

FREE!

If - E - Zine™

Issue # 9

Special
Halloween
Edition # 5

FEATURING:

*"A Bit of
Chocolate"*

**First Ever
Monster
Issue!!!**

*"A Touch of
Rust"*

*"Hunter of the
Dead"*



And so much more!!!

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Published by Black Swans with Atom Bombs Publishing™ in pdf format October, 2007

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Editorial

Welcome to *If – E – Zine™* Issue #9, Special Halloween Edition #5 and the *First Ever Monster Issue!* So what makes this the *First Ever Monster Issue?*

Firstly, since much of the material herein was started way back in January of this year, there's quite a **monstrous** amount of things for you to peruse! In this issue I'm providing to you three short stories. In "A Bit Of Chocolate" we eavesdrop on conversations with space-exploring scientists as they attempt to discover the roots of the mysterious 'Space Fever'.

In "A Touch of Rust" a grandfather's desperation leads him to extreme measures to convince his young grandson that despite the heavily technology-influenced world they live in, there are still parts of the world where trees exist.

And in "Hunter of the Dead" we are introduced to the character Urdgar the Hunter, a Viking that suddenly finds himself thrust into a zombie-filled apocalypse!

As if that weren't enough, I also bring to you, dear reader, *Kaiju Katana: Monster Maker™!* This is a set of rules for you and your friends to make giant-sized monsters and pit them in mortal combat with one another!

Secondly, the reason I named this the *First Ever Monster Issue* is that I've decided to borrow an idea from the original Outer Limits television show, that idea being that in their initial season the producers of the show required at least one monster per episode. After the first season they dropped this requirement and the show's ratings diminished horribly and was cancelled.

With this issue I promise you, dear reader, to provide at least one story per issue (starting with this issue) that includes the appearance of at least one monster!

Enough talk! Let's get to those stories!

~ charles
ed.-in-chief



“A Bit of Chocolate”

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The small bit of chocolate was a perfect sphere wrapped in foil. Donal held it lightly between his finger and thumb, rolling it so as not to apply too much of his body’s heat to any one point and melt the contents.

The chocolate became a star became a world drifting in darkness. Donal sat at the port of a spacecraft, watching.

“Donal,” the voice was mechanically filtered. “Donal. Stop daydreaming. Get to work.”

Donal heard nothing.

In another part of the ship Captain Barris and his first mate, Evelyn Trudeau, watched Donal through security monitors.

“He’s gone again,” said Trudeau.

“For crying out loud,” Captain Barris exhaled in defeat.

“It’s not Donal’s fault. The *space sensitive* are subject to Space Fever.”

“I know, I know.” Captain Barris depressed a button and spoke through the comlink again. “Donal. Donal. Stop daydreaming, Donal. Donal? Are you with us?”

* * * * *

Captain Barris and Trudeau were floating in a meeting room of a space station with Dr. Iizuka.

“It’s not Donal’s fault,” said Dr. Iizuka. “Some level of stress is bound to affect everyone that comes into space. Even you, Barris. Your levels of excitement and enthusiasm, though typically not viewed as traditional stress, releases chemicals into your body that elevates your heart rate, your blood pressure, your breathing rate, a lot of things. Prolonged exposure to such elevated levels of stress will cause a certain level of wear. Endurance and metal adaptability is key to space existence.

“We try to get people who basically view space travel as a job. There’s no excitement to that which is viewed as routine, no stress. The people we look for are those that see space travel as just another day. The problem is that still relatively few people have actually ventured into space.”

“If I’ve such high levels of excitement and stress, then why keep me around?” Captain Barris asked.

“Because you’re good as a leader and perform consistently in high-stress situations. You have a good deal of endurance and adaptability.”

“What about Donal?” Trudeau asked.

“He’s just another one that couldn’t take deep space.”

“But he did well enough getting to the station.”

“Yes, but here at the station though we may be floating about in weightlessness we are still under the influence of the earth’s gravity, we are still subject in small, subtle ways to our home planet. Here we are in orbit and still attached by an unseen umbilical cord.

“But out *there*, in deep space, the connection diminishes. We’re all as children taking its first steps: shaky and nervous and capable of falling flat on our faces.

“Again, it’s not Donal’s fault.”

“But he’s the third mathematician that’s gone off on us like this,” Captain Barris said. “And the seventh crew member in total. There has to be a fault somewhere and I’m beginning to think it’s not all physiological.”

“How do you mean?” asked Dr. Iizuka.

“If more than one person is experiencing problems, than its cause is likely to be some common aspect of our humanity. We may each have different backgrounds but we all go through the same rigorous training which means our training is in some way deficient in that its not catching and filtering out whatever is causing us problems once we get into deep space. Our training is not screening for something.”

“But what?” asked Trudeau. “We go through some of the toughest training on earth and in space.”

“It has to be something we don’t yet know about,” Captain Barris answered.

“From what Donal told me he was having trouble identifying an object he was looking at. I think he might have been hallucinating. He says he doesn’t remember you calling to him. He was essentially catatonic which leads me to believe he may be suffering from some sort of schizoaffective disorder. In fact, all of the people that have suffered from ‘Space Fever’ have displayed similar symptoms.”

“Why doesn’t our training screen for such a thing?” asked Trudeau.

“It’s not that easy. While all the elements may be preset within a person, there must be a triggering event for the disorder to manifest itself.”

“The triggering event is then somewhere within the deep space screening,” suggested Trudeau.

“It would seem,” confirmed Dr. Iizuka.

“So it could be physiological, after all?” asked Captain Barris.

“It could be a lot of things,” Dr. Iizuka said.

“What I was getting at earlier,” said Captain Barris, “is that it could be something within our society. Something so obvious that we’ve not thought about it.

“It’s been nearly a century since the first manned space flight. And just now we’re gathering a team for Mars. Why would it take so long for us to be reaching out to our neighbor? Technology doesn’t develop that slowly unless it’s stifled with a lack of interest or funding. The private sector didn’t get involved until cash prizes were involved, then the private sector even spent more money than the prizes were worth.

“That only suggests money wasn’t a motivator. That leaves a lack of interest. Humanity simply isn’t interested in space exploration or advancing itself.

“Dr. Iizuka, you mentioned an ‘unseen umbilical’. Maybe you weren’t far off. Maybe when we feel gravity slip from us we snap, pardon the expression. We’re all birds leaving the nest. Some fly, others fall and die.”

“That’s quite a bit of speculation,” said Trudeau.

“Maybe,” said Dr. Iizuka, “but we have to entertain every idea until we come up with solid evidence.”

Captain barris shook his head. “They’re so damned concerned about the politics of the day. I’m glad we’re up here and away from it all.”

“Is that why you became an astronaut, Captain?” Dr. Iizuka asked.

“Actually,” Captain Barris stammered a bit before he decided to be honest, “Yeah.”

* * * * *

Captain Barris rolled his eyes in boredom.

“Seems we’ve lost another one,” Trudeau said.

He watched as another prospective astronaut lolled his head about, unresponsive. Captain Barris closed his eyes. His eyelids exploded with a field of colors before his pupils. Blues and greens and reds swirled themselves into tiny spots before his eyes. For a moment he thought they looked like small foil-wrapped chocolates.



“A Touch of Rust”

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The world had turned to rust long ago. Few saw it happen, yet everyone felt it. Rust was simply too difficult to find in a city of concrete and plasma. The city was home to many things, but vegetation was not one of them.

Little Koji, however, knew of the one unique spot within the vast, sprawling city that held such rare life.

Koji exploded from the school, running through the asphalt playground into the arms of his waiting grandfather.

“Grampa! Grampa!”

“Heya, kiddo!”

They hugged.

“Are ya ready?” Grampa asked.

“Yeah!”

They were suddenly in a small, battered old truck speeding down the road, pressed on by zooming traffic and sounds of Shostakovich drowning out the world.

They passed through valleys of concrete wrapped in two-way plasma screens each stretching several stories high. From the inside they acted as windows, but from the street-valleys every building was a towering, mountainous billboard playing one channel or another, flashing some commercial or another.

They ignored the psychologically designed brilliantly flashing colors. Grampa drove, windows down despite the thick, heavy smog. Winds whipped at their hair. People stared at them from other vehicles, from behind closed glass.

Little Koji smiled at them all.

The old truck turned, diving underground, searching for a spot in which to park. Koji watched, counting row after row of vehicles. He thought they looked like sticks of gum packaged tightly, only their wrappings each different.

They found a place to park, slipped in and were off to the elevators.

Once again Koji watched, counting the floors as they passed on by. Up, up, ever up they went.

Koji spilled out of the elevator, his grandfather in tow, on the 132nd floor.

With the swipe of a card, a beep and a *whoosh* Grampa’s condo door burst wide.

Koji ran in, peeling off layers, spraying himself and his accessories everywhere. Here landed a jacket, there a backpack, as the little boy ran around furniture undaunted and heading for another door.

The door was made of glass and slid open. Koji could see his destination through the door as he drew near.

With a slide and a bang the door made way for the little boy. Koji came at last to stand center-stage of the big balcony, reaching high overhead to touch the golden leaves and bark of a tree all aglow with the fires of Autumn. The tree chattered at him with happy refrain, its leaves rustling on self-made winds.

* * * * *

Later that afternoon Koji and Grampa sat at a small table beneath the tree eating snack cakes and drinking apple juice.

“Grampa?” Koji kicked his feet.

“Kiddo?”

“Teacher says there’s not just one kinda tree in the world, but all *different* kinds!”

“That’s right.”

“What kind of tree is this one?”

“Oh, a glorious maple.”

“Glorious maple,” Koji repeated. “We read about maples in school.”

“Oh? What’d you read?”

“They’re called *Acers* and there’s even different kinds of maples!”

“That’s true. This one’s a sugar maple. Did you read about them?”

Koji shook his head.

“The western hall of the palace of one of the dragon gods is filled with sugar maples, all turning gold. Maples also keep bats away from your home.”

“Like vampires?”

Grampa smiled. “And vampires, too, I’m sure.”

“Grampa, why do trees change colors?”

“Well, not all trees change color, but maples do. Did you learn about chlorophyll?”

Koji nodded, smacking his lips over a small cake. “It’s what makes plants green.”

“That’s right, and when that chlorophyll breaks down in some plants, like in maples, the colors start to change.”

Koji snatched up another cake and drank his juice.

“Everyone needs a little rust in their lives, kiddo. It makes us old but... it makes us humble... a part of something bigger than ourselves.”

Koji kicked his feet. He smiled up at the tree. “I like comin’ here, Grampa.”

Laughing, Grampa said, “It’s just another place to live, kiddo. Just another box.”

“A box with a tree!”

Again Grampa laughed. “I like you comin’ here, too, kiddo.”

Koji gulped his juice.

Grampa smiled.

* * * * *

The battered old truck rolled up in front of a small apartment building. The sun was setting and everything moved through shadows broken by sepia light.

Koji grabbed his jacket and backpack and popped open the door. He stopped when Grampa shut off the truck’s engine.

“Are ya comin’ in, Grampa?”

“Yep.”

Koji jumped from the truck with glee. He ran towards the collection of apartments shouting, “Grampa’s comin’! Grampa’s comin’!”

He bounded the stairs to the third floor, Grampa following slowly and far behind. Commercials flashed along the surface of the building, forcing him to look away and rush himself up the steps.

Koji ran to a door, flung it wide and yelled in, “Grampa’s comin’!” He then returned to the top of the stairs to yell encouragement, urging his grandfather on.

Returning to the door with Grampa they were greeted by Koji’s parents.

“Hey, dad,” said Mother, kissing Grampa on the cheek.

* * * * *

While Koji was having his evening bath Grampa, Mother and Father sat at a tiny kitchen table, talking.

“I’d like to take Koji to see the Orchards,” said Grampa.

“No way,” said Father, shaking his head. “That’s at least four hours of driving. You’re liable to get lost again.”

“We didn’t get lost,” defended Grampa.

“Dad,” said Mother-and-Daughter.

“He should see such things before they’re all gone from the world. He should have the chance to see Mother Nature before she’s bald and paved over with a concrete facelift.”

“No,” said Father.

“Dad,” again said Mother, “the last time you took Koji for so long you *did* get lost.”

“I did not! You only *think* I got lost because you wanna think whatever you wanna think. We took our time and enjoyed ourselves. That’s all!”

“You came back nearly five hours late.”

“But we came back, both safe and sound. And you called the police and even they said you were over-reacting.”

“They did not!” Mother gasped.

“Maybe not to you, but to me,” Grampa mumbled.

“The answer is still ‘no’,” Father said firmly.

Grampa sighed, defeated.

* * * * *

Koji exploded from the school, running through the asphalt playground and into the arms of his waiting grandfather.

“Grampa! Grampa!”

“Heya, kiddo!”

They hugged.

“Are ya ready?” Grampa asked.

“Yeah!”

They were once more in the battered truck zooming with traffic and listening to Beethoven.

“Grampa?”

“Yeah, kiddo?”

“This isn’t the way home.”

“You’re too smart for me!”

“Where’re we goin’?”

Grampa sighed and smiled at his grandson. “To the trees, kiddo! Today we go to the Orchards to see the trees!”

“Oh, boy!”

The battered truck sped on. The glowing screen-skins were left behind with the city but the buildings were not. Koji marveled at the skinless concrete walls.

“The look like skeletons,” he described them to his grandfather.

They drove on for an hour or more. Rachmaninoff replaced Beethoven.

Koji said, “Grampa, daddy said trees don’t exist like you said.”

“Don’t exist? Of course they exist! You’ve seen the one I have.”

“No, he said they don’t exist like you said: in big empty fields like blocks of buildings.”

“Of course they do! Not as much as they used to, but they do. But never mind all that. Enjoy the ride and you’ll see for yourself soon enough.”

An hour more passed. Mozart booted Rachmaninoff from the truck. The highway veered and weaved. Soon the buildings on their right disappeared to reveal a great expanse of water.

“Ooh, what’s that, Grampa?”

“That’s the ocean, kiddo.”

“Where does all that water come from?”

Grampa chuckled. “Kiddo, most of the world is covered with water. We just don’t see much water where we live except what we get out of a tap.”

“Ooh,” Koji’s eyes widened at the sparkling gleaming, glistening ocean lying restlessly below the afternoon sun.

“It’s like a big pile of water!” Koji exclaimed.

Another hour passed. Bach was enchanting them now. The ocean had disappeared once more behind buildings.

Koji sighed. “How long before we get there?”

“About another hour, kiddo.”

Koji sighed again.

The buildings grew smaller, fading, thinning in frequency. The land became bare and largely paved. The ocean was far from sight.

“What’s this place, Grampa?”

“It’s a part of the city that’s yet to be built, though it’s been cleared to be built.”

Koji looked at the vast emptiness and paved land stretching towards every horizon. He looked behind them, twisting in his seat, to see the city’s silhouette slowly fading from sight. He looked again at the paved landscape awaiting development. His heart sank. “There are no more trees, are there, Grampa?”

Grampa looked at Koji. “Sure there are, kiddo. You just gotta be patient just a little longer. Okay?”

Koji stared towards the horizon and for the first time in his short life he doubted his grandfather.

Grampa looked at the flattened, barren landscape. They stretched out farther than he remembered. Everything was dry and flat, flat and dry.

* * * * *

“He took our son with him,” said Father.

“Why would he take him?” the police officer asked.

“We don’t know,” said Mother. “He loves Koji. He lives for their after-school visits together. They both do.”

