



Starter Adventure

You are a member of the Mecha Assault Force, Japan's premier defenders against the ravages of the giant monsters that threaten the world. But monsters have many faces, and the danger runs far deeper than you can imagine.

Enter a world where every giant monster movie ever made is real!

Mecha Vs Kaiju 202X is an anime-inspired 5E SciFi roleplaying game that adds dynamic action resolution to a purpose built character system where who you are counts as much as what you can do. Everything about the MvK engine is designed to emulate the action and drama of anime and manga and is completely convertible to existing 5E games! Find out more

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A Boost-Die System

In MvK, abilities and forces within the game are rated by the type of die you roll to determine their effects.

Die Type	d4	d6	d8	d10	d12
Adjective	Worrisome	Heroic	Epic	Legendary	Mythic

These **Character Dice** reflect things about your player character (PC) that can help you succeed. There is no rating between Worrisome (d4) and Heroic (d6), as average or mediocre traits are left to the whim of fortune. A d20 is known as a **Fortune Die**, and transcends these benchmarks. Rather than expressing a trait your character has, the fortune die represents a power all its own: the unpredictability of fate.

Boost/Reduce

The rules sometimes tell you to boost a die, changing it from a die of one size to one of a larger size, (such as changing d4 to d6 or d8 to d10) or to reduce a die (the reverse, such as d12 to d10). A die rating only boosts up or down by one size at a time. When you boost a d12 in your dice pool, you keep the d12, but add an extra d6 to your pool as well. When you reduce a d4 in your pool, you remove that die entirely. You never boost the Fortune die up or down, and no other die size can boost to a d20.

Action

When your PC wants to do something, if nothing gets in your way, you just do it. If there is a chance of failure then you roll some dice to figure out if you succeed or fail. This is called an **Action**. Decide what you want to do, then “Call Out Your Traits”; describe what traits you are choosing and why your character feels they are the most useful in this situation. Calling out your traits is a roleplaying exercise all its own.

Choose one Aspect, one Style, and one Value. In addition you always roll a d20 fortune die, representing the unpredictable that affects any situation. Once you have gathered all the appropriate dice into a dice pool, roll the whole pool at once.

After rolling your dice pool, look at all the results and choose any two of the numbers you rolled. Add those two numbers together to get your **Action Total**.

One PC may use their action to **Help** another PC by narrating how they assist them, then choose one of their traits. The other PC may add that trait die to their pool.

Trait Sets

The heart of every character are their traits. Individual traits are grouped into sets.

Aspects: a PC’s background, personality, and role. Aspect answers the question “What element of my nature will help with this action?” Aspects are *true* and define real things about PCs. Identity is a broad description of the PC and their role. Personality represents the PC’s nature. Drama are two opposing needs that the PC fights to balance in their life. When you use one Drama aspect its die type reduces to d6 and the opposing aspect boosts to d10. If you use the d10 the aspects return to normal. If you end the scene with unbalanced Drama, gain Inspiration.

Affinity: *Every character has an area of expertise common to a particular group. If your action matches your Affinity you may boost your Identity die.*

Style: the different approaches to dealing with a problem. Style answers the question “How am I going to perform this action?” Style strongly influences what success and failure look like.

Values: represent the most important concepts in a character’s life. Value answers the question “What is important to me with this action?” Die types represent the value's importance to the PC but not their attitude towards it. Something can be hated and still be important.

Mecha: Whenever PCs are piloting their giant robots they add a die from their Mecha set when taking actions. Add Auxiliary (Aux) for non-combat and non-movement related actions, such as sensors, communications, or life support. Use Power for energy output and movement. Superstructure relates to the mecha's physical strength and damage resistance. Weapons apply anytime you are trying to cause stress.

Counter

Whenever you roll an action, someone else rolls against you to **Counter** that action. If you are acting directly against another character, the person playing that character rolls against it. If not, the Game Maker (GM) rolls dice representing the difficulty of the situation. The process for rolling a counter is the same as for an action: the player rolling describes what they are doing, calls out their traits, rolls the pool (including a d20 fortune die), and determines their **counter total**.

Success or Failure

To figure out whether your action succeeds, compare your action total to the opposing counter total. If the counter total is higher, you fail; otherwise, your action succeeds.

Critical Successes

When you roll a 20 on the fortune die you use for your total, or if your roll beats the counter roll by 4 or more, it is considered a critical success. You can choose to either increase your impact by 3 or gain 1 inspiration point.

Critical Fumble

When you roll a 1 on a d4 or a d20 in your pool, it is considered a critical fumble. Scratch (remove) one other die in your pool that didn't roll a 1, gain 1 inspiration point, and boost the lowest Danger Die.

Danger Dice

Danger Dice (DD) represent the level of threat in the scene, from nameless thugs to environmental dangers to the blind chance of fate. Any time a PC takes an Action that is not opposed by a Non-Player Character (NPC) or another PC, roll DD plus the Fortune die as a counter. For this adventure the DD equal d6 d6.

Impact

Once you have your action total, choose one other die result to be your action's **Impact**, which determines how much you affect the situation. Your minimum impact when taking an action is 2, even if the action is successfully countered. Spend 2 impact and narrate your action to do any of the following:

- Bolster yourself or an ally
- Create a boon/condition with rating 1
- Add/subtract 1 to a boon/condition rating
- Inflict 1 point of stress

The cost of each of these is modified by your chosen stance (see below).

Bolster

You actively support yourself or others in stressful situations. Increase the Reaction point total for yourself or an ally by 1. This can raise a PC's reaction points above their natural total until the end of the scene.

Boons

A **Boon** is a new temporary trait that benefits (buffs) a character. Give it an appropriate name and record its rating and Die Type based on the amount of impact used to create it. You can add the boon to an ally.

Boon Rating	5 or less	6-7	8-9	10-11	12 or higher
Die Type	d4	d6	d8	d10	d12

Add a Boon die to your dice pool when it makes sense in the world of the game for the particular action or counter described. Most boons are temporary, going away at the end of the scene. You may add only 1 boon to your dice pool. When the rating changes this can change the Boon die type. If you take an action against another character you may spend Impact to reduce their boon.

You may increase the rating of a boon on yourself or an ally if you take an appropriate action against the Danger Dice. Spend impact to increase the boon rating by 1 or more.

Conditions

A **Condition** is a new temporary trait that complicates (debuffs) the life of a character. You can create a condition on a scene by rolling against the Danger Dice. You may also create conditions on characters, who will attempt to counter your action. It is easier to create a condition on a scene because it affects everyone. When creating a condition give it an appropriate name and record the rating and die type, as shown above.

