

SAVAGE TOKUGATSU



SAVAGE
WORLDS
LICENSED PRODUCT

BRB



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Kat Thanks

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Introduction

What is Tokusatsu?

Tokusatsu is the Japanese term for live-action media that uses extensive special effects, both practical and digital. It literally means “special filming,” referring to this intense focus on flash and style. A great many things fall under this category. Kaiju (giant monsters), transforming superheroes, and giant robots all fall under the umbrella of tokusatsu. Considered one of the most popular forms of Japanese entertainment, some tokusatsu series have even seen some minor success in other markets.

If activating a device to transform into a costumed super hero, fighting strange and often gimmicky monsters, and piloting giant mecha is what you're interested in, then *Savage Tokusatsu* is for you. This product contains rules for bringing some of the most common types of tokusatsu to your gaming table while emphasizing the Fast, Furious, and Fun that *Savage Worlds* and the genre share.

Why Not Super Powers?

You might be asking yourself, “Why not just use the Super Power Companion?” It's true that you could use it and easily generate a slew of unique and diverse powers but you'd soon run into some trouble. The same enemies that could bring down characters who focus exclusively on Armor and Toughness powers would quickly make minced meat out of any other, much squishier character. The same is true of characters that focus on doing the most damage possible. In order to combat threats like this, things could quickly become unbalanced, battles become a slough, and everything quickly becomes not very fun.

It's for these reasons that this book focuses more on marginal increases with its own much more limited resource pool and the addition of ‘tiers of play’ to maintain the themes appropriate to tokusatsu media.

What's in this Book?

Collected in this book is the easiest, fastest, and most fun way to play a transforming hero versus giant monster fighting game you'll come across. New but approachable rules help you flesh out a game that truly captures the feeling of spandex wearing, color coordinated heroes doing backflips in front of explosions before drop kicking a monster with a terrible pun name. There are also rules for battling against titanic kaiju with tanks and missiles or creating your own massive monsters to crush cities.

What Do I Need to Play?

You only need a few simple things to play *Savage Tokusatsu*. A set of dice (d4, d6, d8, d10, d12), a deck of poker cards (Joker included), a few poker chips or coins, the *Savage Worlds Adventure Edition* core book, and this document. That's it. If you've purchased this, you almost assuredly have everything you need to play already.



Chapter 1: Making Characters

There are a wide array of characters that one can find in tokusatsu stories. Normal people caught up in the lives of remarkable people, transforming heroes, magical girls, boys, everything in between, and even kaiju are all equally viable character types to play.

This chapter is broken up into two distinct sections that cover two major and radically different types of campaigns. Transforming heroes, which are individuals that can enter a “super” or “magical” form to fight monsters, and kaiju, which are giant monsters that rampage across the world, are both covered. Additionally, there are new Edges and Hindrances as well as rules for creating your own unique pieces of Gear that works great in tokusatsu stories as well as a replacement system for creating magical items.

Transforming Heroes

Transforming heroes are typically mortals that somehow have with the ability to literally transform into an armored or empowered warrior. This covers a wide array of tropes and genres. Most transforming hero stories are aimed at younger audiences and have light tones, but there are a great many that deal with incredibly grim consequences and actions.

For the most part, creating a character in a tokusatsu game is the same as creating it in a normal Savage Worlds campaign. You still get 5 Attribute Points, 12 Skills Points, core skills, and a Free Edge. Unlike core Savage Worlds, money is more or less irrelevant. You receive your most important Gear, which you can customize with several modifications, for free. These rules are covered in the Iconic Gear section.

The most notable difference between a basic Savage Worlds campaign and a Savage Tokusatsu game is the inclusion of Frameworks. Similar to those included in Savage RIFTS, these options allow for an additional leg of customization during character creation. They encapsulate the most common ways a transforming hero might obtain their abilities in this genre.

From being genetically modified, to receiving a highly advanced piece of technology, to being an intergalactic human-like alien, these options are not exhaustive but capture the

core stories many shows in this genre tell. However, it is important to note that these Frameworks are substantially weaker than their *Savage RIFTS* counterparts.

Frameworks

Not all transforming heroes are normal, everyday humans. Some might have been born special while others are an altogether different species that just looks human (or human-ish). Frameworks encompass several key factors including their power source and grants characters different bonuses and penalties based on their selection. However, regardless of the character's framework, all characters transform or no characters transform, unless the Game Master specifies otherwise.

All Frameworks have the following generic abilities in addition to the unique abilities listed under each section. Certain Campaign Style Guides might alter or remove these general features. Not all magical girls are master martial artists or can leap several yards at a time, after all.

- **Arcane Background (Transform).** This Edge is free in most tokusatsu games. It can be found in the Edges section (pg. 10)
- **Leap.** Tokusatsu characters possess great jumping abilities. They can jump 4” horizontally and 2” vertically.
- **Combat Edge.** All transforming characters begin play with the *Martial Artist* or *Brawler* Edge in addition to the Edge they normally receive for free. You do not need to meet the requirements for these Edges.

Super Powers

Some tokusatsu shows present characters that also have minor superpowers. In these cases, consider also giving all members of the group the Arcane Background (Gifted) Edge or a small amount of points to spend on a superpower from the Super Powers Companion. This step, however, is by no means necessary.

Altered

Altered characters were normal humans who were, as the name implies, altered in some way or another. Cybernetic implants, a piece of invasive alien technology, or exposure to a mysterious type of energy are all equally viable power sources for an Altered character.

- **Machine Assist.** Altered characters have assisted reflexes thanks to their altered form. Altered characters have Pace 8".
- **Activation Period.** Altered characters undergo a longer process when transforming. They must interact with foreign technology, focus the supernatural energy surging through them, or interface with their implants. Transforming is an action for Altered characters.

Bestowed

Power suits and gadgets make up the power source for a Bestowed. The character almost certainly did not make them and they may never know their origin at all. Belts, rings, bracers, and the like are all common designs for these suits when not in use. This is among the most common and widely known Frameworks for transforming heroes.

- **Advanced Tech.** Bestowed characters have cutting edge technology. They begin play with one additional modifier they can use on either their Iconic Weapon or Armor.
- **Item Dependent.** Bestowed heroes are normal humans through and through. They might be above average and spunky, but at the end of the day they're mortal just like the rest of us. If a Bestowed character's Transformation Item is lost, stolen, broken, or otherwise inaccessible they cannot transform until the item is accessible. Hindrances, such as *All Thumbs*, do not typically cause mishaps with your Bestowed equipment or mech.



Chosen

Something or someone saw something in you. Entities from another realm, the Earth itself, or other mystical forces chose you to serve as their champion. Chosen are equally at home as lone heroes or within a squad of fellow Chosen.

- **Blessing from Beyond.** Chosen characters are supernaturally gifted. They begin play with 6 Attribute Points.
- **Rise Again.** When a Chosen character is wounded, protective forces seem to shield them from harm by empowering their form. When a Chosen character attempts to Soak, the roll has a +2 bonus.
- **Antithesis.** The enemies of a Chosen are their very opposite. Attack and damage rolls against Chosen made by supernatural creatures, such as almost all Hero tier enemies, are made at +1.
- **Requests.** Chosen have a force they must answer to. When the Game Master feels it is appropriate, they can deliver a request from this force. The Chosen must complete the request as soon as possible or risk the temporary removal of their power. Such requests should cause dramatic, but not game threatening, conflicts of priority.

Genetic

Genetic heroes were born better, plain and simple. They might be mutants, genetically modified in utero, sentient gemstones from another planet, or perhaps they are aliens born in another galaxy. In any case, your character is different all the way down to their DNA.

- **Sturdy.** A Genetic character has surprising fortitude. They have a +1 bonus to Toughness.
- **By Design.** A Genetic character isn't the way they are by accident. Their body and mind are different for a reason. They begin play with 6 Attribute Points.
- **Side Effect.** A Genetic character typically has something that they cannot bear to be around or there was an unforeseen consequence with their body. Take either the Allergy (Minor) or the Anemic Hindrance.
- **Highly Specialized.** A Genetic typically has one hyper-focused set of skills. They begin play with 9 Skill Points.

Joined

A Joined hero is not a single entity. They are individuals who now share a body with another entity. An intelligent symbiotic creature might be the cause. Partial possession by a ghost is another option. The entity might be fully aware of itself and capable of communication while others might only impart emotional impulses. The entity is able to manifest or otherwise generate the special powers, weapons and suits that these characters rely on.

- **Of Two Minds.** Joined heroes are never alone. Their “partner” can urge them forward or give them advice in even the direst of circumstances. When a Joined character is Shaken, their associated entity offers a great benefit. The entity rolls an additional d6 to aid the character in breaking free of the Shaken condition. For example, a Wild Card Joined with a d8 Spirit would roll d8 and 2d6 to break free of Shaken instead of the normal d8 and d6.
- **Impulse Control.** Joined are inexorably linked to another entity and sometimes that entity has its own wants and desires. When creating a Joined character, work with your Game Master to determine how the entity behaves and what it wants. Alternatively, leave it up to the Game Master if you wish to be surprised. At times when your desires conflict with the desires of the entity, the character must make a Spirit roll at -4 or do as the entity wishes.
- **Fear.** The entity is afraid of something. Joined characters gain the Phobia (Minor) Hindrance.



Kaiju

Groups that want to play as rampaging mastodonic monsters follow a very different process for character creation. Kaiju are built completely independent of any established Savage Worlds character creation process. Follow the step-by-step guide presented below to create your kaiju.

- The kaiju does not select Hindrances without explicit permission from the Game Master.
- The kaiju begins play with a d10 in Strength and Vigor but a d4 in all other Attributes. The kaiju has 12 points to spend on other Attributes and ignores the maximum limit of Attributes for player characters.
- The kaiju's Smarts is (A). It has the intelligence of an animal.
- The kaiju has 10 Skill Points to spend on skills.
- The kaiju has a base Pace of 15" and a running speed of 2d6.
- The kaiju does not receive a free Edge.
- The kaiju begins with a natural weapon of its choice. The weapon deals Str+d8 damage and has AP 15. It deals damage in a Small Burst Template
- The kaiju begins play with +15 Armor.
- The kaiju begins play with +12 Size.
- The kaiju begins play with +5 Toughness.
- The kaiju is Gargantuan. It has Heavy Armor, its attacks are Heavy Weapons, and it can take three additional Wounds. It adds its Size to melee damage and attacks. Attacks made against it by human-sized creatures are made with a +6 bonus.
- The kaiju has 15 points to spend on Positive Racial Abilities. The kaiju can also select from the following new and modified options.
- For each Rank above Novice the Kaiju is, it gains 5 additional points to spend on Positive Racial Abilities. Kaiju do not gain Advances in the way a normal character does.

Positive Racial Abilities

The following positive racial abilities are new and modified versions of those presented in the *Savage Worlds Adventure Edition*.

