

Gojirasaurus



Kaiju



Daikaiju

While often associated with atomic weapons testing, and certainly attracted to such incidents -- the first well-documented sighting of the species took place during the second test of Operation Crossroads in 1946 -- the idea that they were "awakened" or even "mutated" by the radiation of the tests seems to be apocryphal. While able to absorb the radiation of a nuclear explosion, they are as vulnerable as any other creature to the actual blast, and the creature glimpsed during Crossroads was annihilated by the *Baker* test.

Only a few months later, however, a different member of the species destroyed a lighthouse at Lonely Bay, in Alaska. When interviewed, the lighthouse keeper claimed that he had seen "the dinosaur" coming around for about a decade and guessed that it had gotten tired of the lighthouse playing hard to get. (A different explanation was given by author Ray Bradbury in the story inspired by this episode, which the author claimed to be pure fiction.) There would be further sightings over the following decade, but no serious episodes until one of the creatures attacked Tokyo in 1956. The results of that episode are too well-known to repeat here, and resulted in the creature being given its scientific name.

While structurally similar to a theropod dinosaur, the walking posture of the creature is much more upright, with its tail dragging rather than extended behind it, parallel to the ground. It is believed that this is because the gojirasaurus is an amphibious creature, more comfortable in the water than the surface. This is further demonstrated by its rapid swimming speed, moving many times faster in the water than on the ground. In 1991, a group of photojournalists recorded images of the largest assembly of gojirasauruses ever observed in the sea on the western coastline of **Dread Island**, engaged in what might have been mating behavior, or possibly juvenile squabbling. This has led to speculation that hatching grounds are located on the seafloor of that region, but no one has yet mounted an expedition to find out.

There is believed to be only a singular example of the daikaiju variation of the gojirasaurus species. However, it was insisted for many years that there was only a singular *remaining* example of the kaiju gojirasaurus, until one was observed in the company of a younger example. Even then, it was insisted that they were the only examples of their species, until it was positively demonstrated that there had been gojirasaurus sightings in two impossibly remote locations at roughly the same time. Perhaps it would be more accurate to state that it is *hoped* that only a single example of one of the most dangerous creatures on Earth exists.

Ironically, the daikaiju has actually fought on behalf of humanity on at least one occasion, during the second uprising of **Kthulu**. However, this was a case of a struggle against mutual enemies, for attempts to read its mind have never revealed anything but an impression of utter rage. While that rage was particularly focused when fighting Kthulu, it remained after Kthulu dissolved. At best, it subsides into great weariness, and the sense that the world can always be destroyed after the gojirasaurus gets some rest.

Gojirasaurus -- PL 12 (3rd Edition)

Abilities:

STR 13 | STA 12 | AGL 0 | DEX -1 | FGT 8 | INT -4 | AWE 3 | PRE 0

Powers:

Amphibious: Immunity 4 (cold, drowning, heat, pressure); Swimming 6 (30 MPH) - 10 points

Bite: Strength-based Damage 1 - 1 point

Energy Absorption: Immunity 20 (energy effects); Regeneration 10, Source (radiation) - 25 points

Huge Size: Permanent Growth 10 (45 feet; Strength +10, Stamina +10, Dodge -5, Parry -5, Intimidation +5, Stealth -10, Speed +1); Protection 4, Impervious 12 - 46 points

Radioactive Blast: Line Area 3 Damage 11 - 44 points

Senses: Senses 8 (extended 2 ranged tracking detect radiation, low light vision, acute scent, ultrahearing) - 8 points

Advantages:

All-out Attack, Improved Grab, Improved Initiative, Power Attack

Skills:

Intimidation 6 (+11), Perception 8 (+11)

Offense:

Initiative +4

Unarmed +8 (Close Damage 13)

Bite +8 (Close Damage 14)

Radioactive Blast -- (Cone Area Damage 11)

Defense:

Dodge 4, Parry 6, Fortitude 15, Toughness 16, Will 7.

Totals:

Abilities 22 + Powers 129 + Advantages 4 + Skills 7 + Defenses 19 = 191 points

Offensive PL: 11

Defensive PL: 12

Resistance PL: 11

Skill PL: 6

Complications:

Survival--Motivation. Animal (cannot speak). **Temper.**

Note: If using Revised Growth and Shrinking, replace listed Growth with Permanent Growth 5, reducing total cost by 2 points.