When attempting an action that would be made more difficult by the condition, before rolling your dice pool reduce a die that is equal to or greater than the condition die, or scratch a die that is smaller.

You may reduce the rating of a condition on yourself if you take an appropriate action against the one who created it. Spend impact to reduce the condition rating by 1 or more. You may reduce a condition on a scene if you take an appropriate action against the Danger Dice.

Stress

You inflict stress on a target in the form of physical pain or mental anguish. Stress is expressed as a number, based on the impact you allocate. Declare what kind of stress you are trying for before you roll the dice. If you succeed, choose how much of your impact you wish to apply applies to the target as the type of stress you chose.

Reaction measures your overall capacity to maneuver and avoid direct hits (physical stress) or your capacity to maintain composure in social exchanges (mental stress). Whenever you take stress of any kind, you can spend 1 or more reaction points to reduce the stress you take, taking 1 less point of stress for every reaction point you spend.

Stress Tracks measure your capacity for taking physical stress (Vigor) or emotional stress (Tenacity). For every point of physical stress that gets through, fill in one box in your Vigor stress track. For mental stress fill in your Tenacity stress track.

Overwhelm occurs when you take more than half your mental stress. **Stagger** occurs when you take more than half your physical stress. When this happens, reduce the highest die in your pool for all rolls. If you are both overwhelmed and staggered you also recover 1 less Reaction each turn.

A character is **Taken Out** when they are unable to act, such as losing all the stress on one stress track.

Stance

When you make an action you may also take a specific **Stance**. Your stance modifies the impact cost of a specific action.

Ready: Creating boons/conditions costs 1 Impact

Reckless: Inflicting stress costs 1 Impact

Regroup: Bolstering the reaction of yourself or allies by 1 costs 1 impact

Impact Challenge

An Impact Challenge is a goal that requires a specific amount of Impact to accomplish. The greater the challenge, the more impact it takes to complete. The Impact Challenge Score is the measure of impact needed to complete the challenge. To participate in an impact challenge, narrate how your action will help accomplish the goal, then perform an action against the Danger Dice. Add your impact to the challenge total. When this total equals the impact challenge score the challenge is completed. Appropriate actions will depend on the nature of the challenge. Some challenges have multiple levels, where you can gain different benefits with different amounts of Impact.

Inspiration

Inspiration represents the last minute, death defying, extreme action that often means the difference between victory or defeat. Begin the session with 1 Inspiration. Gain (1 point of) Inspiration whenever you roll a fumble. You may spend inspiration for a number of benefits: add a second trait die from a set to your dice pool before rolling; roll an additional Fortune die and use the largest of the two results (called rolling with Advantage); select an unused die you rolled in your pool to be an additional impact (must impact a different target).

Hand-Off Initiative

To determine who takes their turn first in each round (called the Action Lead) the GM may give it to the person who declares an action first, or roll a d20 Fortune Die and add your current Reaction (this deliberately favors PCs). When the Lead finishes their turn they hand it off to someone else. Every character gets a turn. When the last person takes a turn that round they choose the Lead for the following round. They may choose themselves and take a second action, which makes it problematic to have an enemy go last in the round. When in doubt: ACT! Taking an action sets the difficulty, giving a leg up to those who act first.

Aspect Talents

Along with your aspects, you gain two talents that modify their use.

Flawed: Gain a Condition with a die score 2 related to one of your aspects to earn 1 inspiration. If you already have one or more conditions, you must boost the highest condition instead.

Succeed at a Cost: When you fail a roll, you can pay a cost to increase your minimum impact from 2 to 4. If the roll used your identity aspect, the cost is 1 inspiration. If the roll used your personality aspect, the cost is taking 2 mental stress. If the roll used one of your destiny aspects, the cost is taking an appropriate condition with a die score of 2.

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Adventure

This adventure introduces players and GMs to the rules and setting of Mecha Vs Kaiju. One of the great secrets of the game world is that Japan is the battleground for a mystical war that has raged since the age of mythology, between the Kami spirits of the land and the devilish Oni who seek to dominate the world. The kami helped humans defend their world, while the oni corrupted a secret society of ninja, the Ogres, to serve as their soldiers. At the end of WWII, these ninja convinced the desperate leaders of Japan to summon an oni to fight for them. The ceremony occurred on the morning of August 6, 1945 in the city of Hiroshima. The oni summoned was bathed in atomic radiation and driven mad. Its genetic material would become the basis of all future kaiju.

Today kaiju run wild in the world, and a cult has arisen that worships them: the Shishigami no Karuto, or Cult of the Beast God. Publicly they call for supplication before the kaiju to gain their favor. Secretly these cultists have gained favor with the oni, who have transformed their leadership into “true” Ogres with magical powers. The Ogre ninja clan seeks to regain their place as servants of the oni by unleashing the kaiju upon Tokyo using a kaiju-control device.

All this is hidden from the Mecha Assault Force, the premier defenders of Japan against the attacks of the kaiju since the 1960s. “Taskforce Ichiban” is the best of the best, and defends Tokyo from kaiju incursions. But all their talents will be pushed to the breaking point in this adventure.

Adventure Structure: This adventure is structured as a brief kaiju fight, followed by an investigation/chase, ending in a major kaiju fight. Both the Cult of the Beast God and the Ogre Ninja have a means of summoning kaiju. The Cultists’ appears as an “Onidana”, a black and gold lacquered prayer box that draws the kaiju due to magic; the Ogre Ninja have a technological “gageto” the size of a backpack that does the same thing. The fight begins at a residence house for the Cult of the Beast God, which is currently beset by a group of ninjas. Two scenarios are the likely start of the conflict:

1. The Ogre Ninja snuck inside with a gageto to summon a kaiju and make the cult look like fools who are just as likely to be eaten as anyone else.
2. The ninja attack the Cultists as part of their secret war, and the Cultists summon a kaiju as an act of faith and a demonstration of their power.

The truth is whomever the players choose to chase down and confront is the *victim* of this initial kaiju attack, who will then summon their own kaiju to attack their enemies.

Introduction: Players will become accustomed to their character sheets. Each player will perform an action to get used to calling out their traits, calculating action totals, and allocating their Impact.

Act 1: Players fight their first kaiju! The monster, Ijimeko, is climbing the residence building of the Cult of the Beast God, following the signal sent by a device hidden within.

