MECHA vs KAIJU

When I first heard about the True20 setting search contest I was in the initial design stages of a Mutants and Masterminds supplement that I hoped would capture all I loved about Japanese pop culture. My working title for it was "Mecha vs. Kaiju," but that was only a place holder until I figured out something cool to call it. It was my good friend and editor Mike Todd who told me that MvK was the perfect name for the product: it was short, it explained exactly what the product was, and it had a cool acronym. So everyone give thanks for Mike; otherwise the product you're now holding would probably have been called "CyberWar" or something equally lame.

The guy that first noticed the setting search contest was Jeremy Forbing. When he saw it the three of us plus another line developer, Jim Mason, put our heads together and ran some ideas for settings. All the ideas we came up with were good, but all would take time to develop. Jim had some great space-opera ideas you will probably see in the future, and Jeremy came up with some very cool wrinkles on a fantasy campaign setting that you will also probably see coming out one day. But out of all of these MvK was the only one that was already in the works, so mine was the one we went with.

It was still a task getting everything together. The background material I had for the supplement was already much longer than the 15,000 word limit imposed by Green Ronin, and I had to include rules for character design and mecha operations. A daunting task, to be sure.

I owe the success of MvK to my good friends, Mike, Jeremy, and Jim, who helped cull the herd of ideas and prose down to its essence. But as with any rush job there were some holes that needed to be filled. Consider the Mecha vs. Kaiju setting found in the True20 Core Rulebook as a teaser; a brief introduction to a world of action, adventure and good old-fashioned thrills! This errata will serve as a bridge between the setting introduction and the Mecha vs. Kaiju core rulebook.

The core book is the hero's handbook for the MvK campaign, featuring alternate character design rules and a complete timeline of the M.A.F.'s activities. The hero section will highlight the shape and function of the Mecha Assault Force, and detail its Mecha, as well as the Mecha Design Ruleset—a complete ground up rebuild of the original design rules, streamlined and revamped to allow the ultimate level of customization to fit any campaign. The mecha design rules use Construction Points for all phases of mecha construction. The narrator decides how many points to allot, and then players build their mecha from the inside out. Design elements include Superstructure, piloting systems, power sources, weapons, defenses, and a host of extras allowing you to pimp your mecha as you please! As you increase in levels, you gain more construction points and your mecha grows with you!

The monster section is written in the form of message group entries by kaiju super-fans, or "otaku," who know everything there is to know about their subject. This section highlights the four most important kaiju in the MvK universe, including the original monster, Kaibutsu. It also features kaiju creation rules fully combatable with the new True20 Beastiary.

The narrator's guide section features an in depth "secret history" of the MvK world, exposing the dark origins of the kaiju that invade Japan, and an insider's look at the monstrous conspiracy that threatens to destroy the island nation! There's even an expanded introductory adventure that offers heroes and narrators an easy way into Mecha vs. Kaiju.

The Mecha vs. Kaiju Core Rulebook includes everything heroes and narrators need to bring the MvK world to life.

ERRATA

HERO CREATION

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. Archetype is used here to 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 particular Virtues and Vices associated with them. After choosing an archetype, choose an appropriate virtue and vice. 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. Others are there to make your life easier. Using them is what you live for, and making their lives more difficult the greatest satisfaction there is.

  But no one is an island, and sooner or later you will find you need another. 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?

  Example Virtues: Calculating, Clever, Roguish, Sly

  Example 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.

  Example Virtues: Clownish, Innocent, Kind Hearted, Misjudged

  Example 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?

  Example Virtues: Charming, Helpful, Optimistic, Reliable

  Example Vices: Dainty, Naïve, Panicky, Vapid

- *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?

  Example Virtues: Cautious, Demure, Humble, Thoughtful

  Example 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.

Example Virtues: Gregarious, Resilient, Tenacious, Unyielding

Example 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?

    Example Virtues: Determined, Fierce, Headstrong, Resolute

    Example Vices: Desperate, Short Fuse, Stubborn, Uncompromising

- *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.