“He’s not at his condo,” the officer said. “Are you certain they wouldn’t step out for a bite to eat?”

“No!” raged Father. “We know *exactly* where he’s taken our son!”

* * * * *

Koji sighed, half asleep and disheartened. “Grampa, when are we gonna go home?”

“Home? What about the Orchards?”

“Let’s just go home, please.”

Grampa sighed, heartbroken. “We’re almost there, kiddo. I promise. We’re almost there.”

Koji’s eyes toyed with tears, but he was too tired and bored to cry. He watched the world whizzing by, the flat boring world. He wished Grampa had taken him back to his condo instead. At least there he could have seen a tree.

Then his world was set on fire.

They came to a small ridge at the side of the road. Grampa pulled over. Koji could see the flaming reds and Autumn oranges blazing just beyond the ledge. His eyes fought themselves, widening with wonder and shrinking with bright light.

Grampa parked the truck and shut off its engine.

Koji screamed, “Grampa! Grampa!” as he leapt from the small truck, running at top speed for the ledge.

They were on a small hill and just beyond, in a small valley, the world was aglow with hundreds of thousands of trees all turning golden in the setting sun.

“Grampa! Grampa!” Koji yelled, jumping, squealing.

One after another the trees reached into the skies with rust-encrusted branches, quietly chattering, chattering with millions upon millions of leaves. Some leaves fell, raining brilliant end-of-summer colors to the floor of the orchard.

Koji bounced madly, his smile wide, his voice squeaking uncontrollably, his hands clapping excitedly.

Grampa laughed.

“Can I go? Can I go?” begged Koji.

“Go, kiddo, go!”

And Koji was all dust and flying limbs down into the valley.

A police car pulled up behind the old truck.

Grampa smiled at the small valley. He could hear Koji’s giggles haunting the tree-shade night beneath the canopy of falling leaves and outstretched branches.

Handcuffs were placed around Grampa’s thin wrists. “Good evenin’, officer,” he said without looking away, searching for a glimpse of his grandson running between trees.

“Come along, gramps.” The officer pulled Grampa towards the patrol car.

“What’s the charges, officer?” Grampa did his best to watch over his shoulder, eyeing the slowly vanishing treetops.

“Kidnappin’,” said the officer. “Was this really all worth it? Was it worth goin’ to jail to kidnap your own grandson and show him some trees?”

The trees disappeared.

Grampa turned his head round and sat down in the back of the patrol car. “Jail’s just another box,” he told the officer.

The valley filled with laughter lifting birds and leaves into the sky as a small boy played in the shadows of trees in the valley just beyond the ridge.



“Hunter of the Dead”

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“It was a time of Vikings. The bitter breath of Frost Giants bedeviled the landscape. On the horizon came the shambling hordes of the dead.”

- From the Tales of Ugarth

A quiet snow fell upon the small collection of huts. Haffdann and Ovbjorn, dressed in furs, busily loaded provisions onto the longboat.

“Ya think Ordak will be out soon?” Ovbjorn’s baritone boomed even as a whisper.

“Give him way,” Haffdann said. “His wife has taken ill. Let him tend to her. We can load this alone.”

“We need more hands. Our men number too few. We’ve not even enough men for the oars.”

“With this air? Feel it. A storm comes and Thor rides with it just beyond our range. We’ll not need oars so long as our hempsails hold.”

A figure exited a small hut some distance away.

“Quiet,” said Haffdann. “Ordak comes now.”

Ordak was a tall man, though not taller than the hardy lot of men he called upon for heritage. The snow packed, crunching beneath his massive feet. His mane was long, brown and like a bear’s. Where man ended draped furs began was unclear.

His eyes were emeralds and his skin pale leathers. He showed some youth, though the girth of age was filling him at the waist and cheek.

His voice was like a wolf’s, husky and growling. “What’s the wind tell you, Haffdann?”

“Our viking will be met by Thor.”

“We ride with Thor,” Ordak repeated.

“How’s your woman?” Haffdann asked softly/

Ordak eyed him but said nothing.

More figures moved through the shadows of night. At first three, then ten. Ovbjorn saw them first.

“Ya think our lousy oarsmen are comin’ to help?” he asked.

“Maybe Sigurd drank them stupid and has convinced them all to an early start,” Ovbjorn said. Ordak and Haffdann laughed.

A scream came to them as a banshee’s wail in the night.

“Fredierike!” Ordak yelled compulsively. His muscles tensed, launching him from the longboat and onto the soft snowy sands of the shore. His thick thighs contracted and stretched. He ran towards his hut, Ovbjorn and Haffdann trailing behind.

Another scream, this time from another hut and male. Ordak slowed in confusion before pressing on towards his woman.

He called for his wife once more. More screams filled the night.

“Raiders!” called Ovbjorn, but Ordak was as a hawk. No shape, no form, no shadow filled his vision. Only thoughts of his woman remained. His feet dug at the snow. His muscles churned. Death was on the air, in his nose as his world went red with horror and rage.

He plowed into the hut. There he found three men naked and pale as if with illness tearing flesh from his crying, dying mate. She screamed with frenzy and fear.

He paused in horror, cursed, “By the gods!”, then his muscles rippled beneath flesh, springing him through the air. He snatched one of the pale offenders tight by the head with both hands. One hand came away full of wispy, dry hair. Unthinking, he cocked his enemy’s head back with his still clutching hand and delivered a heavy blow with his fist, hair still in his hand. The man’s jaw broke with a snap and Ordak pushed him away.

The other two pale men looked up, blood spilling and spraying from their mouths. Their eyes were pure yellow with mad black tentacles spearing towards a pupilless center. Their flesh hung loosely from their bodies.

“By the gods,” Ordak cursed once more under his breath. “By what madness hast thou spawned?”

They were on him, each grabbing an arm. Dirty, gray nails dug into his forearm. Ordak whipped about until one fell crashing away. Ordak grabbed the other by the chin and forehead, twisting until its neck popped once, twice, thrice before throwing the creature against a wall of the hut.

Ordak stood over his bloody wife. Crimson bubbles gurgled from her mouth and an open wound at her neck. Her breath wheezed once, twice then faded. Ordak felt some sense of her hover in the air nearby. When the feeling faded, something faded from Ordak’s own heart.

A small shuffling of feet whipped Ordak’s head round. The three inhuman yet human-looking creatures were moving to stand once more.

“How is this possible?” Ordak cried. He leapt from bedside to the fire beside which lay his hatchet. He it up and it slipped into a position of comfort on its own as he yelled, “I’ll rend you with my steel!”

He became a dervish of bladed wind, a wintry whorl of biting death. The hatchet, spinning, lopped off a piece of one creature’s skull. It kept coming after Ordak.

Ordak screamed, swinging, cleaving off the arm of another. It kept coming.

Changing tactics, Ordak swung low to cut the leg off the third creature at the knee. It toppled and had to crawl using it’s hand and one remaining leg, but it kept coming.

With a lifting boot, Ordak kicked at the legless one and sent it flying into a wall. The hut shook with the clangor and blast.

Each time Ordak swung he hit.

The creatures barely bled, screamed none and kept coming.

“Demon spawns of Hell!” Ordak screamed and chopped, chopped and screamed until only bits and pieces of fleshy-splattered ichor covered the walls and the floor of the hut.

* * * * *

“Ordak!” Haffdann’s cries went unanswered. His hands had found the grip of a short sword and it was working well against the horrors raiding the huts for flesh. Strapped to the other arm was a shield he used to bash and push away the offending monstrous raiders.

Haffdann estimated the creatures’ numbers to be thirty, perhaps more, but seemed as a hundred score for no matter how he worked the blade against them, Haffdann could not send them to their graves.

Oil had sparked into flame. Great billowing black clouds roiled before Haffdann’s eyes until he could make no sense of direction.

From out of dark mists came a form without features or with features hidden by the dark, curling fingers of smoke. Haffdann gripped his prized sword and shield, readied himself. “Come ye beast! Come be met by the steel of Haffdann the Frenzied!”

“Ho, Haffdann!” came a booming baritone from the shadows in shadowy smoke. “When last we met you were Haffdann the Pig-herder!”

Features resolved into view. Haffdann straightened, relaxing a bit, recognizing the insane Siggurd the Berserker.

“I do not know what these men are,” he said to Haffdann, “but by Tyr I’ve not had so much fun killing! They’re better than slaying Saxons!”

“You *would* like ‘em. They fight back.”

Siggurd stood over seven feet tall and had blazing red hair made redder still by blood and reflecting fire. His beard, as fiery as his braided mane, was shaved only at the chin and neck so as to appear his sideburns had overrun the sides of his face and hung low, braided beyond the jaw into two pointed horns that hung to his chest. In his hand he carried a war axe.

Siggurd used his free hand to slap Haffdann on the shoulder in a friendly gesture. Haffdann nearly fell over from the playful blow.

A creature melted from the darkness. Siggurd readied his axes and eyed Haffdann. “Choppy-choppy!” he said as he charged, swinging, not waiting for Haffdann. The beast’s head was cleanly separated from its body and fell to the snow, its mouth biting at the air. The headless body groped aimlessly.

Siggurd swung again. The blade sliced down through the shoulder of the headless body, cleaving through the chest and out the side of the torso. Ribs cracked and popped and half the torso fell away, its lone arm clawing desperately at the frosty ground being tainted red with what little blood the body was spilling.

With a third swing the legs came free, kicking helplessly.

“What wonderful enemies!” Siggurd bellowed. “Tyr blesses us this day with enemies that never stop fighting!”

Haffdann followed reluctantly as Siggurd pressed into the smoky shadows, spilling seas of blood.

* * * * *

Ordak stepped out of the hut, his face and furs stained with small splotches of red. Few of the monsters remained and through the choking smoke he could see Siggurd happily tending to them. Haffdann came running to his side.

“Thank the gods,” Haffdann huffed, his face now smeared with the gore of unholy battle. “Your woman... how fares she?”

Ordak said nothing. He did not so much as look at his friend. He stood silently staring at his feet, wondering.

Haffdann understood. He placed a gentle hand on Ordak’s shoulder and said, “Your sorrows are mine.”

Ordak found a wood pile and sat there. Ovbjorn approached a bow in his hand and a quiver strapped to his back. Siggurd, laughing, finished his dismemberings and joined them.

“A bow will leave you in want of a blade,” Siggurd told Ovbjorn.

“I didn’t get the chance to make that discovery myself.”

“Off hiding behind a yew tree, no doubt,” Siggurd frowned in disgust.

“Avoiding an enemy to discover the nature of my kin,” Ovbjorn defended.

Siggurd spit.

Ovbjorn gave no retort.

Siggurd looked to Ordak. “What weighs on him?”

Haffdann approached, speaking quietly, “His woman was taken this night.”

“All our women were taken this night and half our Viking brethren!” Siggurd replied in a not-so-soft tone.

“Siggurd!”

“Bah!” the berserker approached Ordak and squatted before him. “Ordak, friend, give me your ear. Now is the hour of lamentation, but in the hour that’s to follow we must choose what destiny to follow. There’s likely more of these creatures. Even if not, their origin must be discovered and our fallen brethren avenged, though they may be riding with the Valkyries to Valhalla as I speak this to you. Siggurd Saxonbane does not intend to allow this night’s bloodletting to go unchallenged. Those... *beasts* we met fight well and I love it. I must find more. I must find their origin.”

“There’s no reason we must think there could be more,” Ovbjorn said.

Siggurd stood, “And if we do not prepare for the possibility we will join our fallen kin. If that is your wish, then so be it. But if I am to fall to these creatures, it shall be in their hunting.”

Ordak grabbed Siggurd’s wrist and caught his attention. “What manner of beasts are they?”

Siggurd shook his head unknowingly.

“My grandfather,” spoke Haffdann, “if his tales are to be believed, told me once as a child of a creature that did not die outright for it was already dead. There are many variations on them, but they are all called *draugr*.”

“The walking dead,” added Ovbjorn ominously.

With that we know why they do not die,” Siggurd said. “We know our enemy better already.”

“They can never die,” added Haffdann. “except by fire and then drowning the ashes.”

“Then let’s start throwing the bit and pieces on these fires!” Siggurd called.

As they worked to pile the body parts of the *draugr* and their own dead kith and kin onto the fires, Ordak thought quietly.

As they watched the bodies burning, rags across their faces so they could more easily breathe, Ovbjorn spoke. “We have offended the dead. In some way we must have tread upon the sacred, now they hunger our flesh.”

“We don’t know that,” Haffdann replied as he and carried one last half-body to the flames. “I know this man,” he indicated the body as they threw it, wiggling, onto the fire. “I bartered with him for his daughter’s hand for my now dead son before the heavy snows came. These are not monsters. They were once men.”

“Who were his people?” Siggurd asked.

“The Danir over the moutains.”

“The creatures that attacked us this night, were they all once Danir?” ordak asked. Haffdann did his best to peer into the flames and find faces. “Perhaps some, but not all.”

“Then we seek out our vengeance against the Danir. Over the mountains we go,” said Siggurd.

“No,” said Ordak, “We have a good ship and strong winds approaching to fill our sails. We ride the waters.”

“The winds will not last,” Haffdann said. “They never do. We four cannot row alone.”

“I will not leave my ship,” said Ordak. “And the waters will be safer.”

“What’s this? Does Ordak wish to run?” challenged Siggurd.

“No. Vengeance is poison curdling in my throat, but in these snows the mountains will kill us before we meet with the Danir.”

“As would four men at the mercy of Aegir.”

“I go the way of the mountains. If you three wish to join me, I ask only that you keep up,” Siggurd issued.

Haffdann lowered his head in thought, then looked up at Ordak. “The way of the mountains,” was all he said.

Ovbjorn looked upon Siggurd’s mass and his bloody axe. He wondered if they could stay instead, but knew they idea would be argued down. “I go the way of the mountains,” he spoke.

The burning pile of corpses and undead reflected in Ordak’s eyes. He watched, defeated. “I cannot fare the seas alone. Make the duties light upon yourselves: Load the rest of the bodies onto the ship and set it adrift and aflame.”

* * * * *

They worked into the early hours of the morning loading the longboat. They first unloaded every provision they could carry before piling on the bodies and ashes. Siggurd spilled oil all over the hull and bodies. They then waded waist-deep into the icy sea, pushing the ship free from shore and setting her adrift.

Ovbjorn stood on the shore with an arrow wrapped in rags soaked in oil and set afire. He shot into the air. His aim was true. The ship burned.

The four stood on the shore a long while, not speaking. They watched only.

After some times Haffdann spoke, “We should use our final hours of night to rest before we set out for the mountains.”

They all agreed.

Each turned from the shore except Ordak.

“Ordak, come,” said Haffdann.

“All that I was is now dead and gone,” Ordak spoke. “I, too, am now dead... or gone. Ordak’s people are all slaughtered and burned to ashes; his mate eaten alive but unholy monsters that were once men; his ship sinks, burning.

“I am no longer Ordak. Ordak is no more. Call me Ordak no more for he has died this day.”

Haffdann, fearing his friend losing his mind much in the way Siggurd does in battle, approached slowly and spoke softly, “Then what name takes you?”

“Call me now Urdgar, Hunter of the Dead.”

“Urdgar,” Ovbjorn’s voice was a whisper of misty morning air. “‘A Fate of Blades’,” he translated.

Siggurd slapped the now-named Urdgar on the back. Urdgar rocked under the weight of the loving blow. “Come Urdgar,” Siggurd said, “We must rest for tomorrow we slaughter.”