Act 2: It’s chaos inside the building as Cultists fight Ninja. As the team investigates what happened everyone turns on them in a free for all.

Act 3: It’s a chase! The players choose who to follow, diabolic cultists or scheming ninja. The chase leads to a face off with the leader of that faction, who reveals they were the victim of the kaiju attack, before summoning their OWN monster to attack their enemies!

Act 4: It’s a desperate fight to defend downtown Tokyo from the depredations of KAIBUTSU, King of the Kaiju!!!

Introduction

The scene begins like any other day at Mecha Assault Force headquarters. At Ishiro Airbase, there is a dull murmur of activity: enlisted personnel train and maintain the base; engineers tinker and upgrade equipment; Captain Rīdā “Cappy” Fujima reviews tactics, looking for ways of improving his team’s survivability in combat; Sgt. Keiko “Ojo” Watanabi plays a dating simulator game, keeping score on how many partners she steals from her computer avatar’s “friends”; Lieutenant Ace Kasuragi and his sister, Lt. Jasmine “Deuce” Kasuragi, spar in the gym, the older brother teasing his little sister about her burgeoning interest in fighting in “the Octagon”.

Introduce each action: Begin with Ace and Deuce. Let them fight one exchange in order to demonstrate the way Stress works. Determine Action Lead and have them assume a Reckless Stance, call out their traits, roll a dice pool, calculate their action total and their impact. Then let the other player roll to counter. If the action succeeds the defender takes an amount of stress equal to the impact. If the counter succeeds the defender takes 2 impact as stress. Tell them that their Reaction points are there to absorb stress, and have them spend an appropriate amount (you may want to keep scratch paper around for notes). Then it is the other player's turn to attack. Run one exchange between the two players so everyone sees how combat works. The one to do the most stress earns a "Bragging Rights d6" boon they can use during the next kaiju combat whenever the player can narrate how it is useful to their action.

Switch over to Cappy's tactical planning. Have the player roll an action against the Danger Dice. Record Cappy's Impact. This becomes a "Reaction Pool" players can use in the next kaiju combat instead of their own reaction. Let players know that one of the uses of Impact is to "Bolster" their Reaction when it is low. They can do this for themselves or another player.

Finally switch to Ojo (pronounced OH-ho) and her dating sim. Roll an action against the Danger Dice to see how well she succeeds at stealing the partner of the computer NPC. Her Impact creates a "Malicious Victory" Boon for herself, which she can use in the upcoming kaiju combat whenever the player can narrate how it is useful to their action.

Success, Failure, and Succeeding at a Cost: There are three possible outcomes for player actions: their action succeeds and they do an amount of Impact equal to their impact die; the counter succeeds and the player does 2 Impact; the player elects to "Succeed at a Cost". Explain this third option now, though there is nothing in this prelude important enough to warrant the cost.

Call to Adventure! Claxons shatter the afternoon – a kaiju has been sighted heading to the Tokyo waterfront! The team moves with practiced haste. Cappy is first, taking the steps to the elevator by his towering mecha two at a time. He is already in his cockpit running through pre-launch when the rest of the team arrives, Ace vaulting onto the elevator platform, Ojo pounding up every step. Deuce bolts into the Servo Suit locker, where the handlers already have her power armor open and ready. While the others strap into their cockpits, Deuce pulls her Midnight Runner on like a heavy jumpsuit and leaps onto her brother's mecha, locking herself into an armored niche. Three young women pour a bottle of sake over each mecha in an Omiki blessing, as massive elevators lift the three immense war machines to the surface of the airbase.

Ace's Iron Angel takes to the sky, its jet powered wings winking in the sun, as heavy helicopters carriers grab Cappy's Iron Demon and Ojo's Iron Striker and lift them into the sky. Taskforce Ichiban is on the move!

Briefing

It is late June – monsoon season – and the rain pelts your machines as you fly into position. Ijimeko has appeared! You can't help but remember your lessons in school: how the North Koreans stole DNA after the first kaiju's attack and grew a new generation of monsters. A briefing document appears on your screens.

Essentially a walking muscle, Ijimekko is one of the easily-grown "disposable" kaiju developed by the North Koreans in the mid 1960s. There is nothing at all fancy about this monster, built from a powerful yet uncomplicated strain of Kaibutsu DNA, but it does the job of savaging its enemy admirably. Ijimekko is seen mostly on the North Korean DMZ, although frequent reports surface of the creature appearing on south sea islands.

The kaiju has emerged out of Tokyo bay and is making its way to the Shetamachi district, the financial hub of the city. Buildings there are reinforced against kaiju attack, though the neighborhood between the district and the bay is mainly small shops and apartments.

As you approach, the path of destruction wrought by Ijimeko is clear: crushed vehicles, shattered buildings and storefronts, all leading towards the high rises beyond. As you approach the Shetamachi district, you see something completely new: Ijimeko is climbing a building. This is unprecedented behavior for this kind of creature. Normally uncreative and direct, this kaiju is clawing its way up the side of a building, kicking in footholds as it goes, and pressing its face into the interior at various points. It's behavior is clear: it's looking for something.

Act 1: Busting the Block

The Approach: Carriers are not permitted to drop mecha at **Close** range to an active kaiju (within reach of their claws), and in an urban environment it is too easy to lose sight of kaiju from **Far Away** range (close enough to shoot but too far to reach in 1 round), so they will be dropped **Nearby** (close enough that the mecha can move Close to the kaiju and still take an action). They are also required to drop mecha on the ground, which leaves the problem of reaching Ijimeko.

Ijimeko has a **Boon** on them, “Out of Reach d6”. The scene has a **Condition** on it, “Drizzling d6”.

Boon: a temporary trait that benefits (buffs) a character. Ijimeko adds their Boon die to their dice pool when being “Out of Reach” would be an advantage.

Condition: a temporary trait which complicates (debuffs) the life of a character. When attempting an action that would be made more difficult by the rain, such as climbing or seeing long distances, before rolling your dice pool reduce a die that is equal to or greater than the d6, or scratch a die that is smaller. Scene Conditions affect everyone in the scene.