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

    Example Vices: Aloof, Insubordinate, Outcast, Rash

- *Shinyu* – **Best Friend:** Whether male or female, you are the Hero's foundation, the rock upon which they depend. 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".

    Example Virtues: Dependable, Loyal, Truthful, Upright

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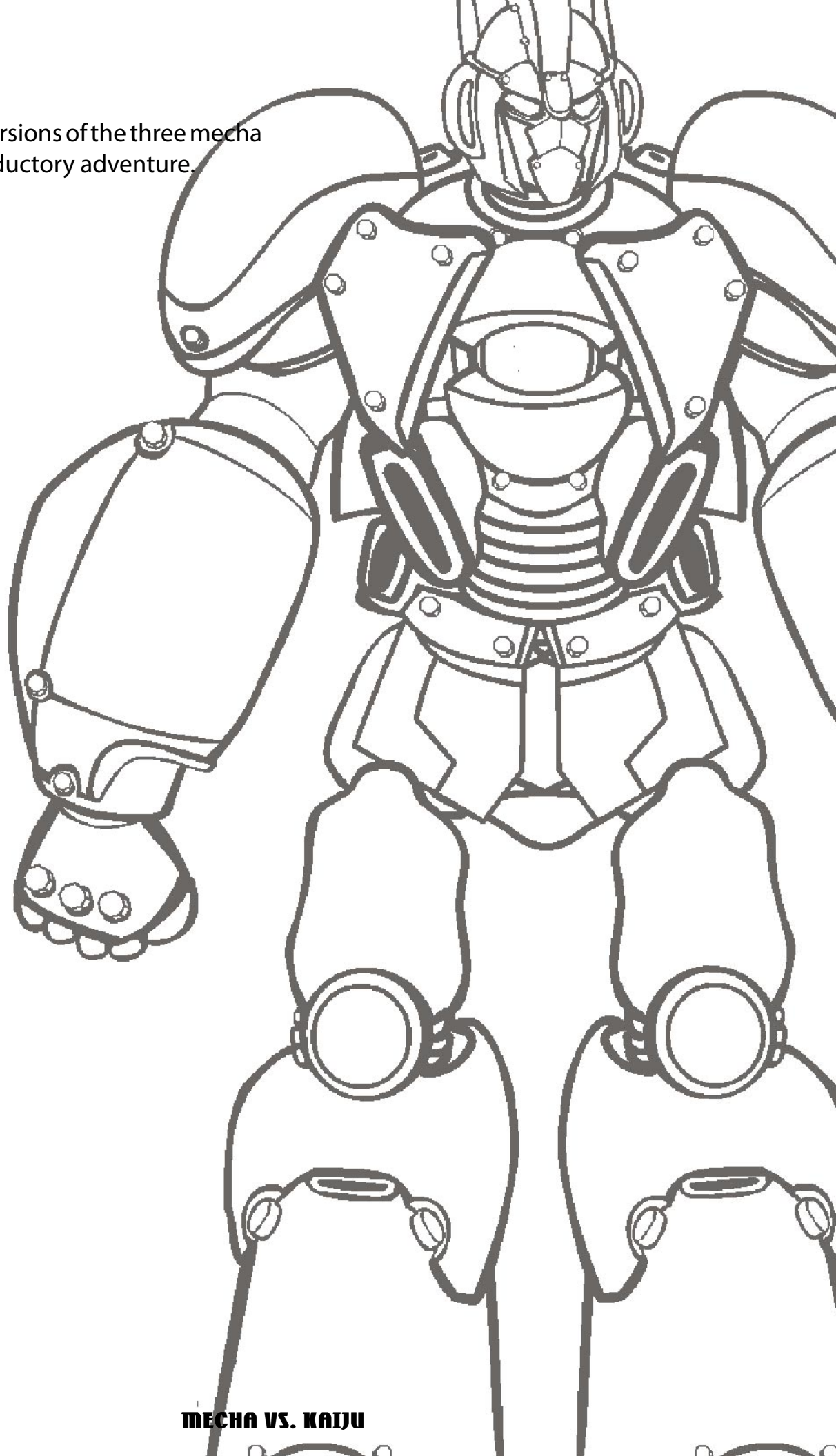
    Of course being right much of the time often makes you think you're right all of the time. Your bravery can sometimes border on foolhardiness. Or are your heroics just a sham to cover up a dark secret?