The mountains loomed in the distance. Cold snows began to descend in frozen fury. High on those mountains, speckled against their frosty peaks, yellow, dead eyes peered out of the darkness.



Reading & Viewing List

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This is the largest Reading & Viewing List to date! Count ‘em, 87 items! These are all things I’ve read or watched in the last year. Enjoy!

1.) Blade Runner – I’m kind of surprised I’ve as yet to add this movie to any of the Reading & Viewing Lists. A classic that will see a ‘Final Cut’ version later this year. A must for any sci-f fan.

2) Tron – Another must for any fan of science fiction. I’m a bit nostalgic about this movie, being that I first watched it as a child. Despite that bias, it’s a pretty good film.

3.) 1984 – I watched the movie once more earlier this year. Very good stuff. Moody, tense, good acting. A third must for sci-fi fans from this list!

4) Brazil – A quirky Terry Gilliam flick. Though it really starts to drag about 3/4ths the way through the movie, it’s a fun movie with lovable characters and an odd dystopic ending.

5) Animatrix – One of my favorite movies just to pop in and let run as background noise. Good times all throughout this anthology of tales set in the world of The Matrix.

6.) The Time Machine (1960) – I haven’t watched this movie since 7th grade. It’s a decent film, not great, but I definitely recommend it over the 2002 remake.

7) Soylent Green – I must confess, I had never seen this movie until this year. While slow at many points, the ending is spectacular and memorable. Decent acting and good story hold it all together. The pacing is *blah*, though.

8) The Legend of Sleepy Hollow – This is the Hallmark Channel movie. I have to say, this is quite possibly the best movie-version out there based on the story. Good pacing, decent acting, tension is right, characters are spot-on. I highly recommend this one, especially for Halloween viewing.

9.) Heavy Metal – Within the first few issues of If – E – Zine™ I mentioned how important this movie was to this e-zine’s existence. Yet, I’ve never put it on the Reading & Viewing Lists. Here it is! A classic!

10) Thundercats Season 1 Volume 1 – There can be no wrong said of Thundercats. And if there is, by Thundera, I’ll hunt down the slimy creep that says it! Haha. High sci-fantasy fun is always to be had with the Thundercats.

11) The Chronicles of Riddick – It seems space opera is a rare thing in mainstream media, yet I would place this movie squarely into that category. It’s not a great movie, but has some good things going for it. Give it a try.

12.) Dark Tower Book 1: The Gunslinger – I’ve finally started Stephen King’s ‘epic’. So far it’s very slow moving and ultimately, at least within Book 1, very little happens beyond character development (that could have been done with 100 pages or less). But, to its credit, it has got me wanting to read the second book.

13) Starship Traveler: A Fighting Fantasy Gamebook – A fun little romp akin to Choose-Your-Own-Adventures. Great for kids or kids-at-heart.

14) Art School Confidential – One of the most worthless film ever made. It starts out well enough, poking fun at very real clichés that exist within art school, but then quickly becomes a freshman-year art house flick and ultimately a flop. Trash, trash, trash! I'd almost rather watch The Beast of Yucca Flats again.

15.) League of Extraordinary Gentlemen Volume 1 – I finally tackled Moore's collection of copyright-free character version battling new evils together as a superheros team. Good stuff! Don't base your opinion of his work on the movie version.

16) Cosmopolitan Greetings by Allen Ginsberg – A collection of poem from Ginsberg. This collection really sold me on the man and his art. Kudos to him.

17) Basketball Diaries by Jim Carroll – I read this immediately after Cosmopolitan Greetings and found myself furiously writing poetry. A lot of the diary entries herein reminded me of growing up in Long Beach, CA. It was warm and nostalgic, even if it was dirty, gritty, grimy and ugly. Good stuff from a good writer willing to get lost in the moment without understanding it wholly yet also capable of clarity and purposeful reflection. An interesting, if not good, read.

18.) Daria: The Movie – Yep, they made a movie. Why? When? I'm not sure. It was a cute little thing, though nothing so wonderful it can't be skipped over.

19) Jarhead – A friend and retired Marine suggested this film to me. I enjoyed it. It's greatest strength is its cinematography. A simply beautiful movie. The acting and pacing aren't bad, but nothing else of this movie is entirely spectacular. It's worth a viewing, but not much more.

20) Unsolved Mysteries: UFOs – A great collection of stories covered by the Unsolved Mysteries TV show. A must for anyone interested in such things.

21.) Fantastic Four – This movie wasn't as bad as I thought it would be. It wasn't great, just not bad.

22) Pan's Labyrinth – A beautiful film juxtaposing child-like Grimm-esque fairy tales to the grim realities of war, humanity and the heart. In every way this film works.

23) Importance of Being Ernest from the Oscar Wilde Collection – A funny little story made into a movie. Though it pales in comparison to Shakespeare's Much Ado About Nothing. Funny, yes. Watchable, yes. Recommended, no. There's far better things out there worthy of your time.

24.) Picture of Dorian Gray from the Oscar Wilde Collection – An odd tale from Oscar Wilde. It's dark, quiet, moody and suspenseful. It reminds me a lot of Poe's work. The acting in this one was good, as was mood and lighting. It's worth some time.

25) The Killing Fields – I first saw this over a decade ago. When I watched it again recently, I realized all the friends I had growing up in Long Beach were the first generation of those escaping Southeast Asia in hopes of a better life here in the United States. A sad, tiresome, draining film, but one well worth your time.

26) A Bucket of Blood – This movie is hilarious! With a name like A Bucket of Blood you would think it would be all horror, mood, dark shadows and trickery. It's not! It's humorous as all get out, even to the point of being somewhat charming. A great movie for art school kids to watch and anyone with a quirky sense of humor or horror.

27.) League of Extraordinary Gentlemen Volume 2 – Volume 1 was so good I had to read Volume 2. While it didn't quite hold up to Volume 1, Volume 2 was amazing in itself and far better than most of what's put out in comics.

28) A Passage to India – A cute, sad little movie about class war and prejudice in India. Though set in India, its message and lovable characters are universal. A good film.

29) Poseidon (2006) – A remake of the 1972 Poseidon Adventure. This movie is cliché after cliché bad, but the effects are grand and good. Boring mostly.

30.) Planetary – A decent comic by Warren Ellis. It wasn't great, however.

31) "Captain Murderer" by Arthur Conan Doyle – A neat little tale.

32) Bridge to Terabithia – A wonderful little movie, great for kids yet does not talk down to them about the big life-and-death issues. A must for parents and kids (though not too young).

33.) Foundation by Isaac Asimov – The founding of a lot of modern science fiction lies with this book. I'm hoping to continue reading the original trilogy.

34) House on Haunted Hill – The 1959 version with Vincent Price. I enjoyed this one, though it gets a bit tedious in the middle. Overall, it's a good time to be had.

35) Who Killed the Electric Car? – A great movie about the rise and fall of the electric car. Will make you want to rage in anger at points and scratch your head at others.

36.) House of Wax – Ya know what? This 2005 remake isn't *that* bad. Don't get me wrong, it's bad, but it's not the worst film I've ever seen. Seeing Paris Hilton die in a rather gruesome way is very satisfying, as are a lot of the special effects in this one (especially at the end when the House of Wax goes up in flames). Pacing is good, character and acting are good enough. If you like horror, give it a try.

37) Hellraiser – Yep, I finally saw the 'classic' and it turned out not to be that much of a classic for me. The cenobites are the most interesting thing in this movie and they're barely in it. Beyond that, this story isn't even worthy of being a Tales from the Crypt quickie.

38) V for Vendetta – Moores first and worst story of all. You are constantly beat about the head for over two hours (and it feels like way more) with rhetoric and an anti-hero that tries to be charming. I love a good revolution story any day, but wow... go read The Count of Monte Cristo instead of watching this.

39.) Eragon – Well, at least it's better than The Beast of Yucca Flats. But only barely. Baiting Godzilla with your right arm is less painful than watching this crap.

40) Rugrats Halloween – This is a cute little DVD of Halloween tales from the Rugrats cartoon. Great for even little kids!

41) Godzilla vs. Mechagodzilla 2 – A surprisingly good film. Not great, but good.

42.) The Three Burials of Melquiades Estrada – A slow but good film. Great for anyone who loves a good western or a tale about honor and respect.

43) Falling Down – Every few years I break out this movie and watch it. It's supposed to have some sense of a message to it, I think, about modern American life. It succeeds in some small way with that, but the overall story itself unfolds decently and with some small entertainment.

44) From the Dust Returned by Ray Bradbury – An instant classic for a Halloween. A family of ghoulish ones gather for a reunion and chaos erupts. Good stuff.

45.) Dennis the Menace: Stayin' Alive – A collection of comics. It's always fun to sit and read through a collected Sunday Funnies.

46) Last King of Scotland – I can see why people were praising Forest Whitaker for his acting in this film. Unfortunately, that's about all this film has to offer. And, to his

credit, Whitaker carries most of the film, but ultimately can't do it all by himself. The central story is weak and slow. The soundtrack is another point which I liked.

47) Farewell Summer by Ray Bradbury – The long-awaited sequel to Dandelion Wine. It doesn't quite hold up to the original for me, but is quite a decent book all its own.

48.) Ghost Rider – This movie is entertaining in small ways, but people need to learn Nick Cage is not a good actor and cannot carry a film by himself. He was the biggest hindrance to this film.

49) Curse of the Golden Flower – A horrifyingly bad movie despite its beautiful staging and costuming. Martial arts film fans beware, there's very little fighting here.

50) House of Flying Daggers – A decent enough movie with a terrible ending that seemed to be trying to make a last hurrah for this film to be considered 'art'. 'Crap' is what they achieved. The fights are good.

51.) 36th Chamber of Shaolin, The – The classic of classic, Gordon Liu helps set the precedents for martial arts films for years to come. A charming character-driven movie with good teachings and some martial arts.

52) Ong-Bak – I forgot how much Thai Boxing depends on knees and thrown elbows. Tony Jaa shows off his skill with devastating effects.

53) The Transporter – Not a good film. It's like a shallow version of a James Bond flick. Some of the action is good.

54.) See No Evil – Kane! The Big Red Machine! Jacob Goodnight! This movie was not nearly as bad as you might think. In fact, it was actually pretty good. Better than House of Wax. Better than quite a few horror movies.

55) Live Free or Die Hard – Easily the worst Die Hard film, but not bad on its own. Just watch the first 3 instead.

56) Last Night of the Earth Poems, The by Charles Bukowski – A massive tome of his poems. Great for everyday casual reading or when you feel a little down about life.

57.) Marine, The – John Cena as an 80s-like action hero. This movie was funny and fun, but not due to John Cena. And can someone please tell women that when you bleach your hair blond it looks funny if your eyebrows are still brown?!

58) Jet Li's Fearless – A beautiful movie, though I'm unsure if it's his best.

59) Godzilla: Final Wars – Every Godzilla movie should be made like this! I loved how the movie jumps right into the action and doesn't dawdle, though soon following there's lots of talking and boring speculation that has come to be obligatory in every kaiju film. Can we just get back to the kaiju fight, please? The fights at the end were often too short and left me unsatisfied, though they weren't bad fight (just short).

60.) Minority Report – A decent movie. Not great, but decent.

61) Matador, The – This movie was somewhat funny, but wound up losing a lot of its fizzle towards the end. I guess it's an endurance thing for film makers? MAN UP, FILM MAKERS!

62) Final Fantasy: Advent Children – A good movie with a lot of pacing problems. It was very slow.

63.) Jeepers Creepers – I actually somewhat liked this film, although it lost me a bit and became like the last leg of a marathon in the last twenty minutes. Good, not great.

64) Jeepers Creepers 2 – I actually prefer the sequel to the original. There's no need for explanation or speculation. There's just a bunch of kids trapped on a bus with an evil monster trying to get at them. End of discussion, start of action. Good times.

65) The Kumite – What a waste of my time and money. Not only is The Kumite not about The Kumite, it's a love story. Ok, fine, so I have to judge it as a love story, fair enough: It's shallow and boring with serious pacing problems and directorial 'vision' (or lack thereof). It's crap no matter how you judge it.

66.) Cosmos: War of the Planets – Speaking of crap, this Japanese starfish alien invasion movie never seem to go anywhere. I was bored. It wasn't even bad enough to be funny.

67) Slither – This was a decent movie. It has some laughs and some creepy moments. It reminded me a lot of Tremors.

68) Sky Captain and the World of Tomorrow – Had this movie not been so episodic, meaning that had the main characters flowed from one point to another a little more effortlessly, and had the big reveal at the end (which I generally have a distaste for reveals), this would have been a damn good movie. As it is, it's just ok.

69.) House of the Dead – Wow, this was bad. Not Beast of Yucca Flats bad, but very, very close. Watching it hurt my brain.

70) League of Extraordinary Gentlemen (movie) – It wasn't a horrifying flick like a lot of Moore fans would lead you to believe, but it truly doesn't live up to the source material. Too bad.

71) The Giver by Lois Lowry – What an odd little book. I liked it for the most part, but it left me feeling somewhat unsatisfied. Not with my life, but the ending. It didn't seem as tight as other dystopian/utopian tales.

72.) The Haunted Pumpkin of Sleepy Hollow – This is a cute little movie. Great for kids and has a feel of Scooby-Doo.

73) The Blob – The original 1958 movie starring Steve McQueen is in every way a classic. It even has the best, or at least most unique and quirkiest, theme song of any movie, ever. Decent acting, good story, great blobby scenes. Good times are to be had with this one.

74) Outer Limits – The original 1963-65 TV series. It's a must-see for any fan of monster and science fiction.

75.) Elvira's Haunted Hills – This movie wasn't all that bad. It's not a great film, but it had some things going for it. It was campy, as to be expected and which is not necessarily bad. The humor is great. It's an ok film.

76) Dark City – A dark and moody piece that has long been a favorite of mine as background noise. I enjoy this one.

77) House of the Dead 2 – I sat through the first piece of crap so I thought the second one only had to improve. Wow, was I horribly mistaken. I wouldn't even say this is worthy of being a Sci-Fi Channel movie.

78.) Ed Wood – a cute little film. The great acting carries an otherwise banal plot and, at times, poor pacing. I loved the music.

79) 300 – I wasn't overly thrilled with this movie. I suppose the main thing that bothered me was the hour of cliché speech-making and over-abundance of plot. The enemies were the real stars here and didn't get the screen time they deserved. An hour of build up for a 5 minute fight? Lame.

80) Transformers – This was a pretty good movie all the way around.

81.) Copying Beethoven – I really enjoyed this movie, especially the visual interpretation of his ninth symphony. This is a must for any Beethoven or classical fan.

82) Dark Shadows – The old TV series. It's both bad and good in so many ways. Great characters, decent enough plots and amazing atmosphere/mood. Poor acting and some bad production quality keeps this one from being a homerun.

83) Children of Men – I really enjoyed this movie. The tension remained throughout and the action constant. It's not as epic as I think others try to make it seem, but it's a good tale.

84.) The Good German – What a horrible piece of shit. This was in every way a shallow, ugly farce of Casablanca. I would definitely watch The Beast of Yucca Flats before I saw this tripe again. Every character was a cliché and poorly acted. The story, as I said, was shallow and can't help but call into consideration comparison to Casablanca. The cinematography is good, but not worth seeing.

85) 12 Monkeys – I have been a fan of La Jetee a long time prior to seeing this film. 12 Monkeys is good, but not great. Strong acting and interesting environments make this movie worth seeing. A story that losses steam towards the end rots this film at the core. I hate movies with red herrings as their premise.