- **Armor (U):** You gain +5 Armor each time this is taken. *Value:* 1
- **Fear (5):** The kaiju is particularly terrifying. Creatures that see the kaiju must make a Fear check. Each time this modifier is taken, the Spirit roll suffers a -2 penalty. *Value:* 2
- **Intelligent (1)** The kaiju's Smarts is no longer (A). Remember, (A) stands for Animal Smarts. *Value:* 1
- **Massive Attack (2):** Your natural weapon deals damage in a large area. Each time this modifier is taken, increase the burst template's size. *Value:* 3
- **Natural Weaponry (U):** This weapon adds AP +5 each time it is taken. This replaces **Bite** and **Claws**. *Value:* 1
- **Pace (U):** The kaiju's Pace is increased by +5" or its Running die is increased by one die type. *Value:* 1
- **Poisonous Touch (1):** For 2 points, the Vigor roll is made at -3. For 3 points, the Vigor roll is made at -6. *Value:* 2/3
- **Powerful Attack (2/Weapon):** The kaiju must have the Natural Weaponry or Ranged Attack racial modifier. It adds an additional die of the natural weapon's size to all attacks made with that weapon. If the base attack deals Str+d10 damage it now deals Str+2d10 damage. *Value:* 3
- **Ranged Attack (U):** The kaiju has the ability to attack at a distance. It might manifest as a laser beam, fire breath, or some other form. The attack uses Shooting, has a Range of 50, and deals 4d6 damage with AP 20. Each time this modifier is taken the attack's damage dice increases by one size or the attack gains AP +5. *Value:* 3
- **Size +1 (U):** Size is now an unlimited racial modifier. *Value:* 2
- **Spread (2):** Your ranged attack is now a penetrating line. When taken, your ranged attack is 3" wide. If taken again, it becomes 5" wide. *Value:* 2
- **Toughness (U):** Toughness is now an unlimited racial modifier. *Value:* 1

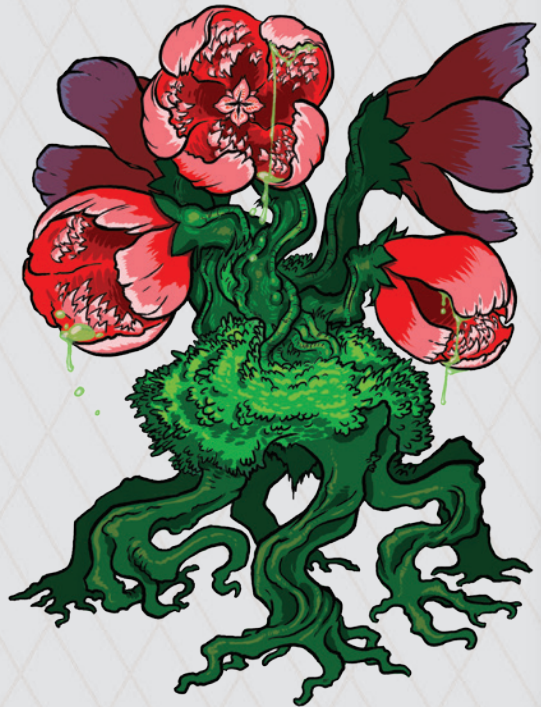
Indomitable

Player controlled kaiju do not gain the Indomitable ability without the explicit permission of the Game Master. This is not the case for kaiju antagonists in games that pit human forces against unstoppable kaiju. A Game Master can give player controlled kaiju the Indomitable ability, but should also give the ability to Game Master controlled kaiju as well.

Negative Racial Abilities

The following negative racial abilities are modified versions of those presented in the *Savage Worlds Adventure Edition*.

- **Cannot Speak:** Does not exist. Kaiju are not known to talk.
- **Frail (4):** The creature suffers -2 Toughness. *Value:* -1
- **Slow (2):** The kaiju's Pace is reduced by 5". *Value:* -1



Edges

Some Edges are restricted or modified in a tokusatsu campaign, while a few new ones are listed below.

Restricted Edges: Adept, Arcane Resistance, Champion, Filthy Rich, Holy Warrior, Mentalist, New Power, No Mercy, Power Points, Rapid Recharge, Rich, Soul Drain, and Wizard.

Modified Edges: Ace applies to all non-attack rolls made while piloting a mech. Most Arcane Backgrounds are not selectable without explicit Game Master permission.

Background Edges

These Edges represent a character's natural state. Background Edges can be taken after character creation if there is an in-game justification for such a thing to occur.

Arcane Background (Transform)

Requirements: Novice

The character gains the ability to transform into an armed and armored hero as a free action. The character gains certain gear based on the Game Master's discretion. Typically the character gains a stock Pistol, an Iconic Weapon, and a suit of Armor. Transforming increases a character's Tier from Mundane to Hero. This Arcane Background does not grant Powers or Power Points. Mahou games should also provide an additional Arcane Background for free (see pg. 16).

Attribute Shift

Requirements: Novice, Arcane Background (Transform)

Select two Attributes. While you are untransformed, you use these Attributes as written. When you transform, the die sizes of the two Attributes switch their values. For example, a character has a d4 Strength and a d8 Smarts while untransformed. However, their transformed monster form is a violent rampaging beast. While transformed, the character has a d8 Strength and a d4 Smarts.

Hardy Shift

Requirements: Novice, Arcane Background (Transform)

You are a noticeably frail individual.

While you are untransformed, you suffer a -1 penalty to Pace, Parry, and Toughness. However, when

you transform, you lose this penalty and instead gain a +2 bonus to Pace and a +1 bonus to Parry and Toughness.

Skill Shift

Requirements: Novice, Arcane Background (Transform)

Select two skills between Athletics, Fighting, Shooting, or an arcane skill. While you are untransformed, you use these skills as written. When you transform, the die sizes of the two skills switch their values. For example, a character has a d4 Fighting and a d8 Shooting while untransformed. However, their transformed monster form is an exceptional melee combatant but cannot shoot. While transformed, the character has a d8 Fighting and a d4 Shooting.

Combat Edges

These Edges enhance a character's abilities in battle.

Firing Synergy

Requirements: Novice, Spirit d6+

You ignore the Firing into Melee situational rule for attacks you make that would potentially endanger your allies.

Improved Team Player

Requirements: Seasoned, Team Player

You count as two additional adjacent allies for purposes of determining Gang Up bonuses. This still cannot exceed the normal maximum Gang Up bonus of +4. Team Player can be found in the *Super Power Companion*.

Interpose

Requirements: Novice, Spirit d8+ or Vigor d8+

Once per round, when an adjacent ally is hit with a ranged attack, you can choose to dive in the way and take the damage instead. The attacking creature resolves the damage against your Toughness and you take any negative effects as if you were the original target.

Mixed Weapon Fighter

Requirements: Novice, Agility d8+

If a character attacks with a ranged weapon in one hand and a melee weapon in the other on the same turn, the second attack doesn't inflict a Multi-Action penalty. The Off-Hand penalty still applies unless they're Ambidextrous.

Professional Edges

These Edges represent different kinds of careers and hobbies that characters have.

Actor

Requirements: Novice, Performance d8+, Those who are skilled in the art of acting find becoming other people or even telling simple lies are much easier. The character has a +1 bonus on all Persuasion rolls made to bluff or otherwise lie, as well as a +2 bonus to Performance rolls related to acting.

Fast Teacher

Requirements: Novice, Smarts d10+ You are a natural at giving others advice on things you are knowledgeable about. As an action, you make a Smarts roll. On a success, you grant a creature within 5" of you a d4, or a d6 with a raise, in a skill that you have but they do not. This lasts until you attempt to use this Edge again, regardless of if you are successful.

Musician

Requirements: Novice, Performance d8+ Talented musicians know how to work a room. You can play a venue to earn extra income. Additionally, after playing a venue, you can mingle with a crowd. All of your Persuasion checks gain a +1 bonus with members of the crowd that enjoyed your show. You also know the local scene and once per session can roll Performance to see if you "know somebody" who can help get you into places you normally could not.

Social Media Influencer

Requirements: Novice, Persuasion d8+ or Hobby (Social Media) d8+ When taking this Edge, select a field that could be represented with Knowledge, such as Cuisine, Fashion, or Travel. You are a widely regarded, digital star in this field. When interacting with people who are aware of your position as an internet famous social media influencer, you gain a +2 bonus to Persuasion and Intimidation checks.

Once per session, you can reach out to your followers to ask for a favor, such as the aid of a specialist. This requires a Hobby (Social Media) check or a Persuasion check if not using the Hobby Setting Rule. Failure means no one responds to the request or those that do are unwilling or unable to perform the favor. Success means followers get in touch with the individual and will do what is requested of them. These contacts are not willing to risk physical harm for you. If you succeeded

with a Raise, the contact is a stan and will risk physical harm or legal consequences. However, interacting with those elements of your fan base carries its own unique risks that are left to the Game Master's discretion.

Spy

Requirements: Novice, Athletics d6+, Persuasion d6+, Stealth d6+, Thievery d6+ You are skilled at the art of espionage. Spies gain a +2 bonus on Persuasion checks made to lie, have access to places and people that they normally would not, and gain a +2 bonus on Thievery checks to pick pockets.

Weird Edges

These Weird Edges relate to the sometimes silly nature of tokusatsu shows. Crafting wild plans and finding the reserves to get back up are all part of the show.

Jump to Conclusions

Requirements: Novice, Smarts d8+ You're good at making completely unprovoked decisions about the task at hand. Once per session you can spend a Benny and make a Smarts roll at -2. If the roll is successful, you learn a vital piece of information about an aspect of the scene that helps you to create a far-fetched plan to solve the problem at hand.

For example, if you're fighting a wood and dog themed monster, you might make the conclusion that you can get it to 'fetch' its own tail through a series of clever checks. Pitch a goofy, terrible idea to your Game Master. If it is accepted, then it becomes a way to solve the current problem. If the Game Master denies it, then they must come up with a solution to the problem or return your Benny.

Victory Undeniable

Requirements: Novice Once per session, you can spend a Benny to heal one Wound or point of Fatigue even when Incapacitated.

Legendary Edges

These Edges are only available to Legendary characters.

Suit Upgrade

Requirements: Arcane Background (Transform), Legendary Your old suit was in dire need of an upgrade and now you have it. While transformed, your Iconic Armor counts as Heavy Armor.



Hindrances

Presented below are a selection of new Hindrances ideal for Tokusatsu campaigns.

Modified Hindrances: Poverty is now called “Spendthrift.”

Clique (Minor)

You interact with a specific group of people, often to the exclusion of others. Your clique might be your fellow player characters, but it does not need to be. Your clique is your top priority. They require constant hang sessions, often text you at inopportune times, and might find themselves in harm’s way over the course of a session. Failing to maintain your relationship with them strains you emotionally as your conflict begins to grow. In sessions where your relationship with your clique is strained, you have a -1 penalty on all rolls.

Exchange Student (Minor)

You’re not from around here and sometimes it shows. You suffer a -2 penalty to Common Knowledge rolls that specifically relate to the culture you find yourself immersed in.

Joek (Minor)

You’re a big strong athlete or maybe a wiry sprinter. Either way, people make assumptions about you because of your all-consuming interest in sports. Sadly, that means people think you’re probably rude and dumb. You might not be rude and dumb, but that doesn’t matter. Other characters often look down on and speak down to you. They might avoid speaking to you out of fear that they’ll confuse your muscular brain, might over simplify things, or just generally patronize you. This can prevent you from getting straight answers from certain people.

Lovesick (Minor or Major)

You love love. Your character falls into love very easily and becomes consumed by thoughts of the object of their affection. The recipient of your love is usually unaware of your feelings until you spell it out for them. While you are in love, you suffer a -1 penalty on all Smarts based Trait rolls as a Minor Hindrance or -2 if taken as a Major Hindrance.

Nerd (Minor)

Your character is a dweeb. They might be particularly passionate about something ‘uncool,’ speak with needlessly complex words to sound smart, or push their glasses up. This makes you a prime target for being picked on by bullies (yes, even adult bullies if you’re an adult). This bullying is a fairly persistent, but usually minor, complication that might occur at the wrong time.

Trusting (Minor or Major)

You’re a sucker, plain and simple. You take most things at face value without question. As a Minor Hindrance, you suffer a -2 penalty to Spirit checks made to resist Persuasion rolls made to deceive. As a Major Hindrance, you instead suffer a -4 penalty.

Vain (Minor or Major)

You’re in love with yourself. It might be your stunning good looks or your vastly superior intellect, but in your mind you’re the absolute greatest in some way, shape, or form. You spend time ‘coyishly’ complimenting yourself in casual conversation, mentioning how high your IQ is, fishing for compliments, and generally just being eye-rollingly unaware of this specific social norm. You suffer a -1 penalty on speech related Persuasion rolls. As a Major Hindrance, you suffer a -2 penalty on speech related Persuasion rolls and your vanity is nearly all-consuming.



Chapter 2: Genre and Rules

What Kind of Tokusatsu?