    Example Virtues: Decisive, Fearless, Shielding, Tolerant

    Example Vices: Compromising, Hasty, Overprotective, Single-Minded

MECHA

These are updated versions of the three mecha
featured in the introductory adventure.

Tetsujin Sekkou

MECHA STRENGTH	Body Size: Huge
+12	**Frame:** Light
	Construction Points: 81

MECHA DEXTERITY		MODIFIER		PILOT DEXTERITY
	+	**+2**	**+**	

DEFENSE TOTAL		BASE		PILOT DEFENSE		SHIELD BONUS
	+	**-2**	**+**		**+**	**+4**

TOUGHNESS SAVE		BASE		ARMOR MODIFIER		BONUS TOUGHNESS
+20	**+**	**+14**	**+**	**+6**	**+**	**-**

SPEED		BASE SPEED		ARMOR MODIFIER		BONUS SPEED
50'	**+**	**50'**	**+**	**-10'**	**+**	**+10'**

			CP COST
MECHA PILOTING SYSTEM	MECHANICAL	**PILOTING BONUS** +0	2
PILOT PRIMARY ATTRIBUTE	DEXTERITY		
POWER SOURCE	CONVENTIONAL - LOW CHARGE FUEL CELL	**ENERGY SAVE** +5	9

WEAPONS	DAMAGE	CRITICAL	DESCRIPTOR	RANGE	CP COST
Joubatai Gazer Emitter	+14	20/+3	BALLISTIC ENERGY	140'	7
Rakurai Shock Rod	+6 (+18)	20/+3	ELECTRICITY	MELEE	4

ARMOR	TOUGHNESS	MAX. DODGE BONUS	ARMOR CHECK PENALTY	MOVE. PENALTY	CP COST
Koutetsu Light Armor	+6	+8	-2	-25%	6

SHIELD	DEFENSE BONUS	SHIELD TRAITS	CP COST
Shi-Rudo Shield	+8	ARMOR CHECK PENALTY -1	6

ADDITIONAL EQUIPMENT	CP COST
Moderu Ni Sensor System (+2 Notice, Analysis +3, Radar 1 mile)	9
Jump Jets (+8 to Jump checks, halves Armor Check Penalty for Jump Checks)	3
Usagi Speed Boost (+10' Speed)	2
Comm System	1

Tetsujin Uruwashi

MECHA STRENGTH

+12

Body Size: Huge
Frame: Light
Construction Points: 111

MECHA DEXTERITY		MODIFIER		PILOT DEXTERITY
	+	**-2**	+	

DEFENSE TOTAL		BASE		PILOT DEFENSE		SHIELD BONUS
	+	**-2**	+		+	**+6**

TOUGHNESS SAVE		BASE		ARMOR MODIFIER		BONUS TOUGHNESS
+24	+	**+14**	+	**+10**	+	**-**

SPEED		BASE SPEED		ARMOR MODIFIER		BONUS SPEED
25'	+	**50'**	+	**-25'**	+	**-**

CP COST

		PILOTING BONUS		
MECHA PILOTING SYSTEM	**MECHANICAL**	**PILOTING BONUS**	**+0**	**2**

PILOT PRIMARY ATTRIBUTE	**DEXTERITY**

		ENERGY SAVE		
POWER SOURCE	**CONVENTIONAL - LOW CHARGE FUEL CELL**	**ENERGY SAVE**	**+5**	**9**

WEAPONS	DAMAGE	CRITICAL	DESCRIPTOR	RANGE	
KOMETTO AUTOGAZER	**+16**	**20/+3**	**BALLISTIC ENERGY, AUTOFIRE**	**160'**	**17**
CHIRI ROCKET LAUNCHER	**+20**	**20/+3**	**PIERCING, AMMO 2**	**200'**	**18**