86) Hamlet by Shakespeare – The classic by Shakespeare. I loved it in every way, however I'm unsure if it's my favorite. I don't think so.

87.) Something Wicked This Way Comes by Ray Bradbury – I just finished this prior to writing this up. It's dark, moody, even scary. Perhaps the combination that I've been very sick lately and the dark moods of this book didn't sit well with me, but I struggled through the book. To some minor extent it's in the writing. Commas pause a person's thoughts. There's tons of commas in this novel. TONS. It's not poorly written, just not his best-written tale. I enjoyed it, though his messages and ideas were more heavy-handed than in most of his other stories. It's a good read, but far from his best.



KAIJU KATANA: MONSTER MAKER™

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Welcome to *Kaiju Katana: Monster Maker™*, a free set of rules for you to use, allowing you to make your own giant monsters (kaiju). There's even a brief set of combat rules provided so you can gather friends and have your monsters duke it out!

We start off with the basics. When making a kaiju monster, you receive a 18 **Kaiju Creation Points** (herein referred to as **KCPs**). You will use these points largely to set your kaiju's **STATS** (scores used to determine the natural abilities of your kaiju), however you may also use them to buy options for your kaiju. For instance, most of your kaiju's looks, abilities and even origins will be determined by the roll of a dice. Even their gender! But if you would prefer to choose your kaiju's gender, you may do so at the cost of 1 KCP. All KCP costs are listed next to the options and abilities on the charts below.

What you'll need in addition to these rules:

- ❖ A six-sided die
- ❖ An eight-sided die
- ❖ At least two ten-sided dice
- ❖ Paper and pencils and an eraser

Let's get started making your kaiju!

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CHART #1: GLOSSARY & ABBREVIATIONS

Kaiju = Giant monster similar to Godzilla, King Kong, the Zords and Ultraman!

Mecha = An all-robotic version of a kaiju

1d6 = Roll a single six-sided die

2d6 = Roll two six-sided dice

1d8 = Roll an eight-sided die

Percentile = Roll two ten-sided dice. One die is used to determine the ‘tens place’ in the number and the other die representing the single digit.

CHART #2: GENDER

Roll 1d6

Odd = Male

Even = Female

KCP Cost = 1

CHART #3: SIZE

Roll 1d6

1 = Small (50+5d10 feet tall)

2 = Medium (100+5d10 feet tall)

3 = Large (150+5d10 feet tall)

4 = Huge (200+5d10 feet tall)

5 = Gigantic (250+5d10 feet tall)

6 = Monstrous (300+5d10 feet tall)

KCP Costs:

Small = 1

Medium = 1

Large = 2

Huge = 2

Gigantic = 3

Monstrous = 4

CHART #4: CREATION

Herein you will roll to find out how your kaiju was created.

Roll percentile.

1 or 2 = Created by a mad

alchemist

3 or 4 = Created by a mad magician

5 or 6 = Created by a mad scientist

7 or 8 = Was lying dormant trapped in stone until an earthquake set it free

9 or 10 = Was lying dormant in rock until a massive lightning strike set it free

11 or 12 = Product of nuclear testing

13 or 14 = Product of genetic engineering accident

15 or 16 = Was trapped in a mountain eons ago by a primitive magician and recently was accidentally released by an explorer

17 or 18 = Was lying dormant in a mountain until a volcanic eruption

19 or 20 = Was created as part of a curse on humanity

21 or 22 = A product of gamma rays and space dust

- 23 or 24 = Have been living peacefully on a remote, unknown islands for centuries until recently when an adventurer captured the kaiju and brought it back to civilization only to have the kaiju escape
- 25 or 26 = Was created as part of a failed monster-themed family fun park and the monsters were all released accidentally
- 27 or 28 = Was created by a science hobbyist and business man trying to create a monstrous wrestler to make money off of; kaiju escaped the business man
- 29 or 30 = Offspring of two enchanted animals of yore that laid an egg that didn't hatch until recently
- 31 or 32 = Accidental byproduct of a major soda company trying to 're-invent' their brand flavor
- 33 or 34 = Was once a normal creature of some Type until ate canned meat tainted by radioactivity
- 35 or 36 = Natural resident of the 15th layer of Hell
- 37 or 38 = Offspring of space crystals and nuclear testing
- 39 or 40 = Meteorite exploded over land, causing the kaiju to mutate from its original form as a normal creature
- 41 or 42 = Was trapped inside a meteor
- 43 or 44 = Offspring of a natural creature and an evil spirit
- 45 or 46 = Accidentally created by federal government while tinkering with alien technology
- 47 or 48 = Genetically engineer cross between natural creature and alien DNA
- 49 or 50 = Created by scientist who lost his young boy and was trying to replace him with a new companion
- 51 or 52 = Product of a biology student accidentally sneezing into a Petri dish
- 53 or 54 = Born of a mysterious ooze
- 55 or 56 = Train carrying mysterious slime derailed near nuclear plant and mutated all the creatures nearby
- 57 or 58 = Created by gods to protect humanity
- 59 or 60 = Created by gods to destroy humanity
- 61 or 62 = Accidentally created by a computer gone wild and connected with a matter transfer device
- 63 or 64 = A.I. hacked into an online video game and brought the kaiju to life with the use of a matter-transfer device
- 65 or 66 = Created by undead wizard
- 67 or 68 = Created by demon to be a pet
- 69 or 70 = A young child's nightmarish monster come true

- 71 or 72 = Created by young child pouring odd mysterious ooze found by roadside on favorite pet or friend
- 73 or 74 = Was once human but put on cursed mask one Halloween night and became a kaiju
- 75 or 76 = The kaiju is the physical manifestation of thousands upon thousands of dead souls that cannot rest until each has righted some wrong that occurred in their life
- 77 or 78 = The kaiju is the product of a serial killer's coma-induced dreams come true
- 79 or 80 = While cleaning dishes one day a random person accidentally cut themselves on a jagged piece of glass and bled into the sink; the blood went down the drain and into the sewer where it mixed with a mysterious ooze and created the kaiju
- 81 or 82 = Accidental byproduct of a man or woman gone mad after losing spouse in car accident and studying the occult to try to bring their spouse back to life
- 83 or 84 = For fun and without knowledge a young child plays an old heavy metal album backwards, opening a gate to some wicked dimension and releasing the kaiju into this realm
- 85 or 86 = Has been laying dormant in ice for thousands of years until recently when global warming thawed the ice and released the kaiju
- 87 or 88 = Cthulu is about to return to this realm and has sent the kaiju here to wreak havoc upon humanity in preparation for his return
- 89 or 90 = A man comes near death in a horrific car accident and his wife miraculously keeps his head alive while she studies the science to try to crossbreed him with an animal to give him a form once more; she accidentally makes him into a kaiju instead
- 91 or 92 = In an attempt to create his failing career anew, a TV producer gets sponsorship to launch himself into space with an expedition of adventurers; the launch suffers from a miscalculation and accidentally hits an passing comet that turns out to be the egg of some space monster, inducing its hatching and the kaiju falls to Earth

93 or 94 = Was once the giant mascot of a business that attracted people from beside the freeway; one night a strange and mysterious purple haze blanketed the area accompanied by odd yellow lightning; the lightning struck the giant mascot and brought it to life

95 or 96 = The physical manifestation of pollution

97 or 98 = The byproduct of medical waste being dumped into the ocean

99 or 100 = Was once human that contract a mysterious disease and turned into a kaiju

CHART #5: TYPE

There are six different categories or ‘types’ of kaiju. Please note that descriptions and pictures of most kaiju Types can be found online.

Roll 1d6

- 1 = Reptilian (See Chart #6)
- 2 = Mammalian (See Chart #7)
- 3 = Insectoid (See Chart #8)
- 4 = Humanoid (See Chart #10)
- 5 = Mythological/Legendary (See Chart #9)
- 6 = Mecha (If you roll Mecha, roll once more. Only rolls of 1 to 5 count on the second roll. If you roll another 6, reroll until you get a number between 1 and 5. The second roll determines that your kaiju

is a mecha version of that type.)

KCP Costs:

Mecha = 2

All other types = 1

CHART #6: TYPES

REPTILIAN

This will help you determine your kaiju’s basic body type. Please note that some Reptilian types receive a Ability (noted within parentheses). The Abilities are described on Chart #18.

Roll percentile.

- 1 = Komodo Dragon
(Poison Bite; KCP = 2)
- 2 or 3 = Crocodile or Alligator
(Power Bite; KCP = 2)
- 4 or 5 = Triceratops
(Horns and Armored Neck Frill;
KCP = 3)
- 6 or 7 = Tyrannosaurus Rex
(Power Bite; KCP = 2)
- 8 = Iguana
(Entangling Tongue;
KCP = 2)
- 9 = Turtle
(Armor; KCP = 2)
- 10 = Cobra
(Poison Bite; KCP = 2)
- 11 = Boa Constrictor
(Constrict; KCP = 2)
- 12 = Velociraptor
(Power Leap and Claws; KCP = 3)
- 13 or 14 = Stegosaurus
(Dermal Plates; KCP = 2)
- 15 = Therizinosaurus
(Massive Claws;
KCP = 3)

- 16 = Gecko
(KCP = 1)
- 17 = Skink
(Burrow; KCP = 2)
- 18 or 19 = Gila Monster
(Poison Bite; KCP = 2)
- 20 or 21 = Monitor
(+1 to Intelligence STAT;
KCP = 3)
- 22 = Bearded Dragon
(Horns; KCP = 2)
- 23 or 24 = Plumed Basilisk
(Walk On Water;
KCP = 3)
- 25 = Coral Snake
(Poison Bite; KCP = 2)
- 26 = Mamba
(Poison Bite; KCP = 2)
- 27 or 28 = Python
(Constrict; KCP = 2)
- 29 = Pit Viper
(Poison Bite; KCP = 2)
- 30 = Diamondback Rattler
(Poison Bite; KCP = 2)
- 31 = Achillobator
(Massive Claws;
KCP = 3)
- 32 = Acrocanthosaurus
(KCP = 1)
- 33 = Afrovenator
(KCP = 1)
- 34 = Alamosaurus
(KCP = 1)
- 35 = Anchiceratops
(Horns and
Armored Neck Frill;
KCP = 3)
- 36 = Bahariasaurus
(KCP = 1)
- 37 = Brachiosaurus
(Whipping Tail;
KCP = 3)
- 38 = Charonosaurus
(Head Mace; KCP = 2)
- 39 = Chasmosaurus
(Horns and
Armored Neck Frill;
KCP = 3)
- 40 = Ankylosaur
(Horns; KCP = 2)
- 41 = Gigantoraptor
(Massive Claws;
KCP = 3)
- 42 or 43 = Gojirasaurus
(Claws; KCP = 2)
- 44 = Kentrosaurus
(Horns; KCP = 2)
- 45 or 46 = Leptoceratops
(Armored Skull;
KCP = 2)
- 47 = Megaraptor
(Massive Claws;
KCP = 3)
- 48 or 49 = Megalosaurus
(KCP = 1)
- 50 or 51 = Mei Dinosaur
(+1 to Speed STAT;
KCP = 3)
- 52 or 53 = Monoclonius
(Horn and
Armored Neck Frill;
KCP = 3)
- 54 or 55 = Nipponosaurus
(KCP = 1)
- 56 or 57 = Nodocephalosaurus
(Horns; KCP = 2)
- 58 or 59 = Olorotitan
(Head Mace; KCP = 2)
- 60 = Oviraptor
(Head Mace; KCP = 2)
- 61 or 62 = Parasaurolophus
(Head Mace; KCP = 2)
- 63 or 64 = Protoceratops
(Armored Neck Frill;
KCP = 2)
- 65 or 66 = Rajasaurus
(Power Bite; KCP = 2)
- 67 or 68 = Rinchenia
(Head Mace; KCP = 2)

- 69 or 70 = Sauropelta
(Massive Horns;
KCP = 3)
- 71 or 72 = Sinornithoides
(+1 to Speed STAT;
KCP = 3)
- 73 or 74 = Spinosaurus
(Spiny;
KCP = 2)
- 75, 76 or 77 = Huayangosaurus
(Massive Horns;
KCP = 3)
- 78, 79 or 80 = Tapinocephalus
(Head Mace; KCP = 2)
- 81, 82 or 83 = Torosaurus
(Horns and
Armored Neck Frill;
KCP = 3)
- 84 or 85 = Tanystropheus
(KCP = 1)
- 86, 87 or 88 = Udanoceratops
(Head Mace; KCP = 2)
- 89 = Utahraptor
(Claws and
+1 to Speed STAT;
KCP = 4)
- 90 or 91 = Wuerhosaurus
(Dermal Plates; KCP = 2)
- 92, 93 or 94 = Yamaceratops
(Massive Horns and
Armored Neck Frill;
KCP = 4)
- 95 or 96 = Yinlong
(Head Mace; KCP = 2)
- 97 or 98 = Zalmoxes
(KCP = 1)
- 99 = Chameleon
(Chameleon; KCP = 2)
- 100 = Frog or Toad
(Entagling Tongue and
Power Leap; KCP = 2)

CHART #7: TYPES

MAMMALIAN

This will help you determine

your kaiju's basic body type.
Please note that some
Mammalian types receive
Abilities (noted within
parentheses). The Abilities
are described on Chart #18.

Roll percentile.