The most important decision you are going to make when it comes to running a tokusatsu game is deciding what specific sub-genre you want to explore. Teenagers forming a group to save the world between classes, a gritty but colorful transforming hero fights against an evil organization experimenting on people, normal people struggling to survive the force of nature that is a kaiju, and giant robots duking it out are all extremely common.

Because there are so many types of tokusatsu stories, we have created several style guides with the intent of helping a Game Master easily narrow down what story they want to tell and the tone they want to tell it with. These games can run the gamut from light hearted and goofy to realistic and gritty. Some are comedic and others horrific. It's important to decide on a tone and maintain its consistency. If the characters are doctors moonlighting as heroes fighting against monstrous space-dwelling criminals, then that's the story you need to stick to. It's tempting to throw everything but the kitchen sink into a story, but save that for a crossover campaign where anyone can be anything.

For transforming heroes battling villains-of-the-week, determining a theme for the villainous organization could help you to easily create new monsters, the organization's minions, and its leadership. Things should be as dark and brooding or as silly and fun as the theme calls for. Silly designs and lighthearted fun doesn't mean a lack of dramatic stakes, however. It just means that you need to be careful about what's at stake and how it is handled.

It's also important to think about how your world reacts to transforming heroes, massive mecha, and giant monsters. How common is this? Does it feel like every year there's another alien invasion and another lone hero or team that rises up to combat it? Does the military or world government try to combat it or do they let the heroes take care of it? Does the media completely ignore weekly monster attacks as banal or do they sensationalize it? There's no right or wrong answer to these questions. Each instance has probably been done, before so

don't worry about it being "unrealistic" if the media reports on the events of a campaign as blasé.

It is highly recommended that you run an origin story, regardless of the specifics of the story, to introduce players to the world that they will be playing in and to one another. Perhaps they're utter strangers or they've been friends for years. How do they react to a kaiju emerging from the ocean or becoming transforming superheroes? It helps to cement the tone and clue everyone in to how most sessions will feel.

Tokusatsu Story Structure

Many tokusatsu stories, specifically transforming hero ones, follow a similar story structure. These stories typically begin with the characters enjoying their normal life and confronting a flaw possessed by a primary character. Then a problem, usually a new monster, arrives and begins to act. The heroes fight minions but are forced to retreat when confronted with the villain. The reason for their retreat is usually tied in some way to the previously established deficiency or flaw. Groups or individuals then regroup and assess the problem before advancing to the final battle where they emerge victorious. These tropes might not be the case at your table as roleplaying games have a more prevalent and constant uncertainty when it comes to danger. If the hero is victorious they return to their normal life, having learned to improve upon their established flaw.

Campaign Style Guides

The following pages contain several example campaign styles for tokusatsu style games collected into a format called a Campaign Style Guide. These guides have sections describing what makes each type of campaign distinct, what Setting Rules are used, what rules are modified, and other important information to help a Game Master easily run a variety of games.

It's important to note that the Setting Rules presented in each Campaign Style Guide are suggestions. They are not mandatory but can help to fully emulate the themes of the genre. For example, the Student Heroes style guide lists Exams and other Academics related optional rules, but the campaign at the end of this book, *Fire Team on the Scene*, does not make these rules mandatory despite having some plot points revolve around exams. Using the Exam rule to add to the campaign is entirely optional, with the exams serving simply as a backdrop for the action.

Some of the Setting Rules referenced are found in other sourcebooks, such as *Savage RIFTS*, *East Texas University* and the *Horror Companion*.

Containment Breach

Deep in the secret development division of a shadowy company on the cutting edge of biology and technology, the organization created something they kept secret from the world. Monsters. However, something went wrong. The monsters have begun to appear amongst the general population clad in the guise of humans. Were they born monsters or did they become monsters? Can they be cured or must they be destroyed? Where do you and your teammates fit into all of this?

Containment Breach tokusatsu games are a unique type of transformation story. They rarely tend to glamorize the perceived heroism of most transforming hero stories and more often focus on the human cost and the horror of having to face down monsters that are superior to you. These stories focus on mundane people being ground down as repeated, near death experiences take their toll on their personal and professional lives. Most characters in this type of campaign are not transforming heroes but are rather humble soldiers working to protect the world from these deadly creatures using whatever means they have at their disposal.

It's vital to decide on key components for a Containment Breach campaign.

First, does the public know about the monsters? Depending on the public's awareness of the monsters, the team faces different challenges. If the monsters are common knowledge, the team's collateral damage is highly monitored and scrutinized. If the existence of monsters is secret, the team's clandestine nature and ability to contain a situation are their highest priority.

Second, are the monsters shapeshifters or are they humans who transform into monsters? If they were human, and even if they weren't, can they be rehabilitated or cured? Is this information public? Most campaigns begin with the team and the powers that be unaware of such facts. The revelation that a team could have been saving their foes should call for a Fear check.

Third, how did the monsters escape? Are they being released by the company or a rogue employee? Did they simply break free and disperse into society at large? This is important to help plan the end goal of the campaign. Is there a head of the snake that can be cut off? How much of a factor will espionage play? Will the team simply have to fight and fight and fight until there is nothing left? These different plot lines can add roleplaying hooks and dread to a campaign.

Fourth, how does the team track them? Do they have a way to hone in on their unique energy signatures or is the team constantly forced to react rather than be proactive?

Fifth, is the team a military, mercenary, or private organization? Is the group the only organization to speak of? Do they answer to themselves and work to evade detection by the police and military as they battle the monsters? Teams that are not part of an organization might have trouble obtaining controlled munitions and will find it all but impossible to obtain cybernetics, laser weaponry, or other advanced gear.

Depending on a team's connections, they might be able to requisition additional equipment. However, their monthly budget of ammunition and equipment maintenance is limited to approximately \$3000. Teams fighting monsters publicly might have higher budgets. In the event that a team causes considerable damage or requires equipment in excess of their budget, the team might be brought before a court of their superiors for chastising, questioning, or to appeal for their requested equipment.

All characters begin the game with the Soldier or Spy Edge in addition to the free Edge they get for playing a human. Characters that want to transform must take the Arcane Background (Transform) Edge. If the team is not part of a structured organization, they do not receive the Soldier or Spy Edge but begin play with \$1000 instead of \$500.

Spies in a Containment Breach campaign are agents within the company that relay information to the organization opposing them. They must balance their responsibility to their team while maintaining the cover within the organization. They have authority equivalent to an NCO to those who know they are an operative.

When designing a monster for these campaigns, the Game Master should make sure to include a Fear check. Despite being monster hunters, facing down a humanoid spider with a 20 foot vertical leap will always be terrifying.

Setting Rules

Gritty Damage, Guts, Insanity, More Than Human, Transformation Recovery

Modified Rules

The following rules from other sources have been changed in some way.

Cybernetics

Containment Breach campaigns can also make use of the sci-fi Cybernetics rules if the Game Master so desires. However, a character's Maximum Strain is calculated differently. A character's Maximum Strain equals half Spirit + half Vigor - 4. For example, a character with d6 Spirit and d8 Vigor has a Maximum Strain of 3.

Cybernetics are incredibly expensive and are usually part of a larger narrative arc for a character or organization. They are well above the normal means of a character but can be freely given to a distinguished character by the powers that be. Cybernetics are almost always experimental and come with complications. If an implanted character critically fails a roll that involves the implant, they immediately suffer 1 Wound from a violent mechanical or biological failure. If a character exceeds their Maximum Strain by 3, their body rejects the implants and they warp into a monster that the Game Master

controls. Additionally, characters with Arcane Background (Transform) automatically reject cybernetic implants as they are already extensively modified.

Insanity

The Insanity rule functions identically to its description in the *Horror Companion* with the following modifications.

Desensitized

A character can become acclimated to the horrors of certain creatures and stimuli. All creatures that succeed with a Raise on a Sanity check can spend a Benny to become immune to that specific type of horror. Horror typically comes in two forms: violence and helplessness. For each type of horror a character is desensitized to, they suffer a stacking -1 penalty to Charisma. If a character succeeds with a Raise on a Sanity check against a creature, they can spend a Benny to become immune to that specific creature's fear effects. If that creature is a minion, the character becomes immune to Fear checks relating to all minions of that type. When a Wild Card creature is destroyed, all characters that were immune to its fear effects remove the -1 penalty to their Charisma.

Recovering Sanity

Binge: If the character binges in excess, they can recover 1 Sanity every two months. A binge costs at least \$500 and gives the character one level of Fatigue for a week.

Habit: A character can recover 1 Sanity a month if they willingly take the Habit (Major) Hindrance. This Hindrance manifests as a physical dependency on a substance and usually costs at least \$200 a week. The character can attempt a Spirit roll at -2 each week. After four consecutive successful checks, the Habit is removed. When the Habit is removed, the character can no longer heal Sanity in this way unless they relapse and gain Habit (Major) once again..

The Healing Power: This option does not exist unless you are also using expanded Arcane Background rules to allow other Arcane Backgrounds that are not Arcane Background (Transform).

Vulnerability: If the character makes themselves emotionally vulnerable to another character in a particularly telling scene with a

heavy emphasis on roleplaying, the character recovers 1 Sanity. This vulnerability might come in the form of working with a therapist or simply having a moment amongst friends. The character should not only break down but build themselves back up with the aid of their confidant.

Starting Funds

All non-monster members of a Containment Breach campaign begin with \$1000 to spend on starting gear. This usually covers a primary weapon, a sidearm, a set of bulletproof armor, a grenade or two, and specialized equipment such as medkits or hacking tools.

Hero Royale

These campaigns revolve around a simple premise. Transforming heroes are put in a life or death “game” or tournament where the grand prize is an obscene thing, such as a wish or becoming a deity. Hero Royale stories are dire and grim affairs that have a high fatality rate and an overabundance of melodrama. The amount of combatants ranges wildly from story to story, but typically include at least 12 participants at the minimum.

Hero Royale campaigns are fraught with tension and an utter lack of trust. Groups must first decide what form the deadly game will take. Will they be working as a team or individuals? Teams win or lose together while individuals have to carefully balance alliances of convenience and inevitable betrayals in a contest where there can only be one winner. Team games have substantially less player versus player conflict, but individual games can work as one shots or for groups that are open and clear with one another and understand the nature of this campaign style.

Why are the characters participating in the game? Did they choose to do so of their own volition? If they did, each participant, including pivotal non-player characters, should have a very clear motivation for risking their lives. Will they use their wish or fortune to care for a sick loved one, exact vengeance on someone who wronged them, or are their motivations purely self-serving? If the characters were forced into the game through foul circumstances, how are they handling the fact that they might die?

Are they willing to play or would they rather die with their morals?

What is the structure of the game? Is there a set time and place that battles occur, such as a fighting ring at a true tournament? Are the characters summoned to this arena? Is the game always active with the threat of an ambush around every street corner? The threat of death arriving at any time creates very different stakes and can even be used in certain strategies by wily players or foes.

Finally, the Game Master must decide on the truth of the campaign. Is the prize real? Is there a twist or a “devil in the details”? This ties in well with another important choice: the true nature of the game’s organizer. Is it a deity? Is it a charlatan? Is it the previous winner? Are they even capable of holding up their end of the bargain? These are all important facts that should be hammered out before the first session of the game, though the players should not be aware of any dramatic twists.

Characters in a Hero Royale campaign should use money, unlike most Savage Tokusatsu campaign styles. The purchase of mundane equipment can spell the difference between life or death, and the grind of rent can add that extra dash of realism to truly darken the campaign. A bulletproof vest might be enough to save a character from an ambush, and a 9mm pistol can do in a pinch.

Setting Rules

Blaze of Glory, Damage Scale OR More Than Human, Gritty Damage, Knockback

Mahou

Mahou campaigns revolve around transforming heroes that typically become cute frilly heroes to save the world from a secret threat that often targets humanity’s very emotions. Also known as Majokko, Mahou Shoujo, and Mahou Shonen, this a commonly overlooked type of tokusatsu. Media of this type is often written for traditionally female audiences and focuses on the adventures of juvenile and teen girls gaining magical powers, fighting metaphorical monsters, and collecting magical items. These campaigns need not always focus on young women or be written to that demographic at all. These stories can follow the same genre conventions when applied to adults or children of any gender.