ARMOR	TOUGHNESS	MAX. DODGE BONUS	ARMOR CHECK PENALTY	MOVE. PENALTY	
ODOSHI MEDIUM ARMOR	**+10**	**+6**	**-4**	**-55%**	**10**

SHIELD	DEFENSE BONUS	SHIELD TRAITS	
BOUHEKI SHIELD	**+6**	**ARMOR CHECK PENALTY -3**	**15**

ADDITIONAL EQUIPMENT

Moderu Ni Sensor System (+2 Notice, Analysis +3, Radar 1 mile)	**9**
Jetpack (Flight speed 100', Maneuverability Poor)	**10**
Comm System	**1**

Senyojin (power armor)

MECHA STRENGTH	Body Size: Large
+12	**Frame:** Light
	Construction Points: 41

MECHA DEXTERITY		MODIFIER		PILOT DEXTERITY
	+	**-1**	**+**	

TOUGHNESS SAVE		BASE		ARMOR MODIFIER		BONUS TOUGHNESS
+10	**+**	**+10**	**+**	**+0**	**+**	**+0**

SPEED		BASE SPEED		ARMOR MODIFIER		BONUS SPEED
40'	**+**	**40'**	**+**	**+0**	**+**	**-**

				CP COST
MECHA PILOTING SYSTEM	**MECHANICAL**	**PILOTING BONUS**	**+0**	**2**
PILOT PRIMARY ATTRIBUTE	**DEXTERITY**			
POWER SOURCE	**CONVENTIONAL - LOW CHARGE FUEL CELL**	**ENERGY SAVE**	**+5**	**9**

WEAPONS	DAMAGE	CRITICAL	DESCRIPTOR	RANGE	
KORONA MICROWAVE GUN	**+10**	**20/+3**	**BALLISTIC ENERGY**	**100'**	**9**

ADDITIONAL EQUIPMENT

	CP
Moderu Ich Sensor System (+2 Notice, Analysis, Radar 1 mile)	6
Jump Jets (+8 to Jump checks, halves Armor Check Penalty for Jump Checks)	3
Comm System	1

