

KAIJU NAME

KAIJU PORTRAIT

BIOFORM

HEALTH / ENERGY /

BIOFORM EVOLUTION

MECHANICS

ORIGIN TRAIT

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

EVOLUTION NAME

TYPE    

PASSIVE ACTION

DESCRIPTION/MECHANICS

EVOLUTION NAME

TYPE    

PASSIVE ACTION

DESCRIPTION/MECHANICS

EVOLUTION NAME

TYPE    

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