Magical Girl campaigns usually have a strong focus on friendship, overcoming

adversity, accepting one's emotions, and doing what is ethical. They typically begin with the discovery of a magical creature that grants the characters their magical abilities and informs them of their quest. They might have to collect all the scattered pieces of a magical item, battle against literal emotional monsters that possess and warp innocent people, or fight cruel invaders from space or another dimension.

These campaigns have several important questions that need to be answered to facilitate immersion.

First, who are your characters? This might seem like an obvious question, but it's important to set a tone for these campaigns. Most fantasy campaigns feature characters from all walks of life and of all different ages, but such things are incredibly uncommon in a magical girl campaign. A campaign about fully grown adults who don't wear sweet lolita fashion could be played completely seriously or be a comedic campaign commenting on the absurdity of the situation.

Second, what is the origin of the characters' power? Is there a small creature that serves as a sort of guide and benefactor? In some instances, it provides them with their power or simply reminds them that the power was within them all along. Do the characters draw power from objects? If so, can anyone holding the object use the power? Perhaps the power comes from within or is given to the characters so that they can serve a certain goal.

Third, who are the antagonists? In magical girl stories, there is usually one overarching villain that commands or creates monsters-of-the-week that hinder the characters or cause chaos, but there are many examples of stories that do not feature a primary antagonist. These stories might have their monsters be a natural but relatively secret aspect of the world's natural order, or they might arise when an unfortunate person accidentally or intentionally interacts with a magical artifact. Do people become monsters or are monsters a lifeform unto themselves?

Finally, what is the main objective of the campaign? Do the characters need to collect a certain amount of scattered objects or do they need to overthrow an evil moon empire? Is there no objective at all? Are the characters simply using their powers to do what's right and live their lives?



All characters begin play with the Arcane Background (Transform) and Arcane Background (Magic) Edges. Most magical girls have the Bestowed or Chosen Framework, depending on the nature of their abilities.

In addition to the Setting Rules presented below, a Game Master may want to add the Heroes Never Die Setting Rule for a lighthearted Magical Girl campaign.

Setting Rules

Emotional Support, Fanatics, Joker's Wild, Master Caster, No Power Points, Teamwork

Powerful Negligence

The pursuit of profit can drive corrupt corporations to disregard the safety of their employees, ignore the wellbeing of those around their facilities, and commit despicable crimes. There are even instances of governments cutting corners and harming their citizens. In the absolute worst of circumstances, a company's actions can lead to increased instances of certain diseases or even death in an area.

Powerful Negligence campaigns are kaiju stories that focus on these societal and economic issues through the lens of giant monsters and vengeful spirits. What happens when a company's lack of concern or ethics creates a

superfund? What of the people harmed by it? This Campaign Style Guide presents one such answer: the creation of a rachegeist.

Rachegeists are part kaiju, part vengeful spirit, and part hive mind. A collected intelligence of all of the souls killed by a specific incident, they arise as one being with many thoughts and a singular goal: the destruction of those that wronged them. These monsters tower above the corporate headquarters they demolish and are typically an ironic reflection of the auspices of their demise. For example, for a town deprived of clean water through the dumping of waste or the rerouting of public works, the rachegeist might possess abilities relating to water. A rachegeist that arose from nuclear fallout might have atomic breath, or a rachegeist that arose from a disastrous fracking complication might have oil, water, or earth aesthetics and Trappings.

The corporations, however, will not go down easily. In addition to private militaries, mercenary organizations, and the assistance of the government, these companies have dangerous tricks up their sleeves. They have developed honest to goodness kaiju that can stand toe-to-toe with the rachegeist.

A Powerful Negligence campaign is one of vengeance and justice. Running such a game requires that certain questions be answered to better flesh out the game:

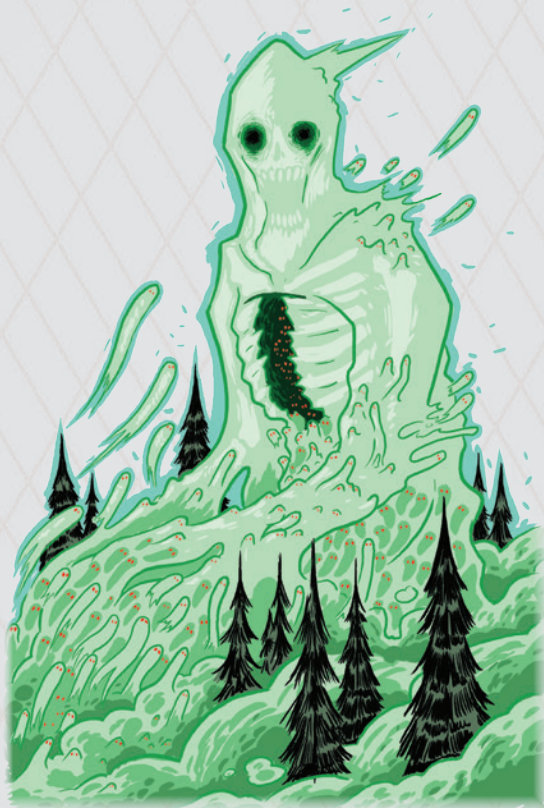
First, where do these ghostly creatures come from? Spirituality and the existence of these wronged shades are allegorical for private and governmental carelessness or apathy towards those they wronged with their actions. However, in the confines of your story, these ghosts are very, very real and it would benefit the campaign to have some manner of explanation for why ghosts exist. Is a rachegeist a creation of Gaia herself that seeks to punish the corrupt for their crimes against humanity and nature? Are they simply vengeful spirits who adhere to one another that manifest when enough congregate? Is it a chemical side effect of the events that killed these poor souls? Did the afterlife simply fill up or were they rejected when they attempted to move on? Are your players controlling the first rachegeist ever?

Second, what's the economic and political climate of your world? Has society reached a full-blown, megacorporation plutocracy or

corporatocracy? Are things more in line with the current status quo and these companies are simply cutting corners to improve their bottom line? What level of influence does the government have over companies, if any? Is the government complicit with these actions? Are the events actually due to the actions of a government agency and not a corporation at all? How does the general public view these events? Are protests common or is dissent unheard of or simply stomped out? If rachegeists existed previously, how does the common person view them? An angel of retribution or as a terrifying, mindless engine of destruction? How would the existence of such vengeful creatures affect companies not in its direct path of violence? Would they try harder to stay on the straight and narrow, or would they also shore up defenses to protect themselves from future wrath?

Third, why do these companies have kaiju? Did they create the giant monsters for an inevitable corporate war they want to be on the winning end of? Was the company planning a coup against the government? Are they simply an experiment gone awry? Were they created to consume and dispose of the deadly waste products the company creates in their manufacturing process? Are kaiju commonplace and owning one is simply a display of wealth or might? Do other companies have their own kaijus? Does each company only have one or do they have multiple kaiju of varying strength? What does the government think of the fact that private companies have secret engines of destruction? Would the government begin to amass their own army of kaiju as a failsafe as well? Would the corporations resist such attempts from the government?

Finally, what happens to a rachegeist when it succeeds? Does the conglomerate of spirits simply dissipate? Do the spirits get to move on to the afterlife if there is one? If there is, are the individual souls of a rachegeist judged for their actions as spirits? Does the rachegeist simply turn its attention to another, deserving corporation? This question is less pressing than others if you are exploring a world in which the players are the first rachegeist that has ever existed. For settings where such incidents have happened before, it helps to know just how many of these creatures are still in the world.



Running a Rachegeist

Unlike other kaiju stories, a rachegeist is one creature with multiple minds. At the table, this means that all of the players use the Simultaneous Mech Command rules to vote on and determine its course of action. Each player might represent a single human mind or an entire faction within the rachegeist's consciousness, but ultimately all players voice their opinions on how they feel the body should proceed. Such communication occurs instantaneously and is not measured in real world time. This means that even if a group debates for several minutes at the table, the rachegeist is not simply standing still for several minutes. An entire conversation might span less than a millisecond of in-universe time.

Hive minds do not always reach unilateral consensus. In fact, the most interesting stories that use hive minds often have these collected intelligences at odds with the many parts of itself. This disagreement of thought is not unlike when an entity with a single mind debates a course of action for itself. There is merit to conflicting opinions. While hive minds are at their strongest when obvious consensus is reached, this does not mean that standard roleplaying dynamics simply cease to be.

These minds are going to disagree and debate on a course of action and that is good. Players are encouraged to have their "faction" break off into a splinter (see below) if they feel it is the right course of action. However, it is always important to remember that table etiquette and mutual respect are paramount for enjoying tabletop roleplaying. After all, a rachegeist will always agree on one thing: its need to destroy what killed it by any means necessary.

Building a Rachegeist

A rachegeist is built using the standard rules for kaiju with the addition of the Splinters Special Ability.

Splinters

A rachegeist has a unique ability unlike any other kaiju. Several souls within it can splinter off and form their own, smaller body. This allows individual players to perform other vital actions towards the successful completion of the group's objectives.

When a splinter breaks off from the main body, it takes abilities and dice from the main body to form its own. A Splinter begins with a d4 in all Attributes but a d6 in Strength and Vigor. For each additional level of an Attribute or any level of a Skill the splinter has, the main body reduces the die size of its own Attribute or Skill by an equal amount. Additionally, the splinter can take up to +5 Size, +5 Toughness, and other Special Abilities from the main body in the same way.

Splinters have a Slam attack that deals Str+d10 damage with AP 5. This attack is a Heavy Weapon. Splinters do not have Heavy Armor. They can attempt to possess living humans by making an opposed Spirit check as an Action. If the splinter is destroyed the rachegeist does not recover the powers it borrowed. A rachegeist can reabsorb a splinter within its reach as an action.

Setting Rules

Born a Hero, Joker's Wild, Joint Control, Knockback, Knowledge, Splinters

Student Heroes

This campaign style is the one that Western audiences will be most familiar with. At its core, a Student Heroes campaign is exactly what it says on the label: a campaign about transforming heroes who must also juggle their young adult lives as students. These are often lighthearted romps with a monster-of-the-week whose theme ties in to a moral about not being such a jerk all the time. Players take on the role of students, typically in high school or university, who must juggle their responsibilities to academia, their friends, and their family while also taking on the responsibilities that come with fighting evil space witches or subterranean despots.

Just like all transforming hero campaigns, it's important to figure out how the characters gained their abilities. Were they summoned by a disembodied head, did they end up saving a person who granted them the ability to transform as a last resort, or did they perhaps answer the call of a mysterious voice before being attacked by a charging villain? Whatever the case, the group should all discuss how they would like the origin story to be handled. Some groups may want to roleplay gaining their abilities while others might want to start as an established team.

Class, family, and friends are all vital to Student Hero games. The inclusion of *East Texas University's* Exams and Extracurricular Activities Setting Rules reflects these responsibilities, but individuals without that book can opt to include the occasional test roll with the Academics or Common Knowledge skills while roleplaying scenes that occur within school. The addition of the Hobbies rule covers extracurricular activities, both those officially recognized by the school and those that are purely self-led, and should feature in some of the adventures the heroes go on. Familial drama and conflict within friend groups are also important and can flesh out scenes that do not directly involve superhuman threats.

These campaigns usually end with the heroes confronting the organization's boss. These battles might spill into their homes or take place in an isolated area, like the earth's crust or the moon. These battles should always be incredibly trying, like all great final bosses, but still capture the cheesiness that is so common in these stories.

Setting Rules

Exams, Extra Effort, Extracurricular Activities, Fanatics, Heroes Never Die, Hobbies, Knockback, Power Tier

Writing to Hindrances

A lot of shows in this genre are targeted towards children. That means they usually have a moral every episode, not unlike an after-school special. An easy way to handle these morals is to involve the characters directly. Hindrances are a perfect hook to make these story opportunities that much easier to craft.