KAIJU

These are updated versions of the three kaiju detailed in the True20 setting, with details on the feats and traits present. Note that this is only a small sampling of the traits that will be available in the full version of MvK.
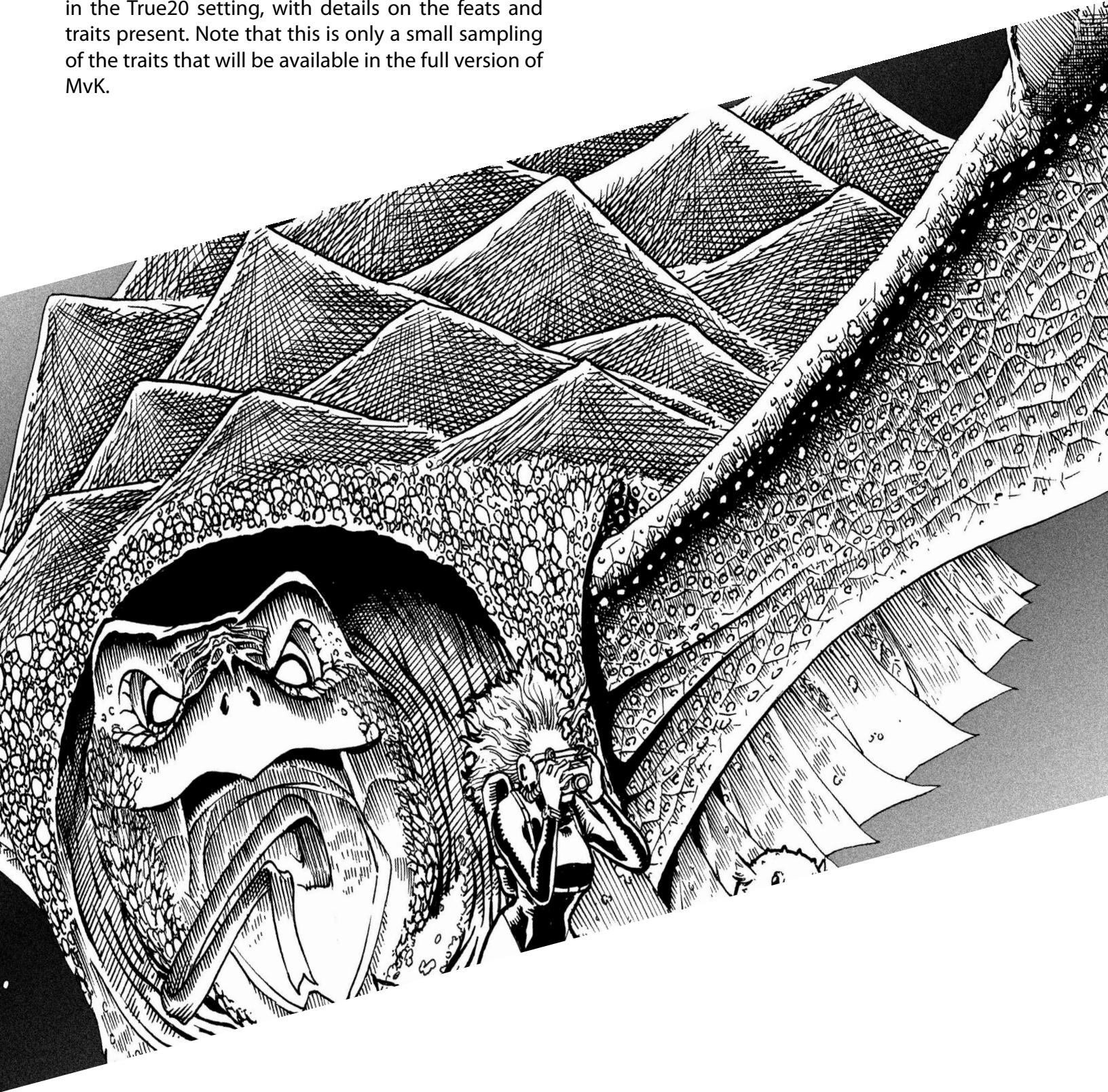
Roc-ku (*Flying Kaiju*)

Type: 4th Level Kaiju
Size: Huge
Speed: fly 120 ft. (clumsy)
Abilities: Str +13, Dex +3, Con +6, Int −2, Wis +0
Skills: Notice: 7 (+7)
Feats: All-Out Attack, Move-by Action, Snatch, Supersonic
Traits: Darkvision 120 ft.; Frightful Presence (DC 12); Trample; Savage Grace; Ka-Ze; Powerful Charge
Combat: Melee Attack +15 (-2 size, +4 base, +13 Str), Ranged Attack +5 (-2 size, +4 base, +3 Dex), Damage +19 (claws), Defense Dodge/Parry +5/+15 (+4 base, +3 Dex/+13 Str, -2 size), Initiative +3
Saving Throws: Toughness +14 (+8 size, +6 Con), Fortitude +10 (+4 base, +6 Con), Reflex +4 (+1 base, +3 Dex), Will +1 (+1 base)
Description: The *Roc-ku* is a giant bird named for the beast of mythology. It has deep black plumage and a massive wingspan. Its urge to breed is just as big, and it will often tear apart buildings to build a nest, which it guards ferociously.

Yamazura (*Gargantua Kaiju*)

Type: 8th Level Kaiju
Size: Gargantuan
Speed: Climb 50 ft.
Abilities: Str +17, Dex +4, Con +9, Int –4, Wis +2, Cha -3
Skills: Climb +10 (+27), Notice: 13 (+15)
Feats: Accurate Attack, Attack Focus (slam), Double Strike, Improved Grab, Improved Natural Attack, Improved Pin, Rage
Traits: Darkvision 120′, Frightful Presence (DC 16), Trample, Savage Grace, Fast Healing, Movement (climb), Rake, Regeneration
Combat: Melee Attack +21 (-4 size, +8 base, +17 Str) (+22 with slam), Ranged Attack +8 (-4 size, +8 base, +4 Dex), Damage +25 (slam), Defense Dodge/Parry +8/+21 (-4 size, +8 base, +4 Dex/+17 Str), Initiative +4
Saving Throws: Toughness +21 (+12 size, +9 Con), Fortitude +15 (+6 base, +9 Con), Reflex +6 (+2 base, +4 Dex), Will +4 (+2 base, +2 Wis)
Description: Yamazura is a savage, barely contained engine of destruction with purely animal intelligence. Derived from primate DNA, Yamazura resembles a mammoth ape, and is capable of moving as one in pursuit of its prey.