Everyone Gets an Action: Ace is the first on scene, so make him Initiative lead. Let each PC take an action that does not involve causing stress or a condition on the kaiju, then begin the combat. Remind your players that if they are performing the action *with their mecha* they may add a mecha trait to their dice pool. Some likely action include

- Creating Boons for yourself or another. Improving an ally’s boon rating. See Boon rule.
- Gaining information about the building: no roll needed. The building is owned by the “Suuhai Kedamono Tenshu,” or “Cult of the Beast Gods”, which preaches that the kaiju cannot be defeated, only supplicated to in hopes that they will refrain from eating you. The group has a dubious relationship with the Mecha Assault Force, for obvious reasons, and all their publicly owned property is on the MAF database.
- Ordering the carrier pilots to drop the team at a non-standard location: engage in an Impact Challenge by taking an action against the Danger Dice and achieving at least 4 Impact
- Observing the area for anything unusual: An Easy (4) Impact Challenge makes it clear there are people inside the building on the 9th floor (Ijimeko’s head has reached the 8th floor). A Heroic (10) Impact Challenge detects a strange signal coming from within the building (the kaiju call, though the PCs do not know that).
- Reducing the Condition on the scene through some creative means. See Condition rule.

Game Maker advice: This adventure puts players in the middle of a decades long conflict they know nothing about. No effort has been made to script events, merely note what the combatants will do in a given situation and the likely outcome. Anything beyond the scope of this adventure can be handled easily enough by remembering the best GM advice I ever got: any reasonable player plan should have a reasonable chance of success. Remember that the PCs are good at their jobs, which is why their actions always have an impact on the scene. Use the Danger Dice when players do the unexpected (they will), and make sure everyone is having fun – including you!

Fighting Ijimeko

This kaiju is a powerful Non-Player Character (NPC). Typically, NPCs have a single Aspect with a die attached, such as “Security Guard d6”. When the NPC takes an action or counters another’s action they add their aspect die to the Danger Dice and roll. Due to their great strength, kaiju have 3 trait sets. Like PCs they choose one trait die from every set.

Aspects: A kaiju has 3 aspects: Their name and title (given to them by kaijutaku superfans in their “Big Book of Kaiju”), their Fighting Style (such as “Fast and Savage” or “Persistence Hunter”), and their Motivation (which is different in every encounter).

Attributes: Kaiju have certain characteristics that are inherent to their nature. Base your descriptions of the kaiju's actions on the Attribute you roll.

Stressor: Kaiju become more dangerous as they react to stress. Stressors are modified stress tracks, which start with no dice. When a kaiju takes stress it gains a trait die based on the total amount of stress it has received:

Stress Amount	1-4	5-6	7-8	9-10	11-12
Stressor Trait	d4	d6	d8	d10	d12

Different stressors provide different benefits. For each stressor type there is one action which allows you to double the stressor dice when calling out the kaiju's traits.

When the stressor takes more than 12 stress the kaiju takes an immediate action, usually a final attack against its enemies or an attempt to escape, and then is **Taken Out**. Ijimeko kaiju usually die when taken out, though stronger kaiju can survive being taken out and instead retreat from the battlefield.

Mutations: Kaiju have extraordinary abilities, beyond just their size and strength, that give them specific benefits in particular situations. Mutations have a name and a set of rules for how they benefit the kaiju.

Kaiju Impact: Kaiju are terrifying, and their Impact abilities bare this out.

Boons and Conditions: Kaiju can use their impact for this purpose just like PCs can.

Stress. If a kaiju strikes a human target they are as good as dead. When they strike a mecha they do serious system damage. Kaiju use their impact to create a "System Failure" condition on one of the target mecha's systems, chosen by the player. Use the rules for creating Conditions. That mecha system cannot be used until the condition is removed. The trait die connected to that system can still be used.

Regeneration: Kaiju are hard to kill as a rule. They may spend 2 points of Impact to remove 1 stress.

Ijimeko's Aspects

Name and Title: Ijimeko, The Great Pretender

Fighting Style: Direct and Uncomplicated

Motivation: The sound is in my tiny brain!

Attributes

Savagery d8: At their heart, a Kaiju is a beast, fueled by their base drive to survive, overcome, and be the mightiest predator in their area.

Senses d6: Even the simplest animal can only survive if their senses are acute enough to detect threats.

Speed d6: Many predators rely on speed to overtake their prey.

Stressor

Hunger d0: This kaiju has an insatiable appetite. Any actions which prevent it from feeding are stressful. No matter how much it consumes it hungers for more. Double the kaiju's Hunger dice when making attacks. *How it is taken out:* The extremes of combat are remarkably taxing, and eventually the creature's stores of energy are spent and it can fight no more.

Mutations

Walking Muscle: Ijimeko's one advantage is that it is so tough it only takes 4 points of stress in any one attack. Any damage beyond that is ignored. *Note: this is designed so that players and new GMs can focus on the basic system, and that the kaiju will survive for at least 2 rounds of combat.*

<p>If Deuce Goes Inside: Make it clear to Deuce that she is fully capable of fighting the kaiju. With her jump jets the only limitation to her size – movement – is eliminated. But she does have one advantage: she's human size.</p>

Normally Deuce is not allowed inside buildings, as she could easily destroy property or harm citizens merely by a wrong move, but exigent circumstances do apply. If Deuce's player chooses to go inside the building, run a variation of Act 2, with her caught in the middle of a fight between Cultists and the Ninja, both groups that hate the MAF. This fight runs parallel to the team's fight with the kaiju.

Deuce's knuckle duster would blow a hole through humans and buildings alike, so safety cut offs prevent her from using it against the combatants inside. However she can defend herself from attack, and is incredibly strong in her servo suit. When interacting inside the building, give her the boon "Servo Suit D8", making her capable of dealing with large groups of ninjas or cultists solo. If the Ijimeko fight ends before Deuce's, run the "Getaway" event from Act 2.

Act 2: Investigating the Building

Almost immediately after Ijimeko's death, security agents arrive to cordon off the remains and sterilize the scene, while the mecha carriers return the war machines to base, leaving the team free to uncover the truth of the situation. Unlike pilots in other branches of the military, Taskforce Ichiban is tasked with investigating all aspects of kaiju disasters. They have police powers in kaiju-related emergencies, and their mandate allows them broad latitude when investigating threats to the nation. Inform the players of this fact, then ask them how they would like to proceed.

The obvious direction would be to investigate the building Ijimeko was trying to break into. While the door is locked, the windows have been shattered. In the same way police could enter a building as a suspected crime scene, the Taskforce can enter on suspicion of kaiju-related activity.