Choose one of the characters in the group and then choose one of their Hindrances. Frame the moral of your next session around the chosen Hindrance. For example, if the Clique Hindrance is selected, then perhaps the character hasn't been fulfilling their obligation to their social circle because of their newfound responsibilities, or maybe the clique has been drawn into this week's conflict.

For a more on the nose lesson, a character with the Mean Hindrance learns about kindness as their friends and partners grow fed up with their attitude. Perhaps a character with the Greed Hindrance falls prey to the allure of a monster's wealth which charms them in the worst way, or maybe a Small character learns that sometimes size doesn't matter after a series of hurdles block their path.

These stories can be used to dull the edges of a Hindrance or even serve as a potential way to permit a character to buy off a Hindrance. These lessons allow a character to learn and grow as a person in at least some small way. A Mean character might not lose the Mean Hindrance but might just take their episode as a chance to be a little less mean moving forward.

New Setting Rules

There are several thematic styles for tokusatsu combat. Three of the most iconic themes and the rules required to easily run them are presented below.

Damage Scale

There is a rough sequence of events in most transforming hero shows. The monster and its minions arrive and fight the heroes before they transform. The heroes might defeat several minions and even land a few ultimately harmless hits on the boss monster before they must transform. The heroes then fight the boss monster and destroy it. In some franchises, the monster might grow to a gigantic size that the heroes combat with an equally gigantic robot.

Damage Scale is a rule that seeks to emulate this escalation of danger. It introduces 'Tiers' of play, Mundane, Hero, and Giant, which supersedes the Gargantuan Monstrous Ability from Savage Worlds. In its simplest form, creatures of the same Tier can harm each other normally, and a creature fighting a target of the next Tier can only Shake their target. Additional Shaken results do not cause Wounds. However, the attacker can spend a Benny after the damage is rolled to instead deal damage as if they were the same Tier as their target. This typically only occurs if the damage succeeded with a Raise. Mundane creatures cannot harm Giant creatures in any way, even if they spend a Benny. Attacks against a target of a lower Tier count as Heavy Weapons. Heavy Weapons otherwise function normally.

Emotional Support

This optional rule helps stories that do not want to rely heavily on violence as the be-all, end-all solution for dealing with monsters. Monsters born of emotional guilt and manipulation are often vulnerable to wicked minds but are also susceptible to the concern of kind hearts.

Wild Card monsters in campaigns using this rule gain the Weakness Special Ability. They can only be truly defeated when the human inside of the monster comes to terms with their emotions. This requires the characters to delve into the history of the endangered human to discover what put them in such a vulnerable state.

Scaled Vehicle Combat

Use the Damage Scale Tier rules for easy, non-bloated spaceship combat. Giant Weapons might just be a standard handgun, but if it hits a Mundane target, it is instantly vaporized.

There are many campaign types that will only use Mundane and Giant Tier characters. Such campaigns commonly involve normal pilots jumping into vehicles such as starfighters or massive spaceships. In these campaigns, a bit more detail is required to ensure smooth gameplay. For example, a massive spaceship might be Giant Tier with Giant Tier weapons, but a starfighter might be Mundane Tier with Heavy Armor while using Giant Tier weapons.

Rather than suffering Wounds normally, these monsters must first have a successful emotional appeal made against them. Once per turn as an action, a character can make a Persuasion roll opposed by the monster's Spirit. On a successful roll, the monster is Shaken. If the roll succeeds with a Raise, the monster takes an amount of Wounds equal to the amount of Raises on the roll. Special Abilities, like Indomitable and Hardy, protect a creature against these effects as if it were normal damage.

The Game Master should grant a +2 bonus to characters that make appeals that utilize knowledge of the monster's vulnerabilities that they learned over the course of the adventure. Characters that make poor appeals, appear to be insincere, or ones that commit a faux pas should suffer a -2 penalty.

Fanatics

When a Wild Card enemy character is targeted by a successful attack, any of their minions can move up to their Pace, jump in front of their master, and suffer the attack instead.

Heroes Never Die

This rule is nearly identical to its counterpart in the core book. The only difference is that the vast majority of villains will explode when defeated. They might return in later sessions, but this is not an ironclad rule. This rule helps in sessions where villains that cannot be defeated without new equipment appear and defeat the party in a squash match.

Hobbies

These games revolve heavily around downtime activities and the day to day lives of the story's protagonists. It is for this reason that all characters are required to spend at least 2 of their 12 skill points on a Hobby skill. If you are playing with 15 skill points, at least 3 of them must be spent on a Hobby skill. Hobby is a unique skill in that it does not have an associated Attribute by default, and that the associated Attribute must be selected when the skill is chosen. For example, Hobby (Theater) might use Spirit while Hobby (Knitting) could use Agility or Smarts. Certain skills, such as Gambling and Electronics, can present a case for being a Hobby, but players are encouraged to flex their creativity and instead choose things like Hobby (TTRPG) and Hobby (Gaming).

While you could technically make a case that a character's hobby is Fighting at the dojo or Shooting at the range, it's highly encouraged that players consider their character on a deeper level and spend these points elsewhere. You could even say it's so highly encouraged that it is mandatory.

Knockback

Any attack causing 10 points of damage or more to an equivalent-sized or Tier foe causes the target to fly backwards 1d4" for stylistic reasons. This damage threshold might be higher or lower for creatures of different sizes or Tiers. This occurs whether the attack Shakes or Wounds the creature as well as if the attack is Soaked or not. Creatures that collide with an object take 1d6 extra damage regardless of how much further they would have been knocked back.

Knowledge

In Savage Worlds Adventure Edition, the old Knowledge skill was removed in favor of other, less broad, skills. However, Knowledge still has a place. In kaiju

games, Knowledge represents a wide variety of technical and scientific fields and should be included. Knowledge is a hyperspecific level of understanding of a single field that is chosen when the skill is taken. Knowledge (Atomic) and Knowledge (Optics) are two such examples. Knowledge remains a skill, is linked to Smarts, and can be taken multiple times to represent an understanding of different, but no less specific, fields of study.

Master Caster

Characters ignore Rank requirements when selecting Powers. A character can cast a spell of a higher Rank than their own, but they suffer a penalty on their Arcane Skill roll equal to the difference between their Rank and the power's Rank. For example, a Novice character that wants to cast *Fly*, a Veteran power, suffers a -2 penalty to their Arcane Skill roll.

More Than Human

For groups looking to have transforming heroes but not giant robots and kaiju, they might consider not using the More Than Human rules instead of the Damage Scale rules. It still captures the feeling of a mundane person transforming into a hero or monster to battle threats that are physically superior to humanity but also grants normal people a fighting chance against monsters and the transformed.

After transforming, a character still gains the normal benefits of their Iconic Weapon and Iconic Armor, but their Iconic Armor has 2 additional points of Armor. All attacks against transformed heroes or monsters by Mundane creatures suffer a -2 penalty to damage rolls. Attacks made by transformed heroes or monsters against Mundane creatures gain a +2 bonus to damage rolls.

If your game does include giant robots and kaiju, then only these massive creatures can harm one another. An attack from a massive creature simply destroys a normal or transformed creature.



Fight on the Run

A commonly overlooked rule in *Savage Worlds* is the ability for a character to move in-between their Actions. This isn't technically a new rule, but rather a reminder of an existing, under used rule. Rapid Attacks, Frenzy, and other things that grant multiple attacks can be broken up and occur at any point during a character's turn. As always, the character cannot exceed their Pace without taking the run action, but, in theory, a character could attack, move 2", attack with another weapon, and then move 4" while taking the free attacks from the creatures they are moving away from.

Simultaneous Mech Command

Long have tabletop games grappled with how best to handle combat where multiple players pilot one combined form that they all have equal control over. This rule seeks to keep the ideals of Fast, Furious, and Fun alive by simplifying an often overly complicated mechanic while allowing all players equal opportunity to succeed and make decisions. As a fast and loose rule, a mech is, for the most part, the culmination of its human parts in all the best ways.

When dealing initiative, the mech receives a single card as if it were a normal character. If any of the piloting characters have initiative modifying Edges, then they modify the mech's initiative card as normal. On the mech's turn, the group decides what course of action is best to take. When an action that requires a roll is taken, all characters in the mech roll the appropriate Skill or Attribute as if they were performing the action on their own. If at least half of the characters succeed on their roll, then the action is a success.

If a character rolls a Critical Failure, it counts as two failures in the final result.

In the case of combat rolls, any Edge that would modify the roll still modifies the single character's roll. For Edges such as *Sweep* or *First Strike* that modify the way an attack is made, the Edge modifies the mech's attack provided the group agrees to use the Edge. For Edges that modify attacks or damage through Gear, such as *Martial Artist* or *Florentine*, the mech must meet the Gear requirements to use the Edge.

When the mech takes damage, the penalties apply to all characters piloting the mech. Edges such as *Nerves of Steel* apply only to the rolls of the single character, not the mech. The same applies to Edges that modify rolls to remove the Shaken condition.

The mech has the health of a Wild Card and its assembly is detailed in the Mech Construction section (pg 37).

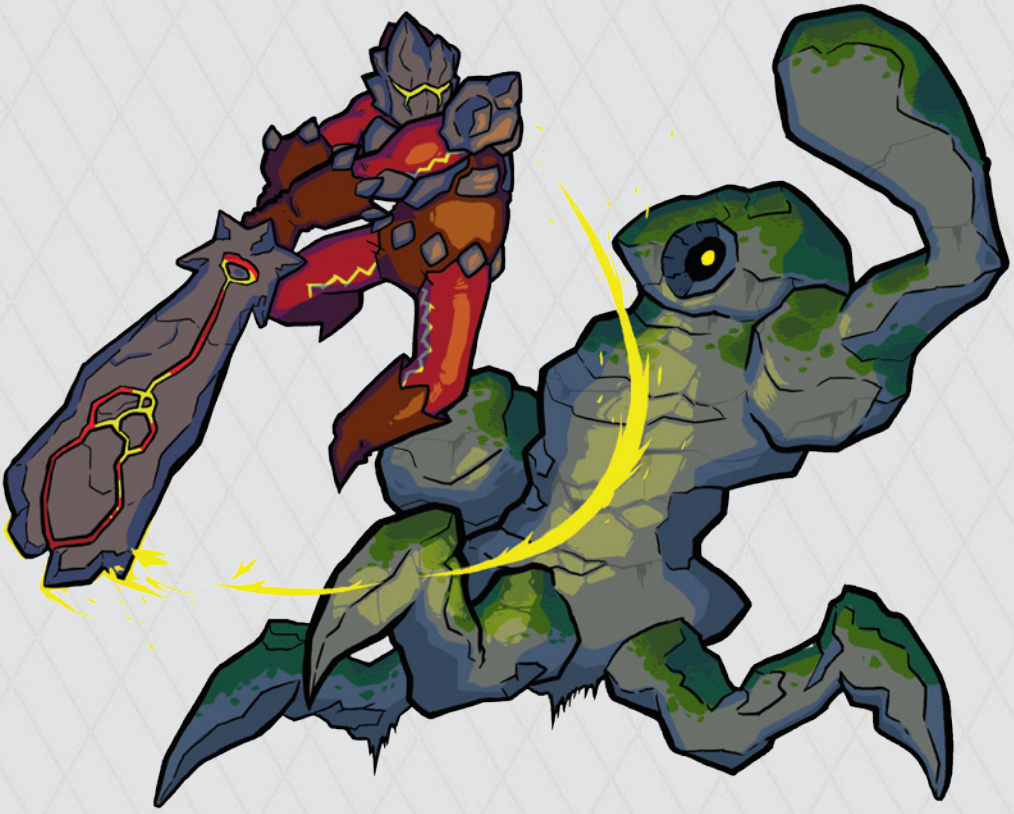
When an attack forces the mech to make a roll, such as an Agility roll to avoid a cone attack, the entire group rolls the mech's appropriate Attribute. The only exception are Spirit rolls to end the Shaken condition. These are made with the Spirit of the piloting characters. Most effects that would call for an Athletics roll instead require a Piloting roll. It is extremely important to make sure that all players have an equal say. If you feel that one player is dominating or bullying the others into going along with their plan, then speak up. Everyone needs an equal say. Mech fights are a team building experience.