Tenteisaurus (*Colossal Kaiju*)

Level: 12th level kaiju
Size: Colossal
Speed: 60 ft./Swim 100 ft.
Abilities: Str +23, Dex +0, Con +13, Int −2, Wis +2, Cha +0
Skills: Notice +10 (+12), Survival +7 (+9)
Feats: Awesome Blow, Double Strike, Improved Movement: Swim 2, Improved Natural Attack (Bite)
Traits: Darkvision 120′, Frightful Presence (DC 18), Trample, Savage Grace, Amphibious, Engulf, Paralysis (creatures & machines), Ranged Attack (Acid Cone), Water Shaping, Swallow Whole, Tentacle, Tremorsense
Combat: Melee Attack +27 (-8 size, +12 base, +23 Str), Ranged Attack +4, (-8 size, +12 base), Damage +35 (claws), +37 (tentacle bite), Defense Dodge/Parry +4/+27 (-8 size, +12 base. +0 Dex/+23 Str), Initiative +0
Saving Throws: Toughness +29 (+16 size, +13 Con), Fortitude +23 (+10 base, +13 Con), Reflex +4 (+4 base), Will +6 (+4 base, +2 Wis)
Description: Rumored to be a crossbreed between kaiju and dinosaur DNA, Tenteisaurus is a terror both on land and in the sea. Its long neck acts as a tentacle, allowing it to bite anything within range without breaking its stride. The head seems inconsequential to Tenteisaurus, as there are documented cases of the beast being decapitated and still fighting on.
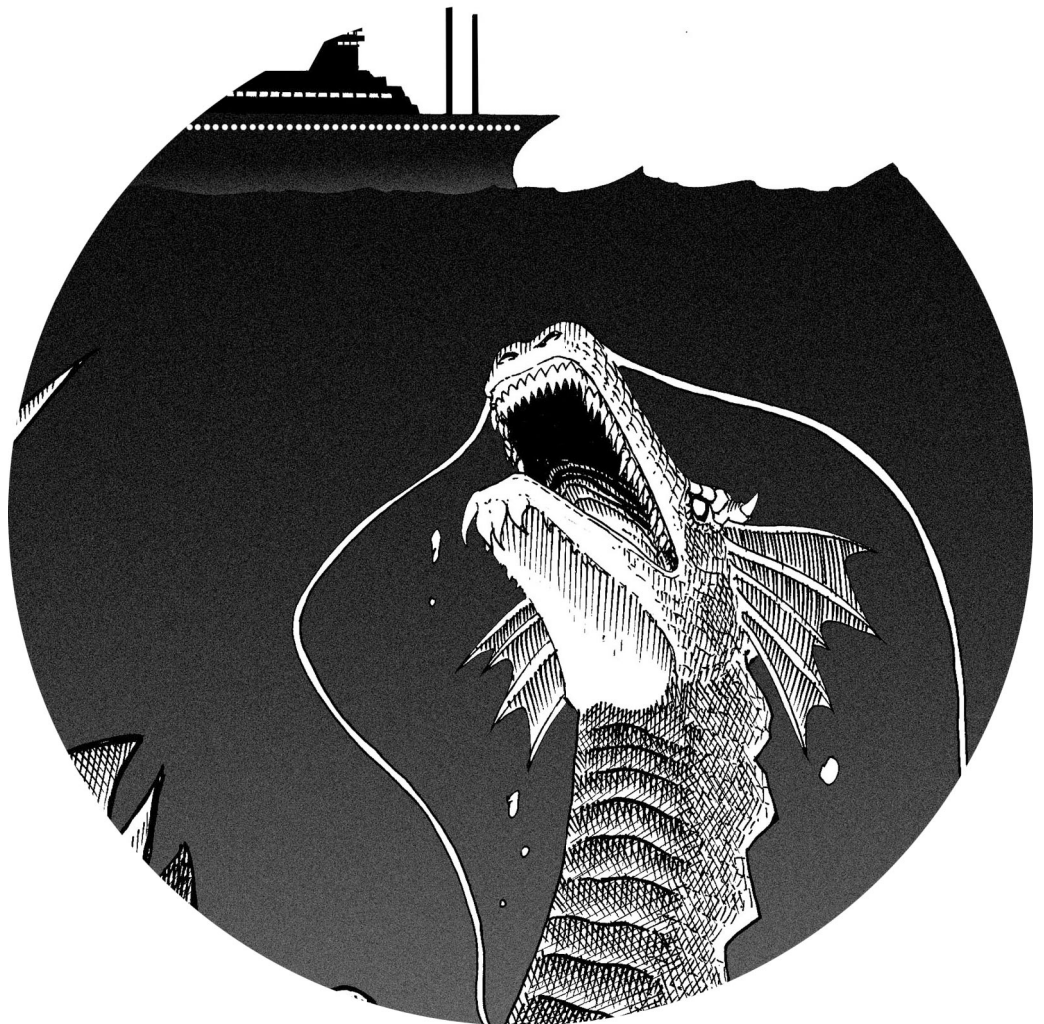
FEATS