GM Advice: There are many story threads involved here. Allow players to uncover them in their own way, but bare in mind there is still a combat occurring on the 9th floor. Let players describe how they are investigating, then have them roll an action against the Danger dice. One other PC may use the Help action. An impact of 4 will reveal the information they seek. If their roll is unsuccessful their base impact of 2 is enough to give them a hint. The goal is to get the players involved in the conflict in the building. If they figure out what's happening they can take informed and decisive action. This would allow one of them to take the Action Lead in the situation. If they don't know what's happening let the Taskforce blunder into the conflict, or even have it spill over onto wherever the team is at, and let one of the belligerents go first.

- The building is a resident facility owned by the "Suuhai Kedamono Tenshu," or "Cult of the Beast Gods", essentially an apartment building for the faithful who live and work in Tokyo. The group has a dubious relationship with the Mecha Assault Force, for obvious reasons, and whenever the Taskforce has encountered members of the group it has always been tense. There is no evidence that the group has ever done anything illegal, but their supplication to the kaiju could easily shift to adoration and a desire to see them succeed.
- While many modern buildings are built to withstand kaiju attack, this one is remarkably resistant. There's no visible structural damage, the power is still on, and camera monitors at the lobby security desk are still active. All show empty rooms and halls, except those on the 9th floor, which have all been knocked askew or are out of commission. There is security footage that shows the beginning of the kaiju attack. Time code shows the fight began minutes before Ijimeko making landfall.
- The combat on 9 is still raging. Mahout Sukai leads the defense of the facility. She has given the residents an alchemical mixture that gives them great strength. Ema Asukawa, the "Red Ninja", leads her strike team with speed and cunning. At this point the two sides are at a standstill. This is the situation the PCs will walk into the middle of, either knowingly or otherwise. The PCs can take an elevator up, in which case they will arrive in between the cultists and the ninja. If they take the stairs for 9 stories, have them take an action against the Danger Dice to avoid taking Stress from the climb. Any Reaction they spend on the way up will still be spent when they arrive. From the end of the hallway they can get a good view of one of the combatant groups, either black-clad ninja with a leader in red, or enraged cultists fighting alongside a green skinned monster in a white kimono. This triggers the Getaway scene.

- If they end up fighting these combatants, treat them as 4 individual NPCs: the Cultist group, the Ninja group, the Red Ninja, and the Green Lady. Anytime a PC rolls against them add d8 to the Danger Dice.

Getaway

Neither side of the conflict wants the Mecha Assault Force to capture them or ask questions. At their arrival the ninja strike force breaks through the doors to different apartments on the side the kaiju attacked. The windows are smashed, but there is little damage to the room. They clamp ropes to the window sill and *run down the outside of the building* on their repelling lines. The cultists rush the MAF with the intention of delaying them while Sukai wrenches open the elevator doors and sliding down one of the cables to reach the ground floor, burning through an elevator floor/ceiling with an acid potion to do so. Since you are not giving the PCs a chance to prevent this, give each of them a point of Inspiration. Explain that sometimes things happen that they can't prevent, but it always fires them towards greater success.

The PCs must choose which target to chase, then quickly make their way to the ground floor. Have them narrate how they get down, then take an action against the Danger Dice with the Complication "9th Floor Express d6". If they fail they still make it to street level, but they take Stress equal to Danger Dice's impact.

Act 3: The Chase

The suddenness of the chase and the chaos caused by the kaiju attack means there are no vehicles handy. By the time Taskforce Ichiban makes it to the ground they see their quarry – the green skinned woman in the flowing white kimono, or the long-haired ninja in the red uniform – leaping over the body of Ijimeko and fleeing. The chase begins on foot! The space between hunter and prey is written as a Distance Condition d8.

The team's goal is to reduce this condition, and their prey seeks to boost it. If they reduce the distance condition below d4 it disappears and they catch up to their prey. If the condition increases above d12 the prey sets the terms for the end of the chase.

Describe the chase through ruined streets strewn with rubble from the recent attack. The players chase their prey as a team. One person rolls for the group. There are three ways other players can assist this action: narrate how they aid their teammate and use the Help action (they cannot use the same trait 2 times in a row); explain how they are affecting the environment as they create a condition on the scene (remember this is easier to do but could potentially affect the PCs); describe how they make things harder for their prey by creating a condition on them (the distance condition afflicts anyone trying to directly affect hunter or prey). If they are chasing Mahout Sukai, add her aspect "Arrogant Ogre Alchemist d8" to the Danger Dice. If Ema Asukawa is the prey, add her aspect "Nimble Ninja Nobility d8".

If the players reduce the distance condition below d4 they catch up to their prey and earn a "X d6" Boon they can use in the next scene. If their prey boosts the distance condition above d12 the PCs are hit with a "Y d6" condition they must carry over into the final scene. Either way, move on to Face Off.

Face Off

Chasing Mahout Sukai: *If the players catch up with her* they finally run her down as she is climbing down a set of steps off an alleyway. They collide with her, tumbling through the door at the bottom of the stairs and into a large medical facility. Dozens of beds hold patients, all of them as deformed as she. "You fools!" she cries. "It was not we who summoned the great beast. It would never attack us had we done so. That was the work of the ninja, seeking to supplant us in the eyes of our Oni masters. Besides, their form of summoning is just a crude gageto. While we have a straight line to the source of the kaiju's power!" A cultist appears around the corner, holding a black and gold lacquered box. It appears like a kamidana, a portable shrine used in Shinto ceremonies, but filled with blasphemous imagery. "Behold the power of Kaibutsu, King of the Kaiju!" Your hearts skip a beat as you hear in the distance – far away, but all too close – the legendary cry of the greatest of

all monsters. "My onidana shrine does not control our kind, only call him to take his crown. Don't you all have somewhere to be right about now?"

If the players fail to catch up to her, or if it's just time to spice things up, Sukai leads them to ogre facility and summons Kaibutsu in front of them, as a sign of her power. Either way, give the players a point of Inspiration and proceed to Act 3.

Chasing Ema Asukawa: *If the players catch up with her* she finally collapses in an alleyway, exhausted. "You fools," she gasps, "don't you know what that monster in the kimono is? She's an Ogre, a slave to the oni! All she wants is for them to return to earth!" And from the rooftops above a voice deeper than midnight interrupts. "As do we, great-granddaughter." It is from a man in long black kimono, his face hidden behind a fan, but his long grey-black hair flowing in the breeze. "But the ogre ninja clan has fought for centuries to claim the world in the oni's name, to rule in order to prevent our masters from coming bodily here. Those kaiju cultists want to feed our world to the monsters, and they can do it too. The kaiju tonight was here at THEIR command, summoned to stop our attack. But worry not. We, too, are faithful to the oni, and also have means of summoning their children here. Behold!" He holds up a remote control and presses a button. In the distance you hear the sound that haunts your nightmares: the rumbling cry of the king of the kaiju, the terrifying scream of Kaibutsu, the First Kaiju. "Our king will burn the cultists to the ground, and we will prove ourselves worthy of ruling this place. Unless you can stop it." His laughter fills the night as he and the red ninja disappear into the night.