Special Moves / Finishing Attacks

Shouting out your special attack is a common practice in this genre. For the most part, Edges cover special attacks. Give them names and shout it out whenever you use it. Your Frenzy is actually your "Whirlwind Storm Strike" or something of the sort.

Finishing moves are similar. When a boss monster is mechanically defeated, inform the players that it's time for their finishing move. It's a simple affair to allow them to just narrate their combined attack that causes the villain to explode or disintegrate. Boggling such things down with unnecessary rules will only slow down what should be the climax of an encounter.





Teamwork

When characters that are members of the same team are dealt the same numbered Initiative card, they can choose to perform an act of teamwork. If the characters attack the same target or attempt to perform an action that would aid one another, all rolls are made with a +4 bonus or used as a negative modifier in the case of abilities that force an enemy to succeed on a roll. This rule will come up extremely infrequently, but it can be used to add a bit of flair to the random happenstance of sharing initiative. Groups looking for cooperative rules that can be used deliberately should consider using the Combined Attacks rule from the *Super Powers Companion* as well.

Transformation Recovery

A transforming hero rarely shifts into their hero form when it would be most logical to do so. Characters can fight minions and even attempt to combat true monsters before transforming. On the first transformation a character makes in a given scene, the character heals all Wounds and Fatigue. This rule is best suited to light-hearted or slightly gritty stories.

Kaiju Campaign Rules

Rows of artillery dig in. Tanks position themselves. An air of tension fills the world as the soldiers wait. The updates that come in over the radio are no solace. They'll feel the kaiju's approach before they'll hear or see it. Campaigns and sessions like this might not have the longevity of more traditional stories, but they are no less engaging and interesting. However, they do require a structure specific to battling a massive monster with only mundane military equipment. The following rules are used to capture the hopeless feel of facing down a kaiju.

It's important to note that a good kaiju game is, optimally, broken up into multiple parts. Some parts might occur simultaneously, some at completely separate times, and some might be skipped over altogether depending on the situation and tone of a given game.

The Clock

"The Clock" is an abstraction of time that should be used in any kaiju game. It represents how long the players have to appropriately prepare their countermeasures and respond before the kaiju reaches a major metropolitan area or whatever its projected destination happens to be.

The kaiju's advance is broken into measurements known as "Legs." When the kaiju has taken a number of Legs determined by the Game Master, it reaches its goal and unleashes havoc. The kaiju does not need to roll for any action during these Legs. Unless it is being directly contested, it simply does what it sets out to. That might take the shape of drinking in the nuclear energy from a nearby power plant, destroying a town, or simply moving forward.

It is recommended for Game Masters to give the players at least five Legs of time before the kaiju reaches its destination. This gives the players enough time to allocate resources, complete research, construct potential super weapons, scout a battlefield, or ready their forces. Some kaiju, especially slow ones, might allow the characters much more time, but very few will be fast enough to offer less than five Legs.

A typical Leg for player characters consists of multiple scenes. This typically means three scenes occur, though this won't always be the

Kaiju Tabletop Size

Kaiju miniatures would be far too large if used with standard miniatures. It is for this reason that they have been scaled down. The amount of 1" squares in diameter a kaiju occupies is typically its Size divided by 4 (rounded down). For vehicles, a single vehicle miniature should be around the 1/100 scale and represent a column or group of vehicles. Larger miniatures can be used if 1/100 scale pieces are not available. Movement should, in turn, be reduced to a fourth of its previous Pace, rounded up (Pace 35 becomes Pace 9).

Kaiju attacks are more than enough to wipe out entire groups of vehicles, and anything short of overwhelming numbers from vehicles will do nothing to such a creature. It is for these reasons that groups of vehicles and soldiers are treated as single stat blocks. This helps to capture the feel of overwhelming numbers without needing to roll for 50 tanks. Instead, if the tanks are divided into groups of ten, you only need to roll five attacks. The density of these vehicle groups is left entirely to the Game Master. Some might find that having a single stat block representing 100 tanks works better for the tone they're looking to capture.

If you use this smaller scale, you should also reduce the Pace of all combatants. In the same way that Size is divided by 3, Pace too should be divided by three (rounded down) to represent the new Pace of all combatants.

case. One character might be negotiating with an industrialist for their top scientist while another character tries to track down the plutonium needed to power the laser while a third character is evacuating civilians from a town directly in the kaiju's path. In another Leg said laser is under construction now that the materials and scientist have arrived while another character is negotiating with an allied nation for additional artillery units. Legs and the amount of scenes that make them up are fairly nebulous and can vary from the established guidelines if such complications are appropriate.

Discovery

It's rare that the appearance of a kaiju is expected. Certain governments or agencies might detect an abnormality, but few if any jump to the conclusion that such a hiccup is a harbinger for a twenty story tall crawdad. This event is usually the start of a campaign or session. The player characters are typically living their lives normally before something disturbs the peace and they are thrust into uncertainty and chaos.

The Discovery phase does not cost a Leg of time and typically only occurs once. With the discovery of the kaiju, the player characters are on the clock and must find a way to stop it. They are recruited into a program responsible for developing a plan to destroy the kaiju and enter the next phase.

Preparation

The arrival of a kaiju cannot be planned for. However, preparing for the coming confrontation is possible. The Preparation phase covers several, more granular actions that cover the creation of a super weapon and the scouting of a potential battlefield. These smaller sub-phases are Acquisition, Construction, Logistics, Research, and Scouting. In most situations, players are permitted to act on three of these sub-phases in a given Leg.

Starting Funds

Players usually start with \$500m in combined starting funds to develop their super weapon or bolster their forces. This funding only represents the team's research and construction budget for their super weapon. The Game Master should also provide them with at least two groups of tanks or artillery and a group of jets.

Acquisition

Theories and plans are all well and good until faced with the reality that things have a cost. Resources, currency, manpower, and more are all vital parts of the Acquisition process. Acquisition checks cover the act of physically travelling to a location for a meeting or simply having a conference call with the individuals and entities that have whatever it is the team needs.

Acquisitions function like extended social encounters but offer rewards such as increased funding, experimental technology, genius scientists, or a bevy of additional soldiers. Nothing is ever free and there are a great many capitalist powers that would see a disaster like this as a way to improve their bottom line. What specifically the entities ask for is ultimately left up to the Game Master, but it should always be something perverse and difficult to agree to. Perhaps the money required to gain access to the company's prototype nuclear reactor is more than the team could ever hope to obtain. Perhaps the company requests exclusive rights to the corpse of the creature in exchange for their cooperation. Whatever the terms, they should carry a heavy weight that makes saying yes difficult.

If the organization is located domestically, the military might order certain members of the party to storm the facility and take what they need with force. Non-military characters can participate in these raids as Extras using the Soldier stat block. They are armed with M-16 rifles and Kevlar vests. Such an action against a foreign entity would create an international event and more than likely start a war. For this reason, military action typically isn't an option against corporations in foreign countries.

Research

Research has complications like lack of funds, resources, facilities, or work forces. These can be overcome with social interactions with self-interested powers that want to know what they can get out of providing assistance. This is covered in the Acquisition section.

A super weapon consists of several different components. All super weapons have two important costs: resources and successful skill checks. Each roll made to complete a design



represents one Leg of time. Players are free to decide to roll on anything that they have the resources for. If the roll fails, the Leg is wasted. Failed rolls can always be attempted again at the expense of consuming an additional Leg of time.

If something lists two Knowledge skills and the team working on it has both, roll the higher skill die with a +1 bonus.

Construction

Construction occurs on fully researched pieces of technology. Unlike Research rolls, the actual construction of super weapons requires only a single successful Knowledge (Mechanics) check for every part of the super weapon. The only Construction rolls that are absolutely mandatory are for the Weapon Base and Weapon Platform. Any optional Weapon Modifications added to the super weapon require an additional successful Knowledge (Mechanics) check each.

Logistics

Getting all of the necessary materials to certain locations take time. Logistics does not require rolls of any kind. It simply takes the place of a given roll during a phase. Once a piece of equipment, a super weapon, or personnel are put into transit, they cannot be further modified until they arrive at their intended location at the beginning of the next Leg. It's for this reason that most logistical needs are resolved as the last action of a given Leg.

Scouting

Finding the ideal location to engage the kaiju on its path of destruction falls under the purview of Scouting. Satellites and physical reconnaissance are both time consuming efforts. When attempting a Scouting roll as part of a Leg, a single Knowledge (Battle) check is all that is required. A single area can only have two attempted Scouting rolls at the most.

Each success and raise on the Knowledge (Battle) roll grants the team the ability to dictate one thing about the area they are planning for their ambush. Rather than being specific pieces of terrain, they are instead listed by the bonus provided, and the players are free to determine how that benefit appears. It might be natural defenses, ideal places to erect armaments, or even destructible terrain.

- Medium Cover
- Halve the kaiju's movement (swamps, ice, etc)
- High ground (+2 Shooting for units in this location)
- Flanking location (+4 damage for units in both locations)
- Destructible terrain (varied features)
 - Dam (flood area. Damage based on amount of water against Size 13 and smaller kaiju. Halve Pace of all kaiju)
 - Forest (burn it. Smoke creates Pitch Darkness for 5 rounds. Any form of thermal vision ignores this on either side)
 - Landslide (renders an entire section of the battlefield unusable. Deals massive damage to creatures in the area)
 - Valley (ideal for hindering engagements, the valley is a large gap that the kaiju might have difficulty crossing. This allows the military to attack and retreat with little fear of retribution)
- Escape routes (+2d6 Pace for retreating allies if used)
- Artillery Nest (an ideal place to put artillery where it cannot be seen by Animal intelligence kaiju unless they are within 5" of it)

Emergency Response

During the course of preparing the super weapon and assembling a military force, the kaiju will be advancing on its target. Unfortunately, there might be instances where towns full of people are between it and its goal. There may also be vital pieces of infrastructure, such as dams or solar farms, which will be left destroyed in its wake. These emergency situations are always known to the team thanks to the use of satellites and the teams of disaster response experts assisting them.

However, rescue or evacuation operations are a drain on both time and resources. Emergency response situations should be used to highlight critical moments, add additional tension, and force the team to confront impossible choices. Should the townspeople be left to their own devices and evacuate themselves, should a team be dispatched to spend part of a Leg and some resources to get these people to safety, or

could a small group of jets or tanks be used to slightly alter the course of the kaiju? These responses should always be a drain on time and resources.

they've managed to pull together. From here, the final confrontation plays just like a standard combat. Each group of tanks functions like a single combatant, the kaiju acts on its turn and responds to threats appropriately, and the world waits with bated breath to see if the creature is slain or driven away.