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).

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
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.

Supersonic
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.

TRAITS

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.

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. Every kaiju has one type of attack in addition to this that negates the ability. A supernatural weapon automatically negates any damage reduction negated by a mundane weapon type. For example, huge kaiju have damage reduction +5. During kaiju creation one damage type would be chosen to negate the damage resistance, bludgeoning as an example. The kaiju's damage reduction would be listed as +5/bludgeoning. This means they get a +5 bonus to their Toughness saves, unless hit by a bludgeoning weapon. They also lose their +5 bonus if hit by a supernatural weapon or power.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own damage reduction. For example, a kaiju with damage reduction +10/fire

can bypass the damage reduction of other creatures that are vulnerable to fire. The kaiju's natural weapons do not count as supernatural for these purposes.

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.

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.

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.

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.

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).

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.

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 time. Each time the maneuverability rating increases.

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.

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.

Powerful Charge

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

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 it's 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.

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.

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. 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'.

The SECRETS of MECHA vs. KAIJU

Note: The following section contains some of the hidden mysteries of the 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.

Secrets of the Ninja

While the power of the samurai waned, the ancient ninja clans infiltrated the ranks of the military, achieving control of the Kempatai, the Japanese secret police. With this legitimate backing, they ruled over the conquered nations of Asia. Korea became their secret base and training grounds.

After the end of the war the ninja remained, blending into all ranks of Korean society. They were most active in North Korea, and their agents influenced the decisions of Kim Il Sung to create the Ogre spies. In essence, the secretive ninja convinced the leader of North Korea to send spies to their own nation to steal the secrets of the kaiju.

The current head of the ninja of Japan is Rei Asukawa. A powerful Kempatai officer, Asukawa is the patriarch of all ninja clans and a nigh-divine being to the modern generation of Ogre Ninja. Through these young agents Asukawa has propagated a cult that worships the power of the kaiju as "Beast Gods." Their agents are everywhere, and give the ninja near-limitless access to information and technology.

It was Asukawa who directed the kaiju attacks over the past months; orchestrated the capture of the last Mecha Assault Force team; identified the likeliest candidates for the new M.A.F. team. Asukawa plans a great assault on Japan, and will not allow the upstart mecha pilots to stand in his way. His plan stretches back decades. And the plots of his masters reach back eons. Rei Asukawa is merely the latest in a long line of ninja masters, dedicated to bringing about one single goal: the victory over the accursed kami by the evil, all powerful Oni!

What is the connection between the ninja, the kami, the ogres, the oni, and the M.A.F? Read "The Secret History of Japan," available soon in the Mecha vs. Kaiju Core Rulebook!

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