If the players fail to catch up to her, or if it's just time to spice things up, Asukawa leads the team into the presence of her great-grandfather, grandmaster of the Ogre Ninja clan, where he summons Kaibutsu before their eyes as a sign of his strength. Either way, give the players a point of Inspiration and proceed to Act 3.

Act 4: King of the Kaiju

Kaibutsu rises out of the Tokyo Bay, heading for the Cult of the Beast God building (either to destroy it or to destroy everything else around it, depending on who called him). Taskforce Ichiban can be flown by carrier back to their mecha. Describe the site of seeing the most terrifying kaiju on the planet approach one of the most densely populated areas in Japan. Ijimeko's body steams in the cool evening. At least the rain has stopped. Their mecha have been untouched since they dismounted, so any damage is still present.

The team has just enough time to mount up before Kaibutsu enters Nearby range. Determine turn order and begin the combat. Remind the players that Kaibutsu must get a turn as well, and the last character to take a turn decides who goes first the following turn.

Kaibutsu always issues a challenge to his enemies as his first action. Use "Cry of the King" on Kaibutsu's action. After that he will fight the strongest-appearing enemy, though if an opponent is foolish enough to come within his grasp he will happily oblige their death wish. As his Cunning stressor builds up he will create a "Collateral Damage" condition on the scene that will make everything difficult for the team. Cunning also adds to his use of "Cry of the King."

Pacing the Fight: Kaibutsu is an immensely strong opponent, who would be nigh impossible to permanently kill, but at this point all the team need do is drive him off. This is why he has only one Stressor. If they can boost that stressor above d12 he will become annoyed and leave the way he came. Alternately, they could focus on creating an appropriate Condition, such as "Annoyed" or "Distracted" and use that to drive him away. When countering such an attempt, Kaibutsu would add the boon "Summoned d6", to represent the call he's receiving.

To spice things up you could have a cadre of Ninjas/Cultists attack, trying to distract the group. They could either create conditions on the scene with explosives or other creative means. They could also be an alternate target for Deuce, who is fully authorized to engage human belligerents in kaiju emergencies. Finally, if things are going a little too well for the PCs, you could add a second Stressor, Rage, which would allow Kaibutsu to add two Rage dice to his attacks.

Kaibutsu, King of the Kaiju (pictured on the cover)

Attributes

- Savagery d8
- Spirit d8
- Stamina d10

Aspect

- Name and Title d8: Kaibutsu, King of the Kaiju
- Fighting Style d8: Inevitable and Unstoppable
- Motivation d8: ["Destruction is its Own Reward", "Fight the Strongest", "The Hunt is On", etc]

Stressors

- Cunning: dx Add two Cunning dice to all attempts to create Assets.

Mutations Total Mutation Points: 6

Atomic Breath (Accurate, Area)

Kaibutsu can emit a devastating gout of radioactive fire from its mouth. Add d6 to its dice pool when attacking. Double your Aspect die and add +2 to your impact.

Undying (Cure, Heal)

Kaibutsu is infamously hard to kill. Once per scene you may roll against the Danger Dice to reduce a stressor die as if it were a condition. This does not take an action.

Cry of the King (Cone, Dice)

Kaibutsu causes terror with just its roar. When creating the "Terror" condition, you may add a d6 and reduce a Danger Die to turn all unused dice in your pool into extra impact. Apply one impact die to all nearby targets.

More to Come: You now know some of the secrets of the world of Mecha Vs Kaiju, but there are many more to be found in the core rulebook. This book contains more action options; character creation rules with 12 archetypes and a narrative system for building PC backstory; rules for creating your own powers, talents, and tools; a point buy system for customizing your own giant monsters and robots; and a growing set of GM aids for building your own campaign. And all of this is completely convertible to your own 5th Edition campaigns!

The Mecha Vs Kaiju 5E Core Rulebook is available as an eBook NOW on our Patreon starting at \$3. Every month you'll get updates with new options, setting information, and systems for creating your own anime and manga adventures! For details go to

 patreon.com/MechaVsKaiju

or our primary website at

MECHA VS KAIJU.COM

ICHIMASU!!!

NAME: Captain Rīdā “Cappy” Fujima

ASPECTS: Character’s background, personality, role, etc. “What element of my nature will help this action?”	
Identity: d6 Father Knows Best Personality: d6 To Protect and Serve Drama: d8 Defend Japan At All Costs VS: d8 Protect His Squad	
STYLE: Different approaches to dealing with a problem. “How am I going to perform this action?”	
Bold: d6 strong and decisive action Creative: d6 unexpected or non-traditional action Steady: d8 slow but certain action Subtle: d6 quiet and precise action Swift: d6 fast and nimble action	
STRESS TRACKS	
Tenacity: 8	Vigor: 6
Overwhelmed: 5	Staggered: 4
MECHA: The Iron Demon	
Auxiliary: d6 System: Auto Pilot Power: d6 System: Sudden Death Rapid Movement Superstructure: d10 System: Kozane Heavy Armor Weapons: d10 System: Kamayari Mancatcher Polearm	

ASPECT TALENTS	INSPIRATION: 1
Flawed: Gain a Condition(2) related to one of your aspects to gain inspiration. If you already have one or more conditions, add 2 to the highest.. Success at a Cost: When you fail a roll, you can pay a cost to increase your minimum impact from 2 to 4. If the roll used your identity aspect, the cost is 1 inspiration. If the roll used your personality aspect, the cost is taking 2 mental stress. If the roll used one of your destiny aspects, the cost is taking an appropriate condition with a rating of 2.	
VALUES: Most important concepts in the character’s life. “What is important to me in this action?”	
Composure: d8 calm/control Kinship: d8 friends/family Ferocity: d6 extreme action	Passion: d6 enthusiasm/expression Self Reliance: d4 excellence/independence Spirituality: d6 nature/faith
ARCHETYPE: Otosan	
Guiding Value: Composure Affinity: Military Talent: Tough but Fair When you interact with those who have witnessed your leadership style add +2 to your impact.	
Character Description: Cappy is often straightforward to a fault, but always has the best interest of his crew and the mission at heart. The “father” of the group, sometimes he can’t help butting in when someone’s going astray. And focusing on others leaves little time to himself.	
IMPACT (you earn at least 2 for an action)	
Spend 2 impact to do any of the following: <ul style="list-style-type: none"> • Add/subtract 1 to a boon/condition rating • Bolster yourself or an ally • Create a boon/condition with rating 1 • Inflict 1 points of stress Ready Stance: Creating boons/conditions costs 1 Impact Reckless: Inflicting stress costs 1 Impact Regroup: Increasing reaction+bolstering allies costs 1 impact	