Confrontation

It's more than likely that the team will only have one chance at stopping the kaiju. The team's forces arrive at the chosen battleground with whatever munitions

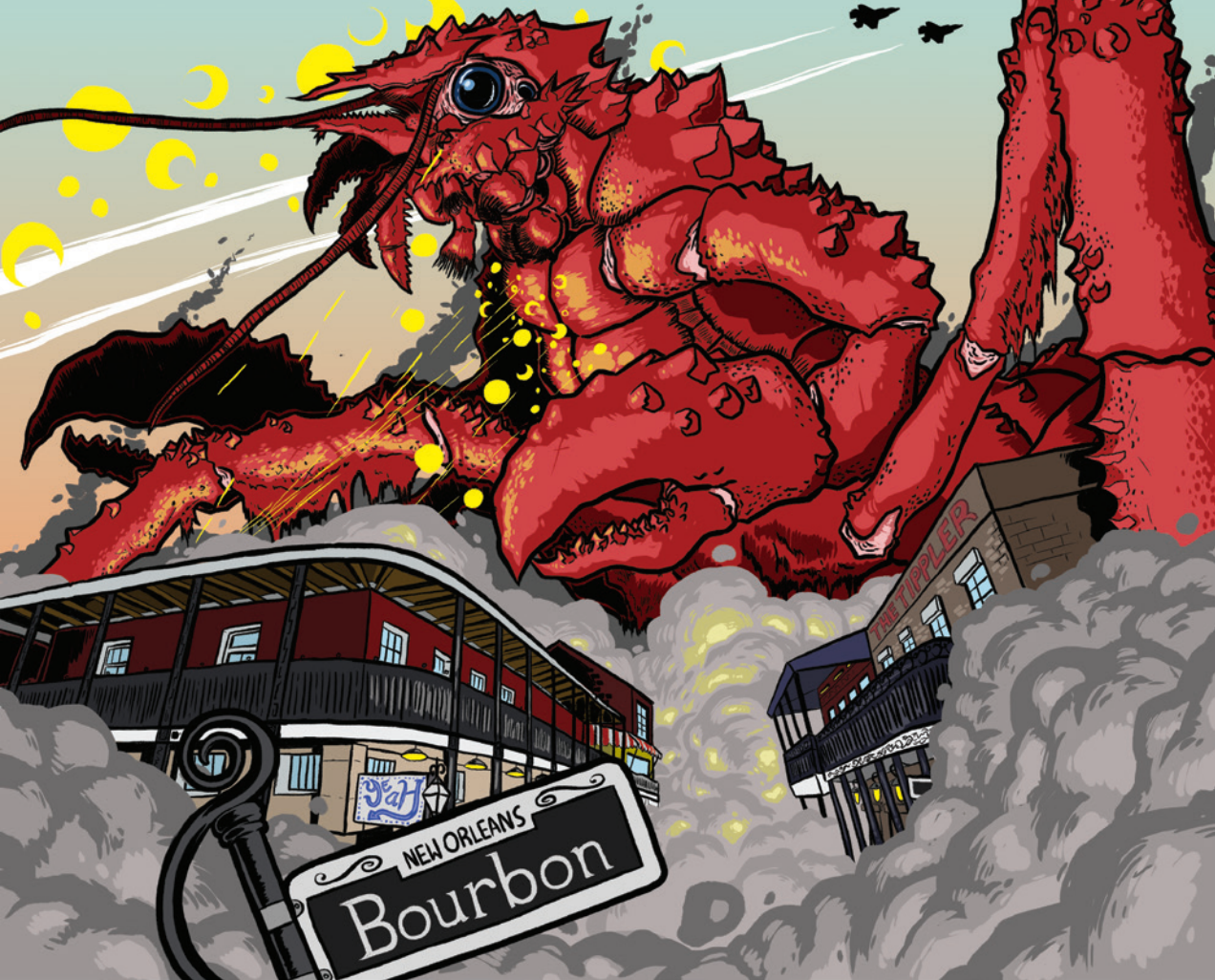
Weapon Base Table

Type	Knowledge	Damage	RoF	AP	Range	Cooldown	Cost
Ballistic, Standard	Aerodynamics or Explosives	4d8	2	20	100/200/400	0	\$100m
Notes: Missiles or shells. Requires 0 checks to research.							
Ballistic, Superior	Magnetics	5d10	1	25	200/400/800	2	\$1b
Notes: Railguns. Requires 2 checks to research.							
Chemical	Chemistry	See Notes	1	-	50/100/200	1	\$750m
Notes: Acids and gases. Grants one free Weapon Modification from Acid, Poison Gas, and Sleeping Gas. MBT. Requires 1 checks to research.							
Disintegration	Molecular	4d12	1	35	20/40/80	3	\$3.5b
Notes: Molecular disintegrators. A Raise on Shooting permanently destroys 5 points of the target's Armor after damage is resolved. Requires 2 checks to research.							
Explosive	Explosives or Chemistry	6d8	1	20	LBT	Single Use	\$250m
Notes: Bombs. Single use. Must be attached to a Flying platform and dropped (unless the platform has a Launcher). Requires a Construction roll to create two explosives. Requires 0 checks to research.							
Laser	Optics	3d10	3	35	400/800/1600	2	\$1.5b
Notes: Laser weapon. Add 1d10 extra damage but increase cooldown by one additional round. Requires 2 checks to research.							
Plasma	Natural Science or Atomic	4d10	1	30	100/200/400	3	\$2b
Notes: Thermal weapon. Chance to catch target on fire (4d10). Requires 2 checks to research.							
Sonic	Acoustics	6d6	1	-	Cone Template	2	\$3b
Notes: High or low frequency soundwaves. Ignores Armor. Deals Fatigue instead of Wounds. Requires 3 checks to research.							



Weapon Modifier Table

Type	Knowledge	Cost	Notes
Armor Piercing	Weapon Base's Skill	\$300m	The Weapon Base gains +10 AP each time this modification is taken.
Articulation	Mechanics	\$100m	The Weapon Base is no longer a fixed/unidirectional weapon. Requires 0 checks to research.
Deployable Stabilizers	Mechanics	\$1b	If the vehicle does nothing on its turn except moving, it can deploy a mobile platform on its turn. Shots fired while the platform is deployed gain a +4 bonus to damage rolls. The weapon cannot move until it uses an action to retract the platform. Additionally, weapons with this modification cannot fire at all unless it is deployed.
High Yield	Weapon Base's Skill	\$2b	The weapon gains an extra damage die of its type each time this modification is taken. For example, if taken twice on a Plasma weapon, its attacks now deal 7d10 damage.
Hydrocooling	Hydrology	\$1.5b	Weapon must have an Amphibious or Sailing Platform. While in a body of water, the cooldown required between shots is reduced by two rounds.
Launcher	Optics	\$300m	Allows Explosive weapons to be equipped to any Weapon Platform and fired at a range of 100/200/400.
Limited Ammo	Natural Science or Atomic	-\$200m	The Weapon Base has limited ammunition. If the weapon's attack roll Critically Fails, the weapon runs out of ammunition.
Nuclear Core	Acoustics	\$1b	Reduce the cooldown required between shots by one round.
Nullifying	Weapon Base's Skill	\$4b	The weapon no longer deals damage. Attacks made with it negate the target's Hardy Special Ability for three rounds. If taken a second time, a second shot from the weapon also negates the target's Indomitable Special Ability for two rounds. Can only be taken on a Sonic weapon. The required skill depends on what is needed to counter the kaiju. In the case of a fire-based monster, Knowledge (Hydrology) might apply, but for a nuclear powered foe, Knowledge (Atomic) is more applicable.
Rapid	Mechanics	\$250m	Increases the Weapon Base's Rate of Fire by one for each time this modification is taken. Once taken, the cooldown required between shots increases by one round. This increased cooldown does not stack if this modification is taken multiple times.
Sensors	Mechanics	\$200m	Allows Ballistic weapons to be fired without needing to have line of sight on the kaiju.
Targeting	Weapon Base's Skill	\$200m	The super weapon's Shooting rolls gain a +2 bonus each time this modification is taken.



Weapon Platform Table

Type	Size	Handling	Top Speed (MPH)	Toughness	Crew	Mod. Slots	Cost
Amphibious	6 (Large)	0	60	14 (2)	2	2	\$1b
Notes: Amphibious. Four Wheel Drive. Requires 1 check to research.							
Flying	8 (Huge)	+2	1,875	16 (4)	2	2	\$250m
Notes: Can only carry releaseable Chemical or Explosive weapons. Requires 0 checks to research.							
Hover	7 (Large)	+1	90	30 (15)	3	3	\$3b
Notes: Ignores difficult ground. Requires 2 checks to research.							
Tracked	8 (Huge)	-1	50	55 (35)	2	3	\$500m
Notes: Requires 0 checks to research.							
Walker	10 (Huge)	-2	45	45 (20)	4	5	\$400m
Notes: All-Terrain. Comes with Deployable Stabilizer Modification. Requires 2 checks to research.							
Watercraft	12 (Gar.)	-1	35	35 (15)	5	5	\$2b
Notes: Requires 0 checks to research.							
Wheeled	6 (Large)	+1	120	16 (4)	2	3	\$150m
Notes: Requires 0 checks to research.							



Chapter 3: Building Gear

At the beginning of a tokusatsu campaign, especially those revolving around transforming heroes, your Game Master decides how many pieces of free Gear you receive. Usually this will be three pieces: a pistol with no modifications, an Iconic Weapon, and a suit of Iconic Armor.

Tokusatsu shows are, first and foremost, a vehicle to sell toys to fans. In game terms, that means the addition and modification of new weapons, suits, and mechs as the campaign progresses. Modifiers exist to fill this gap. Their application should create a physical change in the appearance and functionality of the weapons and armor they are tied to. Additionally, don't be afraid to create additional mechs as the story progresses. As old ones are destroyed or retired, new ones are introduced. This might also apply to Iconic Weapons and Iconic Armors that players choose to completely redesign. Such is the toyification process of tokusatsu.

Iconic Weapons

Anything can be a cartoony tokusatsu weapon. With a few minor exceptions, almost all weapons listed in the Savage Worlds Adventure Edition can be chosen as a character's iconic weapon.

Melee Weapons

Any Medieval or Modern weapon with the exception of the Katana, Bangstick, Chainsaw, and Survival Knife can be the base for your weapon. If a player wants their weapon to look like a katana that is completely fine. Use the stats for a Short Sword or Long Sword instead. A character can also choose a Small Shield instead of a weapon. The shield deals Str+d4 damage but otherwise functions normally.

Ranged Weapons

Ranged weapons are slightly more difficult to balance. All Medieval weapons are eligible for use as the base for a ranged weapon. For firearms, tokusatsu games don't seek to emulate reality in the same way that the firearms listed in the Gear section of the Savage Worlds core book does. Presented below are three base ranged weapons that emulate firearms. They can fire whatever projectile is appropriate for the setting and weapon. Bows, thrown weapons, and crossbows produce 10 pieces of ammunition. Replenishing the ammunition for a ranged weapon, including for a bow and thrown weapon, is an action.

In most team based tokusatsu series the group all receives an unmodified, identical Pistol as a free piece of Gear. Rifles and Shotguns are usually an Iconic weapon. Remember, all transforming heroes have the *Martial Artist* edge, so it's not as if a character that chooses two ranged weapons will be unarmed in melee combat. A character that chooses an Iconic Pistol can purchase Weapon Modifiers for both their Iconic and generic pistol individually.

Weapon Modifiers

Presented below are modifiers to augment the weapons a transforming hero uses. They receive two free modifiers for their Iconic Weapon at character creation and receive another modifier upon reaching a new Rank after Novice, for a total of six modifiers at Legendary. You can split your modifiers to instead create a new Iconic Weapon at creation or upon reaching a new Rank. Your total modifiers are still limited to however many you would have at your current Rank split between your various weapons.

Type	Range	Damage	RoF	Min Str	Shots	Weight
Pistol	10/20/40	2d6	1	d4	5	3
Rifle	15/30/60	2d8	1	d6	4	10
Shotgun	5/10/20	1-3d6	1	d8	3	8



The same modifier can be selected multiple times unless the modifier specifically states otherwise. Multiple instances of the same modifier stack. For example, AP 2 becomes AP 4 when the Piercing modifier is taken twice.

Blast. When making an attack with this weapon, the character can choose to suffer a -2 penalty to have the attack target a Small Burst Template. Upon taking this modifier again, the character can choose to have the weapon instead target a Cone Template or Medium Burst Template. This modifier can only be taken twice and attacks using the Cone or Medium Burst Templates cannot be used in conjunction with Edges, such as First Strike or Sweep, that modify attacks.

Defending. Characters wielding this weapon gain a +1 bonus to Parry.