- 1 = Elephant
(+1 to Strength STAT;
KCP = 3)
- 2 = Hippopotamus
(KP = 1)
- 3 = Rhinoceros
(Horns; KCP = 2)
- 4 = Gorilla
(+1 to Strength STAT;
KCP = 3)
- 5 = Chimpanzee
(+1 to Intelligence;
KCP = 3)
- 6 = Orangutan
(KCP = 1)
- 7 = Mole
(Burrow; KCP = 2)
- 8 = Badger
(Claws; KCP = 2)
- 9 = Wolverine
(Claws and +1 to
Initiative; KCP = 4)
- 10 = Shrew
(Claws; KCP = 2)
- 11 = Hedgehog
(Spiny; KCP = 2)
- 12 = Mouse
(KCP = 1)
- 13 = Rat
(Power Bite;
KCP = 2)
- 14 = Opossum
(KCP = 1)
- 15 = Saber-toothed Tiger
(Power Bite and Tusks;
KCP = 3)

- 16 = Mastodon
(+1 to Strength STAT
and Tusks; KCP = 4)
- 17 = Black Panther
(Claws; KCP = 2)
- 18 = Tiger
(Claws and Power Bite;
KCP = 3)
- 19 = Liger
(+1 to Strength STAT,
Claws and Power Bite;
KCP = 5)
- 20 = Lion
(Claws and Power Bite;
KCP = 3)
- 21 = Cheetah
(+2 to Speed STAT and
Claws; KCP = 6)
- 22 = Lynx
(Claws ; KCP = 2)
- 23 = Sloth
(-2 to Speed STAT,
Claws;
KCP = 0... FREE!!!)
- 24 = Elephant Shrew
(KCP = 1)
- 25 = Aardvark
(KCP = 1)
- 26 = Hyrax
(KCP = 1)
- 27 = Armadillo
(Armor; KCP = 2)
- 28 = Anteater
(Entangling Tongue;
KCP = 2)
- 29 = Lemur
(+1 to Speed STAT;
KCP = 3)
- 30 = Flying Lemur
(+1 to Speed STAT and
Glide; KCP = 4)
- 31 = Sifaka
(Power Leap; KCP = 2)
- 32 = Aye-Aye
(Power Bite; KCP = 2)
- 33 = Galago
(Night Vision, Power
Leap and +1 to Speed
STAT; KCP = 5)
- 34 = Loris
(KCP = 1)
- 35 = Raccoon
(+1 to Speed STAT and
+1 to Intelligence STAT;
KCP = 5)
- 36 = Tarsier
(Power Leap and +1 to
Attack; KCP = 4)
- 37 = Marmoset
(Claws and Power Bite;
KCP = 3)
- 38 = Tamarin
(+1 to Speed STAT and
Power Leap; KCP = 4)
- 39 = Capuchin
(+1 to Intelligence STAT;
KCP = 3)
- 40 = Squirrel Monkey
(KCP = 1)
- 41 = Night Monkey
(+1 to Intelligence STAT;
KCP = 3)
- 42 = Titi
(Power Leap; KCP = 2)
- 43 = Saki Monkey
(Power Leap; KCP = 2)
- 44 = Uakari
(KCP = 1)
- 45 = Howler Monkey
(Banshee Cry; KCP = 2)
- 46 = Spider Monkey
(Prehensile Tail;
KCP = 2)
- 47 = Woolly Monkey
(Prehensile Tail;
KCP = 2)
- 48 = Swamp Monkey
(+1 to Strength STAT;
KCP = 3)
- 49 = Talapoin
(KCP = 1)

- 50 = Malbrouck Monkey
(+1 to Speed STAT;
KCP = 3)
- 51 = Diana Monkey
(Banshee Cry; KCP = 2)
- 52 = Mona Monkey
(KCP = 1)
- 53 = Macaque
(KCP = 1)
- 54 = Baboon
(+1 to Strength STAT
and Banshee Cry;
KCP = 4)
- 55 = Ox
(+1 to Strength STAT
and +1 to Endurance
STAT; KCP = 5)
- 56 = Colobus
(KCP = 1)
- 57 = Douc
(KCP = 1)
- 58 = Gibbon
(KCP = 1)
- 59 = Fox
(+1 to Intelligence STAT
and +1 to Speed STAT;
KCP = 5)
- 60 = Wolf
(Power Bite and +1 to
Speed STAT; KCP = 4)
- 61 = Coyote
(+1 to Speed STAT;
KCP = 3)
- 62 = Porcupine
(Spiny and Shooting
Spines; KCP = 3)
- 63 = Chinchilla
(KCP = 1)
- 64 = Pig
(KCP = 1)
- 65 = Cow/Bull
(+1 to Endurance STAT;
KCP = 3)
- 66 = Guinea Pig
(KCP = 1)
- 67 = Mara
(Claws and Power Leap;
KCP = 3)
- 68 = Capybara
(KCP = 1)
- 69 = Agouti
(KCP = 1)
- 70 = Paca
(KCP = 1)
- 71 = Tuco-Tuco
(+1 to Endurance STAT
and Burrow; KCP = 4)
- 72 = Octodon
(KCP = 1)
- 73 = Beaver
(Power Bite and
Whipping Tail; KCP = 3)
- 74 = Flying Squirrel
(+1 to Speed STAT and
Glide; KCP = 4)
- 75 = Marmot
(Burrow; KCP = 2)
- 76 = Chipmunk
(+1 to Speed STAT;
KCP = 3)
- 77 = Gopher
(Burrow; KCP = 2)
- 78 = Kangaroo Rat
(Power Leap; KCP = 2)
- 79 = Kangaroo
(Power Leap; KCP = 2)
- 80 = Hamster
(KCP = 1)
- 81 = Vole
(KCP = 1)
- 82 = Lemming
(Power Bite; KCP = 2)
- 83 = Margay
(KCP = 1)
- 84 = Leopard
(Claws and +1 to Speed
STAT; KCP = 4)
- 85 = Ocelot
(+1 to Speed STAT;
KCP = 3)

- 86 = Jaguar
(Claws and +1 to Speed
STAT; KCP = 4)
- 87 = Civet
(Musk; KCP = 2)
- 88 = Mongoose
(+1 to Attack and +1 to
Initiative; KCP = 5)
- 89 = Meercat
(+1 to Speed STAT;
KCP = 3)
- 90 = Hyena
(+1 to Speed STAT, +1 to
Intelligence STAT and
Power Bite; KCP = 6)
- 91 = Jackal
(Power Bite and +1 to
Speed STAT; KCP = 4)
- 92 = Grizzly Bear
(Claws, Power Bite and
+1 to Strength STAT;
KCP = 5)
- 93 = Weasel
(+1 to Speed STAT and
+1 to Intelligence STAT;
KCP = 5)
- 94 = Skunk
(Musk; KCP = 2)
- 95 = Otter
(KCP = 1)
- 96 = Horse
(+1 to Speed STAT and
+1 to Endurance STAT;
KCP = 5)
- 97 = Warthog
(+1 to Strength STAT
and Tusks; KCP = 4)
- 98 = Camel
(+1 to Endurance STAT
and Blinding Spit;
KCP = 4)
- 99 = Bison
(+2 to Endurance STAT
and Horns; KCP = 6)
- 100 = Moose
(+2 to Endurance STAT

and Massive Horns;
KCP = 6)

CHART #8: TYPES **INSECTOID**

This will help you determine
your kaiju's basic body type.
Please note that some Insectoid
types receive Abilities
(noted within parentheses). The
Abilities are described
On Chart #18.

Roll percentile.

- 1, 2 or 3 = Praying Mantis
(Mandible Pinchers and
Wings; KCP = 3)
- 3, 4 or 5 = Cockroach
(+1 to Endurance STAT
and Armor; KCP = 4)
- 6, 7 or 8 = Ant
(Mandible Pinchers and
Acid Spit; KCP = 3)
- 9, 10 or 11 = Bee
(Stinger and Wings;
KCP = 3)
- 12, 13 or 14 = Wasp
(Stinger and Wings;
KCP = 3)
- 15, 16 or 17 = Horned Beetle
(Horns and Armor;
KCP = 3)
- 18, 19 or 20 = Scarab
(Armor, Wings and
Regenerate; KCP = 5)
- 21 or 22 = Japanese Beetle
(Armor and Wings;
KCP = 3)
- 23 or 24 = Fly
(Wings and Acid Spit;
KCP = 3)
- 25, 26 or 27 = Maggot
(Acid Spit; KCP = 2)

- 28, 29 or 30 = Centipede
(Mandible Pinchers and
+1 to Speed STAT;
KCP = 4)
- 31, 32 or 33 = Pincher Bug
(Pinchers; KCP = 2)
- 34, 35 or 36 = Silverfish
(KCP = 1)
- 37, 38 or 39 = Termite
(Power Bite; KCP = 2)
- 40, 41 or 42 = Caterpillar
(Regenerate; KCP = 3)
- 43, 44 or 45 = Butterfly
(Wings; KCP = 2)
- 46, 47, or 48 = Moth
(Wings; KCP = 2)
- 49, 50 or 51 = Ladybug
(Wings and Armor;
KCP = 3)
- 52, 53 or 54 = Boll Weevil
(KCP = 1)
- 55, 56, or 57 = Cricket
(Banshee Cry and Power
Leap; KCP = 3)
- 58 or 59 = Grasshopper
(Power Leap; KCP = 2)
- 60 or 61 = Cicada
(Banshee Cry and Wings;
KCP = 3)
- 62, or 63 = Gnat
(Wings; KCP = 2)
- 64, 65 or 66 = Mosquito
(Leech and
Wings; KCP = 4)
- 67, 68 or 69 = Slug
(-1 to Speed STAT and
Mucus; KCP = 1)
- 70, 71, 72 or 73 = Fire Ant
(Poison Bite;
KCP = 2)
- 74, 75 or 76 = Army Ant
(Power Bite; KCP = 2)
- 77 or 78 = Horse-fly
(Power Bite and Wings;
KCP = 3)
- 79, 80 or 81 = Madagascar
Hissing Cockroach
(Armor and Banshee Cry;
KCP = 3)
- 82, 83 or 84 = Cockchafer
(Wings; KCP = 2)
- 85 = June Bug
(Armor; KCP = 2)
- 86 or 87 = Mayfly
(Wings; KCP = 2)
- 88, 89 or 90 = Dragonfly
(Wings and +2 to Speed
STAT; KCP = 6)
- 91 or 92 = Scorpion
(Poison Stinger, Armor
and Pinchers; KCP = 4)
- 93 or 94 = Spider
(Spit Webbing, Power
Bite and +1 to Speed
STAT; KCP = 5)
- 95 or 96 = Hercules Beetle
(Horn and Armor;
KCP = 3)
- 97 or 98 = Goliath Beetle
(Heavy Armor, +1 to
Endurance STAT and
Wings; KCP = 6)
- 99 or 100 = Locust
(Wings, Power Bite and
Power Leap; KCP = 4)

**CHART #9: TYPES
MYTHOLOGICAL/
LEGENDARY**

This will help you determine your kaiju's basic body type. Please note that some Mythological types receive a Abilities (noted within parentheses). The Abilities are described on Chart #18.

Roll percentile.

- 1 = Sphinx
(Wings, Claws and +2 to Intelligence STAT;
KCP = 7)
- 2 = Chimera
(Power Bite, Claws and Poison Bite from snake tail; KCP = 4)
- 3 or 4 = Dragon
(Wings, Fire Breath, Claws, Power Bite, Whipping Tail and +1 to Endurance STAT;
KCP = 8)
- 5 = Swamp Creature
(Regenerate and +1 to Endurance STAT;
KCP = 5)
- 6 = Slime
(Regenerate and Consuming Growth;
KCP = 5)
- 7 = Mummy
(+2 to Endurance STAT and +1 to Strength STAT;
KCP = 7)
- 8 = Balrog
(Horns, +1 to Strength STAT, Fire Breath and Wings; KCP = 6)
- 9 = Wolfman
(Power Bite, Claws and +1 to Strength STAT;
KCP = 5)
- 10 or 11 = Lizard Man
(Armor, Claws and Power Bite; KCP = 4)
- 12 = Basilisk
(Poison Bite, +1 to Speed STAT; KCP = 4)
- 13 = Bunyip
(Tusks, Horns and Banshee Cry; KCP = 4)
- 14 = Devil/Demon
(Wings, Horns, and Claws; KCP = 4)
- 15 = Mole Person
(Burrow and Night Vision; KCP = 3)
- 16 = Crab Person
(Pinchers and Heavy Armor; KCP = 4)
- 17 = Centaur
(+1 to Speed STAT, +1 to Intelligence STAT;
KCP = 5)
- 18 or 19 = Cerberus
(3 Simultaneous Attacks and Power Bite;
KCP = 5)
- 20 = Elemental – Fire
(Fire Breath and Flaming Touch; KCP = 4)
- 21 = Elemental – Ice
(Frost Breath, Armor and Freezing Touch;
KCP = 5)
- 22 = Elemental – Water
(Minimal Form, Consuming Growth (Water) and +1 to Strength STAT;
KCP = 7)
- 23 = Elemental – Cloud
(Minimal Form;
KCP = 3)
- 24 = Elemental – Smog
(Minimal Form and Toxic Breath; KCP = 4)
- 25 = Elemental – Stones
(Heavy Armor, +1 to Endurance STAT and +1 to Strength STAT;
KCP = 7)
- 26 = Elemental – Metal
(Heavy Armor, +1 to Endurance STAT and +1 to Strength STAT;
KCP = 7)
- 27 = Elemental – Crystal
(Armor, +2 to Endurance;
KCP = 6)

- 28 = Tree Person
(Regenerate; KCP = 3)
- 29 or 30 = Cyclops
(+2 to Strength STAT;
KCP = 5)
- 31 = Elemental – Electricity
(Shocking Touch and
Lightning Blot; KCP = 4)
- 32 or 33 = Energy Being
(Minimal Form, +10
Mana and Energy Blast;
KCP = 7)
- 34 or 35 = Kappa
(Entangling Tongue,
Power Leap and +1 to
Strength STAT;
KCP = 5)
- 36, 37 or 38 = Gorgon
(Constrictor, Poison Bite
from snake-hair, Hypno-
Gaze and Regenerate;
KCP = 6)
- 39 = Celery Man
(Regenerate, +1 to
Endurance STAT, Leech;
KCP = 7)
- 40 = Griffin
(Power Bite, Claws,
Wings and +1 to Strength
STAT; KCP = 6)
- 41 or 42 = Harpy
(Claws, Banshee Cry,
Wings, +1 to intelligence
STAT; KCP = 6)
- 43 = Giant Man-Eating Flower
(Leech, Entangle,
Toxic Breath, and
Regenerate; KCP = 7)
- 44 or 45 = Kelpie
(Power Leap and +2 to
Speed STAT; KCP = 6)
- 46 = Elemental – Light
(Minimal Form, Blinding
Flash and Laser Eyes;
KCP = 5)
- 47 = Elemental – Magma
(Flaming Touch, +1 to
Strength STAT, and
Magma Breath; KCP = 6)
- 48 or 49 = Manticore
(Power Bite, Claws,
Banshee Cry, and Poison
Stinger on the tail;
KCP = 5)
- 50 = Undead Corpse or Zombie
(Regenerate, +1 to
Endurance and Power
Bite; KCP = 6)
- 51 = Grey (alien)
(+2 to Intelligence STAT,
+1 to Speed STAT;
KCP = 7)
- 52 = Little Green Man/Woman
(Regenerate, +2 to Speed
STAT; KCP = 5)
- 53 or 54 = Minotaur
(Horns, Power Leap, +1
to Endurance STAT and
+1 to Strength STAT;
KCP = 7)
- 55 or 56 = Octo-sapien (part
humanoid and part
octopus)
(4 Simultaneous Attacks;
KCP = 5)
- 57 = Orc
(+1 to Endurance, - 1 to
Intelligence STAT, Tusks
and Horns; KCP = 3)
- 58 = Troll
(Tusks, Horns, +1 to
Strength and - 1 to
Intelligence STAT;
KCP = 3)
- 59 = Frost Giant
(Frost Breath and +2 to
Strength STAT;
KCP = 6)

- 60 = Fire Giant
(Fire Breath, +1 to Strength STAT and +1 to Endurance STAT; KCP = 6)
- 61 or 62 = Roc
(Power Bite, Claws, Wings and +1 to Intelligence STAT; KCP = 6)
- 63 = Drop Bear
(Power Bite and Claws; KCP = 3)
- 64 = Goblin
(-1 to Intelligence STAT, +2 to Speed STAT and Claws; KCP = 4)
- 65, 66 or 67 = Wyvern
(Poison Bite, Wings, Claws, and Entangle with tail; KCP = 5)
- 68 or 69 = Bugbear
(+2 to Strength STAT, Claws and Power Bite; KCP = 7)
- 70 = Jackal Man
(Power Bite, Claws and +2 to Speed Stat; KCP = 7)
- 71 or 72 = Owl Man
(Wings, Claws and Night Vision; KCP = 4)
- 73 = Lion Man
(Power Bite, Claws and +1 to Endurance; KCP = 5)
- 74 or 75 = Spring Heeled Jack
(Power Leap, Claws, Fire Breath and +1 to Intelligence STAT; KCP = 6)
- 76 or 77 = Dragon Turtle
(Heavy Armor, Fire Breath, Whipping Tail and +1 to Endurance STAT; KCP = 7)
- 78 = Gargoyle
(Wings, Claws and +1 to Endurance STAT; KCP = 5)
- 79 or 80 = Tarasque
(Spiny, Armor, Poison Stinger on tail and Power Bite; KCP = 5)
- 81 = Hippocamp
(+1 to Endurance STAT, +1 to Speed STAT and Entangle with tail; KCP = 6)
- 82 or 83 = Yeti
(+1 to Strength STAT, +1 to Speed STAT and +1 to Endurance STAT; KCP = 7)
- 84 = Baku
(Claws and Psychic Drain; KCP = 4)
- 85 or 86 = Oni
(Claws, Horns, and +2 to Strength STAT; KCP = 7)
- 87, 88 or 89 = Tanuki
(Night Vision and Chameleon; KCP = 3)
- 90 or 91 = Sky Leviathan(whale-like creature that can fly)
(+2 to Endurance STAT, +1 to Strength STAT and Wingless Flight; KCP = 8)
- 92 = Alphyn
(Entangling Tongue, Whipping Tail, Claws, and Power Bite; KCP = 5)
- 93 or 94 = Buraq
(+1 to Speed STAT and Wings; KCP = 4)
- 95 or 96 = Wampus Cat
(+1 to Intelligence STAT, Claws, and Power Bite; KCP = 5)

- 97 or 98 = Goat Man/Woman
(Horns, Power Leap and
+1 to Speed STAT;
KCP = 5)
- 99 or 100 = Skunk Ape
(Musk and +1 to Strength
STAT; KCP = 4)

CHART #10: NUMER OF EXTRAS

Roll 1d6

- 1 = Kaiju receives 3 Extras
(KCP = 0)
- 2 or 3 = Kaiju receives 4 Extras
(KCP = 2)
- 4 or 5 = Kaiju receives 5 Extras
(KCP = 3)
- 6 = Kaiju receives 6 Extras
(KCP = 5)

CHART #11: EXTRAS TYPES

Roll 1d6

- 1 = Extra Limb
(Roll on Chart #12)
- 2 = Extra Power
(Roll on Chart #13)
- 3 = Extra Natural Weapon
(Roll on Chart #14)
- 4 = Melee Weapon
(Roll on Chart #15)
- 5 = Defense and Armor
(Roll on Chart #16)
- 6 = STAT Bonus
(Roll on Chart #17)

CHART #12: EXTRA LIMB

Roll percentile.