NOTES:

NAME: Lt. Ace Kasuragi

ASPECTS: Character's background, personality, role, etc. "What element of my nature will help this action?"	
Identity: d6 There's a Fire Inside Personality: d6 Unpredictable Master of Sky and Snark Drama: d8 Irrepressible Show Off VS: d8 Not Perfect, but Always Pushing	
STYLE: Different approaches to dealing with a problem. "How am I going to perform this action?"	
Bold: d8 strong and decisive action Creative: d8 unexpected or non-traditional action Steady: d4 slow but certain action Subtle: d4 quiet and precise action Swift: d8 fast and nimble action	
STRESS TRACKS	
Tenacity: 8	Vigor: 9
Overwhelmed:	Staggered:
MECHA: The Iron Angel	
Auxiliary: d10 System: Drone Flock Power: d8 System: Supersonic Flight System Superstructure: d6 System: Landing Claws Weapons: d8 System: Missile Swarm	

ASPECT TALENTS	INSPIRATION: 1
Flawed: Gain a Condition(2) related to one of your aspects to gain inspiration. If you already have one or more conditions, add 2 to the highest.. Success at a Cost: When you fail a roll, you can pay a cost to increase your minimum impact from 2 to 4. If the roll used your identity aspect, the cost is 1 inspiration. If the roll used your personality aspect, the cost is taking 2 mental stress. If the roll used one of your destiny aspects, the cost is taking an appropriate condition with a rating of 2.	
VALUES: Most important concepts in the character's life. "What is important to me in this action?"	
Composure: d6 calm/control Kinship: d6 friends/family Ferocity: d4 extreme action	Passion: d8 enthusiasm/expression Self Reliance: d6 excellence/independence Spirituality: d8 nature/faith
ARCHETYPE: Hiakasu	
Guiding Value: Passion Affinity: Clandestine Talent: Pushing Buttons When you try to provoke someone into acting positively or negatively towards you, add a d6 to your dice pool.	
Character Description: Even though he was raised an orphan in a Shinto temple, he can't help being a "tease". The quintessential hot shot, Ace's heart is always in the right place, even if his body is usually in hot water.	
IMPACT (you earn at least 2 for an action)	
Spend 2 impact to do any of the following: <ul style="list-style-type: none"> • Add/subtract 1 to a boon/condition rating • Bolster yourself or an ally • Create a boon/condition with rating 1 • Inflict 1 points of stress Ready Stance: Creating boons/conditions costs 1 Impact Reckless: Inflicting stress costs 1 Impact Regroup: Increasing reaction+bolstering allies costs 1 impact	

NOTES:

NAME: Sgt. Keiko "Ojo" Watanabi

ASPECTS: Character's background, personality, role, etc. "What element of my nature will help this action?"	
Identity: d6 Get them before they get you Personality: d6 It's All a Game Drama: d8 Desk jockey turned mecha jock VS: d8 Looking for the best deal	
STYLE: Different approaches to dealing with a problem. "How am I going to perform this action?"	
Bold: d6 strong and decisive action Creative: d8 unexpected or non-traditional action Steady: d8 slow but certain action Subtle: d6 quiet and precise action Swift: d4 fast and nimble action	
STRESS TRACKS	
Tenacity: 9	Vigor: 6
Overwhelmed: 5	Staggered: 4
REACTION:5	
MECHA:	
Auxiliary: d8 System: Battlemaster Sensor Array Power: d8 System: Supercharger Superstructure: d8 System: Autoveer Defense System Weapons: d8 System: Gunryo Recoilless Rifle	

ASPECT TALENTS	INSPIRATION: 1
Flawed: Gain a Condition(2) related to one of your aspects to gain inspiration. If you already have one or more conditions, add 2 to the highest.. Success at a Cost: When you fail a roll, you can pay a cost to increase your minimum impact from 2 to 4. If the roll used your identity aspect, the cost is 1 inspiration. If the roll used your personality aspect, the cost is taking 2 mental stress. If the roll used one of your destiny aspects, the cost is taking an appropriate condition with a rating of 2.	
VALUES: Most important concepts in the character's life. "What is important to me in this action?"	
Composure: d6 calm/control Kinship: d4 friends/family Ferocity: d8 extreme action	Passion: d6 enthusiasm/expression Self Reliance: d8 excellence/independence Spirituality: d6 nature/faith
ARCHETYPE: Dorodoro	
Guiding Value: Ferocity Affinity: Corporate Talent: Me First When your action will benefit only you and no one else, add a d6 to your dice pool. Character Description: Former corporate IT darling, Keiko sought out the MAF to gain access to the latest tech and become master of a new domain. And if she's able to profit from this arrangement so much the better. Some say you're "confused" because you act sweet and innocent, but you are tough as nails on the inside.	
IMPACT (you earn at least 2 for an action)	
Spend 2 impact to do any of the following: <ul style="list-style-type: none"> • Add/subtract 1 to a boon/condition rating • Bolster yourself or an ally • Create a boon/condition with rating 1 • Inflict 1 points of stress Ready Stance: Creating boons/conditions costs 1 Impact Reckless: Inflicting stress costs 1 Impact Regroup: Increasing reaction+bolstering allies costs 1 impact	

NOTES:

NAME: Lt. Jasmine "Deuce" Kasuragi

ASPECTS: Character's background, personality, role, etc. "What element of my nature will help this action?"	
Identity: d6 Something to Prove Personality: d6 I Know what they need Drama: d8 Living in the Shadow of Others VS: d8 Standing on the Shoulders of Giants	
STYLE: Different approaches to dealing with a problem. "How am I going to perform this action?"	
Bold: d6 strong and decisive action Creative: d8 unexpected or non-traditional action Steady: d6 slow but certain action Subtle: d8 quiet and precise action Swift: d6 fast and nimble action	
STRESS TRACKS	
Tenacity: 8	Vigor: 6
Overwhelmed: 5	Staggered: 4
MECHA: Midnight Runner	
Auxiliary: d8 System: Neural Interface System Boost Power: d8 System: Jump Jets Superstructure: d8 System: Ablative Hard Suit Armor Weapons: d8 System: Knuckle Duster Explosive Punch	

