members), met with Doctor Kristov Brooks at City University. (Dr. Brooks believed that Turtlezilla was one of the vanishingly few metapowered animals, and mentioned rumors of animal super-uplift by a mysterious superhuman named "Darwin Moreau.") The team asked questions, did research, and discussed their findings. Then they had Doctor El build the TZ Tag – which ended up only having one or two bugs, related to the "dead-drop" biosample unit, which was intended to take blood and tissue samples, encapsulate them, and then jettison them from the beast for later pickup.

They also set-up an early warning system, where they'd all be alerted anytime, 24-7, of a massive communications loss or early sighting of Turtlezilla. On a confirmed sighting, they'd launch to wherever they needed to go. They prepared two methods for reaching far-flung points on the globe within a half-hour window starting from initial report, and did some cost-benefits (offscreen) on each.

The first method was a modified high-altitude hover-van that belonged to Widget & Zoom. Dr. Widget had fitted the van with an experimental Mega-Afterburner. It would most effective if the team needed to get somewhere within the continental USA inside the window, but had the risk of catastrophic explosion. The second method was putting a Hired Gun teleporter on retainer and looping her into the alert system. It would most effective if the team needed to get somewhere outside the continental USA inside the time window, but had the risk of delays in getting everyone assembled and a commensurately steep fee for the Hired Gun.

Luckily (?), Turtlezilla attacked San Francisco International Airport, so the team took the hover-van. In mere minutes, Flyboy piloted the speeding craft from coast-to-coast, but as he circled the kaiju (as he stomped out of the Bay) and tried to decelerate for landing, the Mega-Afterburner exploded, blowing the van out of the



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sky. Luckily, Flyboy grabbed Jon Doe and Dr. El floated down on the winds. Octopopolos fell into the bay.

Jon Doe quickly determined that Turtlezilla was almost exclusively attacking the SR Weiss corporate hangers. A lone jet was rolling out onto the tarmac, and that seemed to draw the monster's attention and fruitless laser-fire more often than not. (Unknown to the PCs, several Sacred Ghosts were trying to steal the jet, which was a corporate courier. One of the packages in the jet was SR Weiss' intel analysis of stolen EWR budgets and key markets reports.)

Doctor El attempted to blast the creature with lightning, but had little effect. Jon Doe re-established radio contact with Octopopolos, and began studying the monster with his Powers. During this, he picked up some faint, strange communications in the otherwise comm-dead area. Flyboy grabbed the TZ Tags, and started nimbly working his way closer to the kaiju.

When Doctor El finally distracted Turtlezilla with an impressive series of thunderclaps and waterspouts, Flyboy was able to quickly place two of the three trackers on various points of the creature's shell before being batted away like a mosquito. Success! The mission was complete!

Or was it? Turtlezilla blasted the SR Weiss jet out of the air, and two phased Sacred Ghosts floated out of the explosion. They were the source of Jon Doe's mystery signals. Before the heroes could apprehend them, the kaiju lasered the terrorists! Despite being phased, they burned. Jon Doe's strange comm signals ended, but not before he'd got a lead on who and where they were talking to in the City.

Then Turtlezilla shook his head, snorted, and disappeared.

The team tested the TZ Tags. They must have be malfunctioning. . . Bizarrely, though the signal was weak, Turtlezilla was still reading as *right there*, 15 feet from the harbor's edge! Flyboy did a fast and low sweep for dropped Tags, but that wasn't it. Doctor El sent streamers of fog to see if she could detect the air displacement of an invisible monster: no dice. Jon Doe scanned for phase, teleportation, and dimensional shift traces: zilch. However, Jon Doe did pinpoint the signal, which was sl-o-o-o-owly traversing the five yards to the water. Three heroes checked the ground.

There was a pop! and suddenly one of the biosample capsules appeared out of nowhere with a *pop!* and landed on the tarmac. Flyboy's ocular sensors soon picked up a *teensy-weensy* Turtlezilla crawling towards the ocean. The monster wasn't teleporting or turning invisible: it was just getting really, really small!

The team released the miniaturized kaiju back into the wild, and as it swam off into the Bay, it slowly grew to roughly human size. Meanwhile, the team had some ideas that Sacred Ghost activities were associated with the appearance and devastation of Turtlezilla. They followed Jon Doe's signal triangulation to track down the Sacred Ghost base that had to be in the area. . . but that's another story.

Catastrophe
LIKES TO BREAK THINGS

Jolly Roger
LIKES TO STEAL THINGS

REFLEX
LIKES TO KILL THINGS

LIKE THIS PRICELESS MING VASE

LIKE THIS PROTOTYPE OZURIUM POWER-SOURCE

LIKE POLICE COMMISSIONER BORDEN

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