- 1 to 5 = 1 Extra Arm
- 6 to 10 = 1 Extra Leg
- 11 to 15 = 1 Extra Tail
- 16 to 20 = Extra 1d6 tails
- 21 to 25 = Extra 1d6 eyes
- 26 to 30 = Extra 1d8 eyes
- 31 to 35 = Extra 1d10 eyes
- 36 to 40 = Extra 2d10 eyes
- 41 to 45 = 1 Extra Head
- 46 to 50 = Bat-like Wings
(Wings Ability)
- 51 to 55 = Bird-like Wings
(Wings Ability)
- 56 to 60 = Dragonfly-like Wings
(Wings Ability)
- 61 to 65 = Butterfly Wings
(Wings Ability)
- 66 to 70 = Moth Wings (Wings
Ability)
- 71 to 75 = Extra 1d6 legs (Power
Leap Ability)
- 76 to 80 = Extra 1d6 arms (2
Simultaneous Attacks
Ability)
- 81 to 85 = Extra 1d8 arms (3
Simultaneous Attacks
Ability)
- 86 to 90 = Extra 1d10 arms (4
Simultaneous Attacks
Ability)
- 91 to 95 = Extra 1d6 Antennae
- 96 to 100 = 1 Extra Mouth

CHART #13: EXTRA POWER

Roll percentile.

- 1 = Sonic Blast
(Does 2d10 damage;
Mana = 6; KCP = 5)
- 2 or 3 = Heat Ray Eyes
(Does 2d10 damage;
Mana = 6; KCP = 5)

- 4 = Laser Eyes
(Does 3d8 damage;
Mana = 7; KCP = 6)
- 5 or 6 = Electric Bolt
(Does 2d10 damage;
Mana = 6; KCP = 5)
- 7 = Electric Shock
(Does 2d8 damage;
Mana = 3; KCP = 3)
- 8 or 9 = Fire Breath
(Does 3d8 damage;
Mana = 7; KCP = 6)
- 10 = Frost Breath
(Does 3d8 damage;
Mana = 7; KCP = 6)
- 11 or 12 = Atomic Ray Breath
(Does 3d8 damage;
Mana = 7; KCP = 6)
- 13 = Heal
(Heal self for 1d6 Health;
Mana = 3; KCP = 5)
- 14 or 15 = Armor
(Adds a layer of invisible
armor onto kaiju equal to
1 Soak; Mana = 3;
KCP = 4)
- 16 = Increase Defense
(Grants the kaiju +1 to
Defend for the next
Round; Mana = 2;
KCP = 3)
- 17 or 18 = Increase Attack
(Grants the kaiju +1 to
Attack for the next
Round; Mana = 3;
KCP = 4)
- 19 = Quicken
(Grants +1 to Speed
STAT for the next
Round; Mana = 5;
KCP = 5)
- 20 or 21 = Forcefield
(Creates an impenetrable
forcefield around the
kaiju for the next Round;
A kaiju with forcefield
cannot be attacked
physically, but may be
psychically; Mana = 6;
KCP = 5)
- 22 = Doppelganger
(Creates a clone of the
kaiju with all the same
STATS and abilities but
half the current Health;
Clone also does only half
the damage in combat;
Mana = 8; KCP = 8)
- 23 or 24 = Acid Rain
(Creates an acid rain to
fall briefly on opponent;
Does 3d6 damage;
Mana = 4; KCP = 4)
- 25 = Confusing Mist
(Creates a mist around
opponent that induces
confusion resulting in
opponent attach self for
half the damage it would
normally do; Mana = 5;
KCP = 4)
- 26 or 27 = Fireball
(Does 2d10 damage;
Mana = 6; KCP = 5)
- 28 = Growth
(Increases size of kaiju by
1, so if a kaiju is normally
huge it then becomes
Gigantic; Lasts through
next Round; Mana = 3;
KCP = 4)
- 29 or 30 = Invisibility
(Kaiju turns invisible
until next round;
Opponents cannot see or
attack invisible kaiju;
Mana = 5; KCP = 5)

- 31 = Teleport
(The kaiju can teleport to just behind opponent; Mana = 3; KCP = 5)
- 32 or 33 = Increase Fighting Speed (Extra Attack until end of next Round; Mana = 6; KCP = 7)
- 34 = Shrink
(Kaiju can decrease size by 1, so a kaiju that is normally Huge can shrink to Large; Lasts until end of next Round; Mana = 3; KCP = 4)
- 35 or 36 = Encase in Ice
(Encase enemy in ice, holding them to one spot and unable to move; Lasts until end of next Round; Mana = 3; KCP = 3)
- 37 = Encase in Stone
(Encases an enemy in stone, holding them to one spot and unable to move; Lasts until end of next Round; Mana = 3; KCP = 3)
- 38 or 39 = Mimic
(Can mimic any one Power or Ability of an enemy until the end of the next Round; Mana = 8; LCP = 8)
- 40 = Hypno-Gaze
(Hypnotize enemy by staring into his eyes; freezes enemy in one spot, unable to move; Lasts until end of next Round; Mana = 3; KCP = 2)
- 41 or 42 = Mind Shield
(Renders kaiju immune to psychic attacks until the end of the next Round; Mana = 4; KCP = 4)
- 43 = Nullify
(Nullifies the affects of any opponent's Powers; Mana = 6; KCP = 5)
- 44 or 45 = Entangle
(Kaiju can grow long vines from any ground, even paved, to entangle an enemy and hold them in place and unable to move until the end of the next Round; Mana = 3; KCP = 3)
- 46 = Psychic Drain
(Drain 1d6 Mana from an enemy and replace it into your own Mana; Mana = 2; KCP = 3)
- 47 or 48 = Psychic Blast
(Blasts the mind of an enemy for 1d6 damage to Health; Cannot be defended against except through Nullify or Mind Shield; Armor Soak is not applied to this damage; Mana = 6; KCP = 5)
- 49 = Knockback Wave
(Blasts the mind of an enemy to knock him/her backwards for 3d10 feet, toppling them to the ground and incapable of making any move their next turn except to stand up; Can only be defended against with the use of Nullify or Mind Shield; Mana = 3; KCP = 3)

- 50 or 51 = Quake
(Causes a brief earthquake that knocks opponents off their feet so that they must spend their next Turn standing up; Mana = 3; KCP = 2)
- 52 = Slow
(Cuts an enemy's Speed STAT in half until the end of the next Round; Mana = 6; KCP = 6)
- 53 or 54 = Freeze
(Freezes an enemy in place until the end of the next Round; Can only be defended through use of Mind Shield or Nullify; Mana = 3; KCP = 3)
- 55 or 56 = Telekinesis
(Can psychically pick up objects up to the size of the kaiju and throw them for 3d10 feet and 2d6 damage; Mana = 3; KCP = 4)
- 57 = Blinding Flash
(Creates a flash of light before an enemy, rendering them blind despite what their eyesight is like; Blinded enemies cannot attack; Lasts until the end of the next Round; Mana = 2; KCP = 2)
- 58 = Orb of Light
(Creates a small orb of light near the kaiju so that they can see in the dark; Mana = 2; KCP = 1)
- 59 or 60 = Magma Breath
(Kaiju can spit molten lava at an enemy; Does 3d8 damage; Mana = 7; KCP = 6)
- 61 = Lava Blast
(Shoots a blast of lava at an enemy; Does 2d10 damage; Mana = 6; KCP = 5)
- 62 or 63 = Shards
(Crystalline shards are shot at the enemy for 2d8 damage; Mana = 3; KCP = 3)
- 64 = Create Lava Whip
(Kaiju can create a whip made of dripping lava to be used as a melee weapon until the end of the next Round; Does 2d10 damage; Mana = 6; KCP = 5)
- 65 or 66 = Lightning Strike
(Can call lightning down from the heavens to strike an opponent; Does 2d10 damage; Mana = 6; KCP = 5)
- 67 = Gust
(Creates a brief but strong wind that will knock an opponent to the ground so they must use their next Turn to stand up; Mana = 3; KCP = 3)
- 68 or 69 = Magnetism
(Can attract or repel metal objects to kaiju of a size equal to or lesser than the kaiju's size; Thrown/repelled objects do 2d6 damage; Mana = 2; KCP = 3)

- 70 = Tornado
(Creates a brief tornado that lasts until the end of the next Round; Does 2d10 damage and knocks opponent to the ground so they must use their next Turn to stand up; Mana = 6; KCP = 5)
- 71 = Water Walk
(Kaiju is capable of walking on water until the end of the next Round; Mana = 5; KCP = 3)
- 72 or 73 = Tidal Wave
(Creates a magical tidal wave of water at any spot, even on dry land, to attack opponent; Does 2d10 damage; Mana = 6; KCP = 5)
- 74 or 75 = Pelting Stones
(Creates a small hail of stones that falls onto opponent; Does 2d8 damage; Mana = 3; KCP = 3)
- 76 = Armor of Thorns
(Creates a twisting, vine like armor of thorns about the kaiju; Does 2d6 damage to the touch to enemies; Has an Armor Soak of 3; Mana = 5; KCP = 6)
- 77 or 78 = Ironfist
(Creates a single hand of the kaiju into an iron fist that can do 3d6 damage; Mana = 4; KCP = 3)
- 79 = Silence
(Nullifies Banshee Cry until the end of the next Round; Mana = 2; KCP = 1)
- 80 or 81 = Paralyze
(Paralyzes an enemy until the end of the next Round; Mana = 3; KCP = 3)
- 82 = Mist Form
(Kaiju can become a misty form until the end of the next round; Does not take damage while in mist form nor can it interact with the physical world; Mana = 4; KCP = 7)
- 83 or 84 = Create Ice Sword
(Kaiju can create a mystical sword of ice that lasts until the end of the next Round; Can be used as a melee weapon doing 2d8 damage; Mana = 3; KCP = 3)
- 85 or 86 = Create Stone Club
(Kaiju can create a magical club of stone that lasts until the end of the next Round; Can be used as a melee weapon doing 2d8 damage; Mana = 3; KCP = 3)
- 87 or 88 = Create Iron Hammer
(Kaiju can create An iron hammer that lasts until the end of the next Round; Can be used as a melee weapon doing 2d10 damage; Mana = 6; KCP = 5)
- 89 or 90 = Create Steel Sword
(Kaiju can create a steel sword that lasts until the end of the next Round; Can be used as a melee weapon doing 2d10 damage; Mana = 6; KCP = 5)

- 91 or 92 = Create Ice Axe
(Kaiju can create a mystical axe of ice that lasts until the end of the next Round; Can be used as a melee weapon doing 2d8 damage; Mana = 3; KCP = 3)
- 93 or 94 = Create Frost Halberd
(Kaiju can create a mystical halberd of ice that lasts until the end of the next Round; Can be used as a melee weapon doing 2d10 damage; Mana = 6; KCP = 5)
- 95 or 96 = Create Crystal Spear
(Kaiju can create a crystal spear that lasts until the end of the next Round; Can be used as a melee weapon doing 2d10 damage; Mana = 6; KCP = 5)
- 97 or 98 = Create Mystic Bow
(Kaiju can create a mystical bow that lasts until the end of the next Round; Does not need arrows, the kaiju simply pulls the bow's string and a mystical arrow appears; Can be used as a melee weapon doing 2d8 damage; Mana = 3; KCP = 4)
- 99 or 100 = Create Iron Nunchaku
(Kaiju can create a nunchaku of iron that lasts until the end of the next Round; Can be used as a melee weapon doing 2d8 damage; Mana = 3; KCP = 4)

CHART #14: EXTRA NATURAL WEAPON

Roll percentile.