ASPECT TALENTS	INSPIRATION: 1
Flawed: Gain a Condition(2) related to one of your aspects to gain inspiration. If you already have one or more conditions, add 2 to the highest.. Success at a Cost: When you fail a roll, you can pay a cost to increase your minimum impact from 2 to 4. If the roll used your identity aspect, the cost is 1 inspiration. If the roll used your personality aspect, the cost is taking 2 mental stress. If the roll used one of your destiny aspects, the cost is taking an appropriate condition with a rating of 2.	
VALUES: Most important concepts in the character's life. "What is important to me in this action?"	
Composure: d4 calm/control Kinship: d8 friends/family Ferocity: d6 extreme action	Passion: d8 enthusiasm/expression Self Reliance: d6 excellence/independence Spirituality: d6 nature/faith
ARCHETYPE: Gaugau	
Guiding Value: Kinship Affinity: Municipal Talent: By Hook or By Crook When you take an action to directly benefit your leader, add a d6 to your dice pool Character Description: While Keiko loves her brother Ace, she worships Cappy Fujida. It was he who inspired her to find her own way, so she works for the Anti-Kaiju Force in a human-sized servo suit, often going where mecha are unable to follow. She dreams of one day stepping out into the spotlight as a mixed martial arts fighter.	
IMPACT (you earn at least 2 for an action)	
Spend 2 impact to do any of the following: <ul style="list-style-type: none"> • Add/subtract 1 to a boon/condition rating • Bolster yourself or an ally • Create a boon/condition with rating 1 • Inflict 1 points of stress Ready Stance: Creating boons/conditions costs 1 Impact Reckless: Inflicting stress costs 1 Impact Regroup: Increasing reaction+bolstering allies costs 1 impact	

NOTES:

Glossary

Action	Do something and roll some dice to see if you succeed.
Fortune Die	A d20 represents the unpredictability of fate.
Traits	The various attributes that make up a character. Their strength is denoted by dice. Traits are clustered into Trait Sets.
Call Out Your Traits	When taking an action choose one Trait from each Trait Set. Add the die for each trait with the Fortune Die into a dice pool and roll.
Action Total	The total from rolling your dice pool and adding two results.
Impact	The result of a third die from your pool. Determines how much your action affects the situation. May never be a d20.
Counter	The roll to oppose an action.
Danger Dice	Represents the level of threat in the scene. The GM rolls DD when a PC takes an Action not opposed by an NPC.
Boost a Die	Change the die to the next largest die type.
Reduce a Die	Change the die to the next smallest die type.
Scratch a Die	Remove one of the die results from your pool before calculating a total.
Advantage	Roll one additional Fortune Die in your pool. You may still only use one to calculate your total.
Disadvantage	Roll one additional Fortune Die in your pool. Scratch the highest result
Boon	A temporary trait that benefits the character. You may create a Boon as an action. Add one Boon die to your dice pool when appropriate.
Condition	A temporary trait that makes life more complicated for a character. When appropriate, reduce a die that is equal to or greater than the condition die, or scratch a die that is smaller.
Inspiration	Spend one to add an extra trait die to your pool; add an unused die result to your total; add an additional Impact die; give you Advantage on a roll.
Critical Success	When you roll a 20 on the Fortune Die, or roll 5 higher than the opposition. Either increase Impact by 3 or gain an Inspiration point.
Critical Fumble	When you roll a 1 on a d4 or a d20 in your pool. Choose one die result that is not a 1 and scratch it. Gain a point of Inspiration.
Die Score	The maximum result possible for that die.

Taking an Action

1. Choose a **Stance**, based on what you most want to accomplish with this action.
 - a. **Ready**: Creating boons/conditions costs 1 Impact
 - b. **Reckless**: Inflicting stress costs 1 Impact
 - c. **Regroup**: Increasing reaction+bolstering allies costs 1 impact
2. **Call Out Your Traits**: Choose one trait from your Aspect+Style+Value.
 - a. Aspects: a character's background, personality, and role. Aspect answers the question "What element of my nature will help with this action?"
 - b. Style: the different approaches to dealing with a problem. Style answers the question "How am I going to perform this action?"
 - c. Values: represent the most important concepts in a character's life. Value answers the question "What is important to me with this action?"
 - **Affinity**: Boost your Identity aspect if your action is in line with your Affinity.
3. Add one Boon if available.
4. Add a Mecha trait.
 - **Spend Inspiration** to add an additional Trait die to your pool.
5. Roll your dice pool.
6. Add two die results as your **Action Total**. Choose a 3rd die as your **Impact**.
 - Spend Inspiration to 1)add an additional die result to your total or 2)add an additional Impact die
 - You earn a **Minimum 2 Impact** for your action.
7. Spend 2 Impact to do one of the following
 - Add/subtract 1 to a boon/condition rating
 - Bolster yourself or an ally
 - Create a boon/condition with rating 1
 - Inflict 1 points of stress

Countering an Action

The process is the same. If you take stress you may spend **Reaction** to absorb stress 1:1. Apply remaining stress to the appropriate track. **Tenacity**. Defines your ability to take mental stress such as confusion, emotion, coercion, etc. **Vigor**. Defines your ability to take physical stress such as fatigue, illness, or harm.

Overwhelmed. Mental Stress is more than half your Tenacity.

Staggered. Physical Stress is more than half your Vigor.

Overwhelmed+Staggered. As above plus recover 1 less Reaction Point each round.

Taken Out. When your Tenacity or Vigor Stress Track is full you are taken out of the scene. Reduce Tenacity by the amount of stress that was not recorded on your stress track.

Range & Position

Close. Already in melee range

Nearby. Easily reachable in one turn

Far Away. Not easily reachable in one turn

Beyond. Out of the scene

Tiers of Dice

Rating	d4	d6	d8	d10	d12
Adjective	Worrisome	Heroic	Epic	Legendary	Mythic

Spending Inspiration

Before Rolling: add a second trait die from a set; roll with Advantage; **After Rolling**: select an unused die you rolled in your pool to be an additional impact (must impact a different target); add an unused die to your total



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