Gojirasaurus, Daikaiju -- PL 14 (3rd Edition)

Abilities:

STR 15 | STA 14 | AGL 0 | DEX -1 | FGT 8 | INT -4 | AWE 3 | PRE 0

Powers:

All-Consuming Fury: Immunity 20 (mental effects), Limited to Half Effect - 10 points

Amphibious: Immunity 4 (cold, drowning, heat, pressure); Swimming 9 (250 MPH) - 13 points

Bite: Strength-based Damage 1 - 1 point

Energy Absorption: Immunity 20 (energy effects); Regeneration 20, Source (radiation) - 30 points

Gargantuan Size: Permanent Growth 12 (60 feet; Strength +12, Stamina +12, Dodge -6, Parry -6, Intimidation +6, Stealth -12, Speed +2); Protection 4, Impervious 14 - 54 points

Radioactive Blast: Line Area 3 Damage 13 - 52 points

Senses: Senses 8 (extended 2 ranged tracking detect radiation, low light vision, acute scent, ultrahearing) - 8 points

Advantages:

All-out Attack, Improved Grab, Improved Initiative, Power Attack, Seize Initiative

Skills:

Intimidation 6 (+12), Perception 8 (+11)

Offense:

Initiative +4

Unarmed +8 (Close Damage 15)

Bite +8 (Close Damage 16)

Radioactive Blast -- (Cone Area Damage 13)

Defense:

Dodge 4, Parry 6, Fortitude 17, Toughness 18, Will 9.

Totals:

Abilities 22 + Powers 168 + Advantages 5 + Skills 7 + Defenses 19 = 221 points

Offensive PL: 13

Defensive PL: 14

Resistance PL: 13

Skill PL: 7

Complications:

Rage--Motivation. Animal (cannot speak). *Cautious Respect* (**Super-Giant**). *Hatred* (Kthulu).

Kaiju Gojirasaurus -- PL 12 (4th Edition)

Abilities:

STR 13 | AGL 0 | STA 15 | INT -4 | AWE 3 | PRE 0

Combat:

Attack 8 | Defense 6 | Initiative 4

Resistance:

Dodge 4 | Fortitude 15 | Toughness 16 | Will 7

Powers:

Amphibious: Immunity 4 (Cold, Drowning, Heat, Pressure); Swimming 6 - 10 points

Bite: Crushing Damage 1, Strength-based - 1 point

Energy Absorption: Immunity 20 (energy effects); Regeneration 5, Source (radiation) - 25 points

Gargantuan Size: Feature 13 (Mass); Size 3 (Intimidation +6; Stealth -6); Speed 3 - 16 points

Radioactive Blast: Radiation Damage 12, Line Area - 48 points

Senses: Enhanced Senses 8 (Acute Scent, Detect Radiation [Ranged, Extended 2, Tracking], Low-Light Vision, Ultrahearing) - 8 points

Tough Hide: Impervious Toughness 12, Impenetrable 6 - 30 points

Advantages:

Fearsome Presence

Skills:

Intimidation 6 (+12), Perception 8 (+11), Survival 8 (+11).

Offense:

Unarmed +8 (Close Damage 13)

Bite +8 (Close Damage 14)

Radioactive Blast -- (Line Area Damage 11)

Totals:

Abilities 54 + Combat 29 + Powers 138 + Advantages 1 + Skills 11 + Resistances 9 = 243 points

Complications:

Survival--Motivation. Animal (cannot speak). *Temper*.

Daikaiju Gojirasaurus -- PL 14 (4th Edition)

Abilities:

STR 15 | AGL 0 | STA 17 | INT -2 | AWE 3 | PRE 0

Combat:

Attack 10 | Defense 8 | Initiative 8

Resistances:

Dodge 6 | Fortitude 17 | Toughness 18 | Will 9

Powers:

All-Consuming Fury: Immunity 20 (mental effects), Reduction - 10 points

Amphibious: Immunity 4 (cold, drowning, heat, pressure); Swimming 9 - 13 points

Bite: Crushing Damage 1, Strength-based - 1 point

Colossal Size: Feature 15 (Mass); Size 4 (Intimidation +8; Stealth -8); Speed 4 - 19 points

Energy Absorption: Immunity 20 (energy effects); Regeneration 10, Source (radiation) - 30 points

Radioactive Blast: Radiation Damage 13, Line 4 Area - 65 points

Senses: Enhanced Senses 8 (Acute Scent, Detect Radiation [Ranged, Extended 2, Tracking], Low-Light Vision, Ultrahearing) - 8 points

Tough Hide: Impervious Toughness 14, Impenetrable 8 - 36 points

Advantages:

Damaging Grab, Fearsome Presence, Menacing Attack, Seize Initiative

Skills:

Intimidation 6 (+14), Perception 8 (+11), Survival 10 (+13).

Offense:

Unarmed +10 (Close Damage 15)

Bite +10 (Close Damage 16)

Radioactive Blast -- (Line Area Damage 13)

Totals:

Abilities 66 + Combat 38 + Powers 182 + Advantages 4 + Skills 12 + Resistances 13 = 325 points

Complications:

Rage--Motivation. Animal (cannot speak). **Cautious Respect** (Super-Giant.) **Hatred** (Kthulu.)