- 1 to 3 = Extra 1d6 Horns
(3d6 damage; KCP = 4)
- 4 to 6 = Extra 1d8 Horns
(3d6 damage; KCP = 5)
- 7 to 9 = Extra 1d10 Horns
(3d6 damage; KCP = 6)
- 10 to 12 = Claws
(2d8 damage; KCP = 3)
- 13 to 15 = Chainsaw Hand
(3d8 damage; KCP = 6)
- 16 to 18 = Circular Saw Hand
(3d8 damage; KCP = 6)
- 19 to 21 = 1d10 Entangling Tentacles (KCP = 5)
- 22 to 24 = Whipping Tail
(3d6 damage; KCP = 4)
- 25 to 27 = 1d6 Whipping Tails
(3d6 damage; KCP = 5)
- 28 to 30 = 1d6 Tusks
(3d6 damage; KCP = 4)
- 31 to 33 = Spit Webbing
(KCP = 2)
- 34 to 36 = Spit Acid
(3d6 damage and acid remains on victim and cannot be wiped off except with water and will do 2d6 more damage the following Round; Water Elementals take only half the damage from the initial attack and no further damage the following round; KCP = 6)
- 37 to 39 = 1d10 Spines
(2d8 damage; KCP = 3)
- 40 to 42 = 2d10 Spines
(2d8 damage; KCP = 4)

- 43 to 45 = Entangling Tongue
(Can Entangle with their tongue, rendering their victim motionless until they make a Break Hold Test; KCP = 2)
- 46 to 48 = Melee Weapon in Place of Hand (Roll on Chart #14: Melee Weapons to find the Weapon;
KCP = According to weapon + 1)
- 49 to 51 = Power Sword for Hand (Does 2d10 damage; KCP = 6)
- 52 to 54 = Missiles/Shooting Claws for Fingers (Does 2d6 damage; KCP = 2)
- 55 to 57 = Shooting Fists (Mecha Only; 2d8 damage; KCP = 4)
- 58 to 60 = Rocket Launcher with 1d10 Rockets (Mecha Only; 3d8 damage; KCP = 7)
- 61 to 63 = Power Bite
(3d6 damage; KCP = 4)
- 64 to 66 = Entangling Tail
(Can Entangle with tail, rendering their victim motionless until they make a Break Hold Test; KCP = 2)
- 67 to 69 = Chainsaw on Body
(Does 2d10 damage; KCP = 6)
- 70 to 72 = Circular Saw on Body
(Does 2d10 damage; KCP = 6)
- 73 to 75 = Beak with Power Bite
(3d6 damage; KCP = 4)
- 76 or 77 = Poison Snake Tail
(Does 2d8 damage, but the poison carries over and does 2d6 more damage to the victim at the beginning of the following Round; Armor Soak applied to the bite, but not to the poison in the following Round; KCP = 5)
- 78 or 79 = Posion Stinger Tail
(Like a scorpion's tail; does 3d6 damage and the following Round the poison does an additional 2d6 damage; Armor Soak does not apply to poison, but does apply to initial stinger attack; KCP = 6)
- 80 or 81 = Pincher Claws
(Giant pinchers like those of a crab; does 2d8 damage per Round until the victim can make a successful Break Hold Test; KCP = 4)
- 82 or 83 = Pincher Mandibles
(Mandibles like those on an ant; does 2d8 damage per Round until the victim can make a successful Break Hold Test; KCP = 4)
- 84 or 85 = Drill for Hand
(Does 2d10 damage; KCP = 6)
- 86 = Drill on Body
(Does 2d10 damage; KCP = 6)
- 87 or 88 = Drill for Muzzle
(Does 2d10 damage; KCP = 6)
- 89 = One Long Claw for a Hand
(Does 3d6 damage; KCP = 4)

- 90 = Musk
(Can excrete a musk that renders its victims incapable of action until the end of the next Round; KCP = 3)
- 91 or 92 = Banshee Cry
(A cry so loud it renders all but him immobile until the end of the next Round)
- 93 = Crystal Shard for Hand
(Does 3d6 damage; KCP = 4)
- 94 to 96 = Trident for Hand
(Does 2d10 damage; KCP = 5)
- 97 = Morning Star Whipping Tail
(Does 2d10 damage; KCP = 5)
- 98 = Spiked Whipping Tail
(Does 2d10 damage; KCP = 5)
- 99 = Mace Whipping Tail
(2d10 damage; KCP = 5)
- 100 = Hook for Hand
(Does 2d8 damage; KCP = 3)
- 6 = Cosmic Berdiche
(Does 2d10 damage; KCP = 5)
- 7 or 8 = Astral Throwing Stars
(Does 2d6 damage; Never run out; KCP = 3)
- 9 or 10 = Heavenly Halberd
(Does 2d10 damage; KCP = 5)
- 11 = Warhammer
(Does 2d8 damage; KCP = 3)
- 12 or 13 = Malevolent Mace
(Does 2d8 damage; KCP = 3)
- 14 or 15 = Pike
(Does 2d8+1 damage; KCP = 4)
- 16 = Scythe
(Does 3d8 damage; KCP = 6)
- 17 or 18 = Crystal Spear
(Does 2d10 damage; KCP = 5)
- 19 or 20 = Mystic Trident
(Does 2d10 damage; KCP = 5)
- 21 = Cryptic Saber
(Does 2d8 damage; KCP = 3)
- 22 or 23 = Heavenly Scimitar
(Does 2d8 damage; KCP = 3)
- 24 or 25 = Mystic Cutlass
(Does 2d8 damage; KCP = 3)
- 26 = Flaming Long Sword
(Does 3d8 damage; KCP = 7)
- 27 or 28 = Stone Sword
(Does 3d6 damage; KCP = 5)
- 29 or 30 = Cosmic Claymore
(Does 2d10 damage; Stuns target until end of next Round; KCP = 7)

CHART #15: MELEE WEAPON

Roll percentile.

- 1 = Ice Axe
(Does 2d8 damage; KCP = 3)
- 2 or 3 = Diamond Axe
(Does 2d10 damage; KCP = 5)
- 4 or 5 = Iron Pickaxe
(Does 2d8 damage; KCP = 3)

- 31 = Ball and Chain
(Does 2d8 damage;
KCP = 3)
- 32 or 33 = Devastating Flail
(Does 2d10 damage;
Knocks opponent to
ground and must use their
next Turn to stand;
KCP = 7)
- 34 or 35 = Nunchaku
(Does 2d8 damage;
KCP = 3)
- 36 = Three-Sectional-Staff
(Does 2d10 damage;
KCP = 5)
- 37 or 38 = Cosmic Morning Star
(Does 2d10 damage;
KCP = 5)
- 39 or 40 = Heavenly Staff
(Does 3d6 damage;
KCP = 4)
- 41 = Enchanted Bo
(Does 3d6 damage;
KCP = 4)
- 42 or 43 = Mystic Bow
(Does 3d6 damage;
automatically has magic
arrows loaded when used
and never runs out of
arrows; KCP = 5)
- 44 or 45 = Corrupt Crossbow
(Does 3d6 damage; Can
fire twice per Attack;
KCP = 6)
- 46 = Fire Whip
(Does 2d10 damage;
KCP = 5)
- 47 or 48 = Catastrophic Cat-o-
Nine-Tails
(Does 2d8 damage;
KCP = 3)
- 49 or 50 = Celestial Gladius
(Does 2d8 damage;
Creates Blinding Flash on
a successful attack;
KCP = 5)
- 51 = Sai
(Does 3d6 damage;
KCP = 4)
- 52 or 53 = Heavenly Katana
(Does 2d10 damage;
KCP = 5)
- 54 or 55 = Machete of
Malevolence (Does 2d8
damage; KCP = 3)
- 56 = Flaming Flanged Mace
(Does 2d10 damage;
KCP = 5)
- 57 or 58 = Roaring Katana
(Does 2d10 damage and
creates a Banshee Cry
upon successful attack;
KCP = 6)
- 59 or 60 = Naginata of Doom
(Does 2d10+1 damage;
KCP = 6)
- 61 = Cosmic Katar
(Does 2d8 damage;
KCP = 3)
- 62 or 63 = Deadly Kris
(Does 2d8 damage;
KCP = 3)
- 64 or 65 = Kukri of Destiny
(Does 2d8 damage;
KCP = 3)
- 66 = Makhaira Sword
(Does 2d10 damage;
KCP = 5)
- 67 or 68 = Arnis Stick
(Does 2d8 damage;
KCP = 3)
- 69 or 70 = Trusty Tonfa
(Does 3d6 damage;
KCP = 4)
- 71 = Celestial Monk's Spade
(Does 2d10 damage;
KCP = 5)
- 72 or 73 = Deadly Kanabō
(Does 2d10 damage;
KCP = 5)

- 74 or 75 = Heavenly Yari
(Does 2d8+1 damage;
KCP = 4)
- 76 = Dastardly Butterfly Sword
(Does 3d6 damage;
KCP = 4)
- 77 or 78 = Falcata of Falling
Tears (Does 2d8 damage;
KCP = 3)
- 79 or 80 = Wicked Golok
(Does 2d8 damage;
KCP = 3)
- 81 = Kopesh of Destiny
(Does 3d6 damage;
KCP = 4)
- 82 or 83 = Shamshir of Deadly
Destiny (Does 2d8
damage; KCP = 3)
- 84 or 85 = Talwar of
Lamentations (Does 3d6
damage; KCP = 4)
- 86 = Kusarigama of Wickedness
(Does 3d6 damage and
can Entangle; KCP = 5)
- 87 or 88 = Malevolent
Manriki-gusari (Does 2d8
damage and can
Entangle; KCP = 4)
- 89 or 90 = Chain Whip
(Does 2d8 damage and
can Entangle; KCP = 4)
- 91 = Deadly Urumi
(Does 3d6+1 damage;
KCP = 5)
- 92 or 93 = Kama
(Does 2d8 damage;
KCP = 3)
- 94 or 95 = Chakram of Destiny
(Does 3d6 damage and
safely returns to user
when thrown; KCP = 6)
- 96 = Celestial Tessen
(Does 2d8 damage;
KCP = 3)
- 97 = Dragon-Toothed Club
(Wooden club lined with

- dragon teeth; Does 2d10
damage; KCP = 6)
- 98 or 99 = Frost Halberd
(Does 2d10 damage;
KCP = 5)
- 100 = Chain with Meat Hook
(Does 2d10 damage and
can Entangle; KCP = 7)

CHART #16: DEFENSE AND ARMOR

Roll 1d6

- 1 or 2 = Armored Neck Frill
(Armor Soak of 1;
KCP = 3)
- 3 or 4 = Armor
(Armor Soak of 1;
KCP = 3)
- 5 or 6 = +1 to Defend (KCP = 3)

CHART #17: STAT BONUS

Roll 1d10

- 1 = +1 to Intelligence STAT
(KCP = 5)
- 2 = +1 to Speed STAT
(KCP = 5)
- 3 = +1 to Strength STAT
(KCP = 5)
- 4 = +1 to Endurance STAT
(KCP = 5)
- 5 = +1 to Essence STAT
(KCP = 5)
- 6 = +1 to Initiative
(KCP = 3)
- 7 = +1 to Attack
(KCP = 3)
- 8 = +1 to Defend
(KCP = 3)
- 9 = +1d6 to Health
(KCP = 7)
- 10 = +1d6 to Mana
(KCP = 7)

CHART #18: ABILITIES

Here is a list of Ability descriptions. Abilities gained from a kaiju's Type do not cost any Mana to use. There is some cross-over with Powers (which do cost Mana to use).

Acid Spit – Kaiju can spit acid doing 3d6 damage; acid remains on victim and cannot be wiped off except with water and will do 2d6 more damage the following Round; Water Elementals take only half the damage from the initial attack and no further damage the following round

Armor – Provides the kaiju with a base Armor Soak of 3

Armored Neck Frill – Adds an Armor Soak of 1 to the kaiju; similar to that of the Triceratops neck frill

Armored Skull – Grants the kaiju 1 Armor Soak

Banshee Cry – Kaiju can screech or cry out so loudly it renders all but him immobile until the end of the next Round

Blinding Flash – Kaiju creates a blinding flash in front of an enemy that blinds them until the end of the next Round

Blinding Spit – Kaiju can spit into the face of an enemy rendering them blind until the end of the next Round

Burrow – Kaiju can burrow underground equal to their Speed

STAT multiplied by 5 feet per Round

Chameleon – Kaiju is capable of changing color to blend in with environment; grants the kaiju a bonus of +3 to Defend

Claws – 2d8 damage

Constrict – Kaiju can wrap part or all of self around opponent and crush them; does 2d8 damage per Round and victim is immobilized (cannot make any action) until they make a Break Hold Test

Consuming Growth – Kaiju can grow an additional 20 feet per Round that they eat any object (some kaiju must eat a specific object, like a Water Elemental must eat more water)

Dermal Plates – These act as weapon, protruding from the kaiju's body and doing 2d6 damage to opponents

Energy Blast – Does 2d6 damage and does 1d6 damage to Mana (Armor Soak does not apply to the Mana damage)

Entangle – Kaiju can entangle, immobilizing an enemy until they make a Break Holds Test

Entangling Tongue – The kaiju can Entangle with their tongue, rendering their victim motionless until they make a Break Hold Test

Fire Breath – Does 3d8 damage

Flaming Touch – Any kaiju that touches another kaiju with Flaming Touch takes 2d6 damage unless that kaiju also has Flaming Touch; kaijus with Freezing Touch and Flaming Touch will each receive 3d6 damage when touching

Freezing Touch – Any kaiju that touches another kaiju with Freezing Touch takes 2d6 damage unless that kaiju also has Freezing Touch; kaijus with Freezing Touch and Flaming Touch will each receive 3d6 damage when touching

Frost Breath – Does 3d8 damage

Glide – Kaiju is able to glide a distance of their Speed multiplied by 10 in feet; this is not real flight

Head Mace – A thick skull or protrusion usually creates a dense bone on the kaiju that can be used as a weapon; does 2d8 damage

Heavy Armor – Provides the kaiju with a base Armor Soak of 5

Horns – 3d6 damage

Hypno-Gaze – Kaiju can hypnotize and enemy into an immobilized state that lasts until the end of the next Round

Laser Eyes – Does 3d8 damage

Leech – Kaiju can drink the blood of another kaiju doing 2d8 damage (Armor Soak does not apply) and replenishes 1d6 of their own Health

Lightning Bolt – Kaiju is capable of shooting a bolt of lightning doing 2d10 damage

Magma Breath – Kaiju can belch out molten lava from their mouth as a breath weapon; does 3d8 damage

Mandible Pinchers – Large mandibles that do 2d8 damage per Round until the victim makes a Break Hold Test

Massive Claws – 3d6 damage

Massive Horns – Larger versions of Horns; does 2d10 damage

Minimal Form – A kaiju with Minimal Form takes only half the damage from all physical damage (fractions rounded up)

Musk – The kaiju can excrete a musk that renders its victims incapable of action until the end of the next Round

Night Vision – Kaiju is capable of fighting darkness without suffering any of the normal penalties

Pinchers – Giant pinchers like those of a crab or Pincher Bug; does 2d8 damage per Round until the victim can make a successful Break Hold Test

Poison Bite – Does 2d8 damage, but the poison carries over and does 2d6 more damage to the victim at the beginning of the following Round; Armor Soak applied to the bite, but not to the poison in the following Round

Poison Stinger – A large stinger that does 3d6 damage and the following Round the poison does an additional 2d6 damage (Armor Soak is not applied to poison, but does apply to initial stinger attack)

Power Bite – Does 3d6 damage where a normal bite does 2d8 damage

Power Leap – The standard jumping range for most earthbound kaiju is their Speed multiplied by 10 in feet; a kaiju with Power Leap can jump the Speed STAT multiplied by 30 in feet

Prehensile Tail – Kaiju has a tail that is capable of grabbing/manipulating object half their size or small; does no damage; is not strong enough to Entangle

Psychic Drain – Drains 1d6 Mana from an enemy and replaces it into attacking kaiju's own Mana; Armor Soak does not apply

Regenerate – Kaiju can heal 1d6 Health

Shocking Touch – Any kaiju that touches another kaiju with

Shocking Touch takes 2d6 damage unless that kaiju also has Shocking Touch

Shooting Spines – Kaiju can shoot spines like projectiles from its body at enemies; does 2d6 damage

Simultaneous Attacks – The kaiju can use a number of attacks simultaneously and it counts only as one action; Armor Soak is applied to each separate attack made simultaneously

Spiny – Part or all of the kaiju is covered with spines; does 2d8 damage

Spit Webbing – Spits a spider like webbing that Entangles its target, rendering it immobile until the end of the next Round

Stinger – A giant stinger that does 3d6 damage

Toxic Breath – Does 3d8 damage and 2d6 the next Round; Armor Soak applies to initial attack but does not to the poison inhaled in the following Round

Tusks – Elongated teeth doing 3d6 damage

Walk on Water – Kaiju is capable of walking across the surface of water

Whipping Tail – Kaiju has a tail that can be used as a whipping weapon doing 3d6 damage

Wings – Gives a kaiju flight; winged kaiju receive +1 to Attack and +1 to Defend against earthbound kaiju (other kaiju that cannot fly)

Wingless Flight – Kaiju is able to fly without wings

CHART #19: STATS

Now you get to spend your remaining KCPs on your kaiju’s STATS which are, essentially, the natural capacities of your kaiju to perform any task. There are five STATS: Intelligence, Speed, Strength, Endurance and Essence.

Each kaiju automatically starts with each STAT at Rank 1. The more KCPs you spend on any one STAT, the higher the Rank of that STAT becomes and the better the kaiju will be when using that STAT.

1 KCP is spent to raise each STAT one Rank.

There are also Secondary STATS, as described in Chart #19.

Intelligence – This STAT governs how smart your kaiju is.

Speed – This STAT will determine how fast your kaiju will Attack, Defend and generally perform in combat.

Strength – A kaiju’s Strength is the measure of how much extra damage s/he does while in hand-to-hand or melee combat

Endurance – This STAT determines your kaiju’s base Health

Essence – This determines your kaiju’s base Mana which is used for Powers.

CHART #20: SECONDARY STATS

There are six Secondary Stats: Initiative, Attack, Defend, Damage Bonus, Health and Mana. Each Secondary Stat is governed by a main STAT.

STAT	RANK	BONUS
SPEED	1	+1 Initiative
	2	+1 Initiative +1 Attack
	3	+1 Initiative +1 Attack +1 Defend
	4	+2 Initiative +1 Attack +1 Defend
	5	+2 Initiative +2 Attack +1 Defend
	6	+2 Initiative +2 Attack +2 Defend

And so on...

Damage Bonus = Strength STAT

Health = Endurance multiplied by 10

Mana = Essence multiplied by 10

CHART #21: NUMBER OF COMBAT MOVES

Roll to find out how many Combat Moves your kaiju will get for fighting.

Roll 1d6.

1, 2 or 3 = 3 Combat Moves
(KCP = 0)

4 or 5 = 4 Combat Moves
(KCP = 2)

6 = 5 Combat Moves
(KCP = 3)

CHART #22: COMBAT MOVES

All kaiju can Punch, Kick, Tackle and Bite, but there are other moves a kaiju may know. Each kaiju receives 3, 4 or 5 additional moves (according to your roll results from Chart #20: Number of Combat Moves). Roll for them here and to read the descriptions of each. If the same Combat Move is rolled for twice, you may re-roll to attain a new Combat Move.

Punch (Does 2d6 damage)

Kick (Does 2d6 damage)

Tackle (Does 2d6 damage;
Smackdown Rule applies to both attacker and defender)

Bite (Does 2d6 damage)

Roll percentile.

1 to 4 = Knee
(Does 2d6 damage;
KCP = 2)

5 to 7 = Elbow

(Does 2d6 damage;
KCP = 2)

8 to 10 = Clothesline

(Does 2d6 damage;
Smackdown Rule;
KCP = 3)

11 to 13 = Moonsault

(3d6 damage and
Smackdown Rule;
KCP = 5)

14 to 16 = Diving Elbow

(2d8 damage and
Smackdown Rule;
KCP = 4)

17 to 19 = Headbutt

(2d8 damage; KCP = 3)

20 to 22 = Suplex

(3d6 damage and
Smackdown Rule;
KCP = 5)

23 to 25 = Frog Splash

(3d6 damage and
Smackdown Rule for
both attacker and
defender; KCP = 5)

26 or 27 = Slap

(2d6 damage; KCP = 2)

28 to 30 = Gorilla Press Slam

(2d8 damage and
Smackdown Rule;
KCP = 4)

31 to 33 = Karate Chop

(2d6 damage; KCP = 2)

34 to 36 = Headlock

(2d6 damage per Round
and victim must make a
Break Holds Test to
escape from this Move;
KCP = 4)

- 37 to 39 = Boston Crab
(2d8 damage per Round and victim must make a Break Holds Test to escape this Move; Smackdown Rule; KCP = 6)
- 40 to 42 = Noogie
(2d6 damage; KCP = 2)
- 43 to 45 = Purple Nurple
(2d6 damage; KCP = 2)
- 46 to 48 = Low Blow
(2d8 damage and Smackdown Rule; KCP = 4)
- 49 to 51 = Eye Gouge
(2d6 damage and Blinds victim until the end of the next Round; KCP = 3)
- 52 to 54 = Uppercut
(3d6 damage; KCP = 4)
- 55 to 57 = Arm Bar
(2d6 damage per Round and victim must make a Break Holds Test; Smackdown Rule applies to both attacker and defender; KCP = 5)
- 58 to 61 = Roundhouse Kick
(2d8 damage; KCP = 3)
- 62 to 64 = Spinning Punch
(2d8 damage; KCP = 3)
- 65 to 68 = Judo Throw
(2d8 damage; Smackdown Rule; KCP = 4)
- 69 to 71 = Wheel Kick
(2d8 damage; KCP = 3)
- 72 to 75 = Sidekick
(2d8 damage; KCP = 3)
- 75 to 78 = Leg Sweep
(No damage; Smackdown Rule; KCP = 1)
- 79 or 80 = Stink Face
(Opponent must already be on the ground; no damage, but victim is so humiliated they are paralyzed until the end of the next Round; KCP = 2)
- 81 to 83 = Half Nelson
(2d6 damage per Round; victim must make a Break Holds Test to escape; Smackdown Rule; KCP = 5)
- 84 to 86 = Full Nelson
(2d8 damage per Round; victim must make a Break Holds Test to escape; Smackdown Rule; KCP = 6)
- 87 to 89 = Choke
(2d8 damage per Round; victim must make a Break Holds Test to escape; KCP = 5)
- 91 to 92 = Bear Hug
(2d8 per Round; victim must make a Break Holds Test to escape; KCP = 5)
- 93 or 94 = Surfboard Hold
(2d8 damage per Round; victim must make a Break Holds Test to escape; Smackdown Rule for both attacker and defender; KCP = 6)
- 95 to 97 = Spinning Airplane Toss
(2d8 damage; Smackdown Rule; KCP = 4)
- 98 to 100 = Monkey Flip
(No damage; Smackdown Rule; KCP = 1)

CHART #23: FINISHING**MOVES**

Every kaiju receives one Finishing Move (aka Finisher). These are devastating attacks that can only be used if certain conditions are met (see below for further details on Finishing Moves). These moves are combined with one of the kaiju's Abilities, Weapons or Powers (Ability, Weapon or Power pre-determined and never changes; damage is cumulative and Soak applies to sum of damage, not to each separately).

Roll 1d10.

- 1 = Backbreaker
(Does 3d6 damage;
Smackdown Rule;
KCP = 6)
- 2 = Hurricanrana
(Does 3d6 damage;
Smackdown Rule;
KCP = 6)
- 3 = Piledriver
(Does 2d10 damage;
Smackdown Rule;
KCP = 7)
- 4 = Sleeper Hold
(Victim must successfully make a Break Holds Test three times in a row or pass out, effectively losing the battle;
Smackdown Rule;
KCP = 8)
- 5 = Figure Four Leglock
(Does 3d6 damage per Round; victim must make Break Holds Test to escape; Smackdown Rule for both attacker and defender; KCP = 8)

- 6 = Choke Slam
(Does 2d10 damage;
Smackdown Rule;
KCP = 7)
- 7 = Sharpshooter
(Does 3d6 damage per Round; victim must make a Break Holds Test to escape; Smackdown Rule; KCP = 8)
- 8 = Spinebuster
(2d10 damage;
Smackdown Rule;
KCP = 7)
- 9 = Powerbomb
(2d10 damage;
Smackdown Rule;
KCP = 7)
- 10 = Gutbuster
(2d10 damage;
Smackdown Rule;
KCP = 7)

CHART #24: COMBAT DEFINITIONS

Action – An action is any sort of activity a kaiju performs within a Combat Round (aka Round). Each kaiju start with being able to perform 1 action per Round.

Armor Soak – The amount of damage 'Soaked' or negated as a result of a kaiju's armor. All attacks must do at least one point of damage.

Attack – An action performed by a kaiju with the intent of damaging an enemy kaiju. The Attack Roll is 1d10+Attack Bonus. If the Attack Roll is higher than the defender's Defend Roll, the attack is successful and does damage.

Attacker – The kaiju performing an attack.

Back Attack – A Back Attack is an attack performed by a kaiju while standing directly behind another kaiju, rendering the defending kaiju less capable of defending. The defending kaiju rolls his Defend roll as normal, but does not add his Defend Bonus.

Break Holds Test – This is rolled by a defending kaiju in an attempt to break free from the hold of an enemy. Both attacking and defending kaiju roll 1d10 and add in their respective Strength STATS, then compare the results. If the defending kaiju's result is higher he breaks the hold. If the attacking kaiju's result is higher the hold remains in place, perhaps doing damage for one more Round (if the hold does damage). A Break Holds Test takes one action from the defending kaiju to perform. The attacker can always choose to release the hold. If the defender chooses not to perform a Break Hold Test, he takes the damage (if any) from the hold.

Damage Bonus – Equal to a kaiju's Strength. Damage Bonus

is added to all hand-to-hand attacks and attacks with melee weapons. Breath weapons, thrown weapons, missiles and psychic/mental attacks do not receive this Damage Bonus.

Defend – A defender must roll 1d10 and add in their Defend Bonus, comparing it to the attacker's Attack roll in order to defend. If the Defend Roll is higher than the attacker's Attack Roll, then the attack is defended against and no damage is taken.

Defender – The kaiju defending against an Attack.

Finisher – When you roll for your kaiju's Finisher you then pick one of the kaiju's other Abilities, Weapons or Powers and combine the two for one overall devastating attack. For instance, if a kaiju has Claws and you roll Powerbomb, your kaiju could do a Clawed Powerbomb (sinking their claws into the enemy as they execute a powerbomb). The damage for such a move is the combined dice rolls for both plus the kaiju's damage bonus. Thus a Clawed Powerbomb would do 2d8 (from Claws) + 2d10 (Powerbomb) + Damage Bonus in damage. You can only perform a Finisher if your kaiju has first made three successful and unanswered attacks (meaning the enemy has not been able to successfully defend for three consecutive attacks while your kaiju has done damage for those three consecutive attacks).

Health – A kaiju’s Endurance STAT multiplied by 10. When a kaiju takes damage, the damage is subtracted from their Health. When their Health reaches 0 the fight is over and the kaiju loses.

Initiative – Roll 1d10+ Initiative Bonus. Initiative Rolls determine which kaiju attacks first each Round.

Melee Weapon – Any hand-held weapon.

Round – A combat Round is the sum of each of the kaiju’s Turns. At the start of every new Round, each player rolls for Initiative.

Smackdown Rule – When the Smackdown Rule is applied, a kaiju is thrown or knocked to the ground and must use an action to stand up.

Turn – A Turn is the sum of one kaiju’s actions during a combat Round.

Until the End of Next Round – A kaiju generally is unable to attack or move until the end of the next Round. No actions may be taken this Round or the next.

Winning a Fight – A fight is won when one kaiju depletes the Health of another to 0 or if one player gives up (seeing his kaiju will soon lose).

CHART #25: COMBAT WALKTHROUGH

Here’s a quick step-by-step walkthrough of a Combat Round.

- 1.) Initiative - Each player rolls 1d10 and adds their Initiative bonus. The player with the higher Initiative score after adding bonus gets to attack first.
- 2.) Turn #1: Attack - Player that won Initiative attacks first. Choose a Combat Move, Power or Weapon to use against your kaiju’s opponent. Roll 1d10 and add in your kaiju’s Attack bonus.
- 3.) Defend – The defending player rolls 1d10 and adds their Defend bonus to it.
- 4.) Compare Attack vs. Defend – If the attacking player’s Attack roll (with added bonus) is higher than the defending player’s Defend roll (with added bonus) then the Attack is successful. If the defender’s Defend roll is equal to or higher than the attacker’s Attack roll, then the attack misses and it becomes the defender’s turn to attack and you skip to Step #10.

- 5.) If the attack is psychic/mental and requires no Attack roll, then the attacker rolls 1d10 and adds their kaiju's Intelligence STAT. The defender makes the same roll. If the attacker's roll is higher, the attack is successful. If the defender's roll is equal to or higher, the attack fails.
- 6.) Roll for Damage – If the attack was successful, the attacker then rolls for damage. If the attack was unsuccessful, skip to step #10.
- 7.) Armor Soak – If the defender has any Armor Soak, they subtract the Soak amount from the amount of damage rolled (after Damage Bonus is added). The defender then subtracts the remaining damage to their kaiju's Health. If the Soak depletes all the damage rolled, the defending kaiju still takes 1 point of damage to their Health.
- 8.) Subtract Mana – Attacker subtracts any Mana used for a Power used.
- 9.) Repeat – If the attack was successful (did damage or was not defended against) then the attacker gets to attack again. Combat carries on this way until an attack is successfully defended against by the defender. If the attacker successfully attacks the defender for three attacks, on their fourth attack they may choose to use their Finishing Move (aka Finisher). A kaiju does not have to use his Finisher when it's available. If the kaiju does not use the Finisher on the fourth attack, they cannot use it again unless they make three more successful attacks starting with the fifth attack. Once the defender successfully defends against an attack, skip to Step #10.
- 10.) Turn #2: Attack - Now the defender becomes the attacker and vice versa. The new attacker repeats steps 2 through 9 until the new defender successfully defends against the attacker. Once successfully defended and both kaiju have taken their Turns, a new Round begins.

- 11.) New Round – A new Round is started. Begin at Step #1 again. Repeat until the fight is finished.

Step 10: Roll for a Finishing Move on Chart #23

ROLLING UP A KAIJU – QUICK GUIDE!

- Step 1: Roll for Gender on Chart #2
 Step 2: Roll for Size on Chart #3
 Step 3: Roll for Creation on Chart # 4
 Step 4: Roll for kaiju's Type first on Chart #5, then on whatever corresponding Chart necessary (Chart #6 for Reptilian; Chart #7 for Mammalian; Chart #8 for Insectoid; Chart #9 for Mythological/Legendary)
 Step 5: Roll for Number of Extras on Chart #10
 Step 6: Roll for Extras on Chart #11 and then on whatever corresponding Chart thereafter (Chart #12 for Extra Limb; Chart #13 for Power; Chart #14 for Natural Weapons; Chart #15 for Melee Weapons; Chart #16 for Defense and Armor; Chart #17 for STAT Bonuses)
 Step 7: Distribute your KCPs according to Chart #19
 Step 8: Determine Secondary STATS according to Chart #20
 Step 8: Roll for Number of Combat Moves on Chart #21
 Step 9: Roll for Combat Moves on Chart #22

Kaiju Katana Record Sheet

KAIJU NAME _____
Player Name _____

SIZE _____ (Tall/Long)

GENDER _____

TYPE _____ - _____

HEALTH [____/____]

MANA [____/____]

ARMOR SOAK [____]

Initiative + _____ Attack + _____

Defend + _____ Damage + _____

STATS

Intelligence [____]

Speed [____]

Strength [____]

Endurance [____]

Essence [____]

COMBAT MOVES

Punch - 2d6 + Damage Bonus

Kick - 2d6 + Damage Bonus

Bite - 2d6 + Damage Bonus

Tackle - 2d6 + Damage Bonus &
Smackdown Rule for both
defender and attacker

CREATION TALE: _____

NATURAL WEAPONS

POWERS

MELEE WEAPONS

FINISHER

ARMOR

NOTES