Deflecting. Ranged attacks against characters wielding this weapon have a -1 penalty. This modifier can only be taken on melee weapons.

Extended. This weapon's shot capacity increases by 2. This modifier can only be taken on ranged weapons.

Focused. Attack rolls with this weapon have a +1 bonus. This does not modify Parry.

Forceful. Creatures struck with this weapon, regardless of the damage they take, are knocked back 1".

Halting. Creatures stuck with this weapon, regardless of the damage dealt, decrease their Pace by 1 until the end of their next turn.

Heavy. This weapon gains the Heavy Weapon property.

Light. This weapon's Minimum Strength is reduced by one die size.

Mighty. Attacks with this weapon deal +1 damage.

One-Handed. This weapon only requires one hand to use. This modifier can only be taken on weapons that require two hands to use.

Piercing. This weapons gains AP 2.

Ranged. This weapon's range increases by 2/4/8 on thrown weapons and 5/10/20 for firearms and bows. This modifier can only be taken on ranged or thrown weapons.

Rapid. This weapon increases its Rate of Fire by 1. This applies to thrown weapons and weapons such as bows and crossbows in addition to firearms.

Reach. The reach of this weapon increases by 1".

Specialized. This weapon grants the character wielding it an Edge, typically a Combat Edge, chosen at the same time that this modifier is taken. The character can only use the chosen Edge with this weapon. The character must meet the prerequisites for the Edge, except for Rank prerequisites, while transformed to choose it.

Throwing. This weapon gains a range of 3/6/12. This modifier can only be taken once and can only be taken on melee weapons.

Tripping. Attacks made with this weapon that succeed with a Raise, regardless of the damage dealt, knock the struck creature prone. This modifier can only be taken on melee weapons.

Variable. The weapon is an Arcane Device with 5 Power Points. It can only cast a single Power, chosen when this modifier is taken, and recharges to full every 24 hours. This modifier can only be taken once. This modifier can be taken twice, granting 5 more Power Points the second time it is taken.



Example Weapons

Presented below are several example weapons to help you understand the system and the value of an Iconic Weapon.

Bee Sting (Novice)

The Bee Sting is a Novice rapier with Mighty and Piercing modifications. Its user wants to be a force to be reckoned with in combat and has chosen to distribute their modifications to boost their damage, especially against armored targets. This ensures that they still deal good damage against unarmored targets, but can also mix it up with even heavily plated enemies. (Str+d4+1, AP 2, Parry +1)

Charge Blasters (Veteran)

The Charge Blasters are a pair of Veteran pistols. Their owner split their initial modifiers between the two during character creation and has been doing their best to continue that pattern. Each pistol has the Focused and Forceful modifiers. The owner has attempted to create a pair of weapons that minimize the penalties of two-weapon fighting so that they can maximize their attacks per round. (2d6, 10/20/40, RoF 1, Shots 5, Knockback 1", +1 on Shooting)

Halt Rifle (Seasoned)

The Halt Rifle is a Seasoned rifle with two Halting modifiers and one Rapid modifier. Its user prefers to hang in the back of a battle and slow down mobile threats or hinder large numbers of foes. Its ability to reduce a shot target's Pace by 2" is valuable, but using the rifle's increased Rate of Fire comes at the expense of accuracy. Aiming on every other turn can reduce this risk, but also reduces the weapon's wounding effectiveness. (2d8, 15/30/60, RoF 2, Shots 4, struck targets reduce their Pace by 2")

Lamia Lash (Novice)

The Lamia Lash is a Novice whip with the Tripping and Focused modifiers. It is designed to work in conjunction with other members of the team. It attempts to maximize its chances of getting a Raise so that a target can be knocked prone, and the user's allies can benefit from the target's reduced Parry. (Str+d4, Reach 1, +1 on Fighting, knock target prone with a Raise).

Tidehammer (Legendary)

The Tidehammer is a Legendary maul with two Blast modifiers, two Forceful modifiers, and the Heavy and Light modifiers. This powerful weapon is designed to be an overwhelming force in combat. Its user wanted to maximize its crowd control and gave it the ability to make Cone Template attacks that can push targets 2" backward. The user has a d8 Strength and reduced the weapon's Minimum Strength accordingly. They've also made the Tidehammer a Heavy Weapon since the Boss monsters in their campaign typically have Heavy Armor. (Str+d10, Min Str d8, Heavy Weapon, two hands, Knockback 2", -2 Fighting to attack in Cone Template)



Iconic Armor

Though suits of armor might not look like much in many tokusatsu series, they have considerable strength and greatly modify the physical abilities of the user. In mechanical terms, armor comes in one easy to use package. It covers the entire body, grants +2 Armor, and is airtight.

Armor Modifiers

Presented below are modifiers to augment the armor a transforming hero uses. Characters gain one Armor modification during character creation and an additional modification at the beginning of each Rank after Novice, for a total of 5 modifiers at Legendary.

The same modifier can be selected multiple times unless the modifier specifically states otherwise. Multiple instances of the same modifier stack. For example, Armor +2 becomes Armor +4 when the Armored modifier is taken twice.

Absorbing. Characters wearing this suit select a single negative environmental effect or damage type, such as heat or electricity. The character gains a +4 bonus to resist these effects, and the wearer has +4 Armor against attacks based on that element or effect. This modifier can be taken multiple times. Each time it is taken, another environmental effect or damage type is chosen.

Armored. This suit grants an additional +2 Armor when worn.

Climbing. This suit grants the character the ability to climb on horizontal and inverted surfaces at their Pace.

Cunning. This suit increases the character's Smarts by one die type while worn. This modifier can only be taken once.

Deflecting. Ranged attacks against a character wearing this suit have a -1 penalty.

Disciplined. This suit increases the character's Spirit by one die type while worn. This modifier can only be taken once.

Leaping. Characters wearing this suit can jump an additional 1" vertically and 2" horizontally.

Nimble. This suit increases the character's Agility by one die type while worn. This modifier can only be taken once.

Powerful. This suit increases the character's Strength by one die type while worn. This modifier can only be taken once.

Protecting. One ally within 5" of the character increases their Toughness and Parry by 1. When taken additional times, this bonus extends to an additional ally within range.

Quick. This suit increases the character's Pace by 2" while worn.

Shielded. This suit grants an additional +1 Parry while worn.

Soaring. This suit grants the character a Flying Pace equal to their Pace. Upon taking this modifier again, the character's Flying Pace is equal to their Pace + 2. Upon taking this modifier a third time, the character's Flying Pace is equal to double their Pace. This modifier can only be taken three times.

Specialized. This suit grants the character equipping it an Edge, typically a Combat Edge, chosen at the same time that this modifier is taken. The character can only use the chosen Edge with this armor. The character must meet the prerequisites for the Edge, except for Rank prerequisites, while transformed to choose it.

Sturdy. This suit increases the character's Vigor by one die type while worn. This modifier can only be taken once.

Swimming. This suit grants the character a Swimming Pace equal to their Pace +2. This modifier can only be taken once.

Teflon. Your armor reduces damage from Mundane ballistic weapons, such as a 9mm pistol, but not from the equipment of most minions and monsters, by 4. This modifier can only be taken once. This modifier works best in campaigns that utilize the More Than Human Setting Rule.

Variable. The suit is an Arcane Device with 5 Power Points. It can only cast a single Power, chosen when this modifier is taken, and recharges to full every 24 hours. This modifier can be taken twice, granting 5 more Power Points the second time it is taken.



Example Armor

Armors will always be a little less complex than their Iconic Weapon counterparts, but that's okay. They perform the necessary task of keeping a transforming hero alive.

Adamant Blitz (Heroic)

Adamant Blitz's armor shines with reflective crystals and possesses the Armored modifier twice, the Deflecting modifier, and the Shielded modifier. Adamant Blitz is a frontline fighter who wants to ensure his companion, Liberty Flame, can safely fire from a distance. This means a heavy focus on defensive measures of all kinds. This suit of armor is heavily plated with crystals and grants +6 Armor, +1 Parry, and ranged attacks against the user suffer a -1 penalty.

Charnel Arisen (Veteran)

The Charnel Arisen is a bone-plated suit of armor with the Climbing, Shielding, and Teflon modifiers. Charnel Arisen is in a campaign that heavily features interference from Mundane enemies, such as police and assassins. They often engage in hand-to-hand combat with monsters and attempt to obtain the high ground whenever possible. This suit of armor is matte bone and black and grants +2 Armor, grants the user a Climb Pace equal to their Pace, and negates 4 points of damage from Mundane ballistic weapons.

Gilded Glide (Heroic)

The Gilded Glide is an advanced suit of armor for a golden hero with the Soaring modifier twice, the Absorbing (Electricity) modifier, and the Deflecting modifier. This suit of armor grants +2 Armor, a Flying Pace of the user's Pace +2, Environmental Resistance (Electricity), and ranged attacks against the user suffer a -1 penalty. The user prefers to stay above their foes while reigning down attacks from on high.

Omni Drive (Legendary)

The Omni Drive armor represents one of the pinnacles that a transforming hero can attain. It possesses the Armored, Disciplined, Nimble, Powerful, and Sturdy modifiers.

Its user wanted to be a powerful all-rounder and took modifiers that would enhance the most common combat Attributes and their own

survivability. This suit of armor is slick with shiny polymer plates and grants +4 Armor and increases the wearer's Agility, Spirit, Strength, and Vigor dice by one step, but only does so while the user is transformed.

Senior Suit (Novice)

Pink Senior's armor is flexible and offers great mobility. It has the Defending modifier. Pink Senior prefers to avoid close range combat and her suit is designed to assist her in the times that she has no choice but to engage in melee. This suit of armor is chunky and grants +2 Armor and grants the wearer +1 Parry.

Wild Beast (Novice)

The Wild Beast is a feral suit of armor with the Specialized modifier. Its user is a reserved individual whose emotions are in constant danger of being overrun by the suit's desires. This suit of armor grants +2 Armor and the Berserk Edge, but only when the user is transformed. The user often throws themselves into the thick of battle.



Mechs

Sometimes personal, sometimes an amalgam of the entire team's mechs, giant robots and their smaller counterparts are easy enough to make. It can use a normal character sheet and is created in more or less the same way as a normal Savage Tokusatsu character, as many transforming mechs have a rudimentary intelligence. All you need to do is follow these simple steps:

- Start with a d4 in Agility, Strength, and Vigor. You have 4 points with which to raise them. Raising an attribute a die type costs 1 point.
- Pace is 6".
- Parry is equal to 2 plus half Agility. This might be modified when selecting Gear.
- Toughness is equal to 2 plus Vigor. This will be modified when selecting Gear.
- Create an Iconic Weapon for the Mech. It has a number of modifiers equal to two plus your current Rank.
- Create a suit of Iconic Armor for the mech. It has a number of modifiers equal to two plus your current Rank.
- The mech has +1 Size.
- Choose the Tier for the mech. Size is a good indication for tier. Most mechs are Giant Tier as they are meant to fight Giant Tier enemies, but some campaigns might interact with Tiers differently.

It is highly encouraged that the Game Master and the entire group collaborate on the construction of the mech. It's a culmination of your group as a whole and that means everyone should get a say in its construction, both mechanical and aesthetic.

Individual Mechs

When mechs combine to form a super giant robot it's easy to quantify. When individuals pilot their own slightly smaller mech, things can become a little complicated. The above rules are used to create massive, incredibly powerful mechs. There are no hard and fast rules for creating these individual units.

The many groups will want to keep it simple. The individual mechs never really have much of a chance against massive monsters. It's also difficult to pin down Tier for these mechs. Yes, they are incredibly large, but are they Giant Tier? What's the point of using them if they aren't able to

harm Giant Tier monsters? If enlarged minions become Hero Tier, then this could easily solve the problem before the characters combine. Otherwise, just allow the narrative to direct the flow of these segments and make rolls as you feel appropriate.

Alternatively, use a modified mech building ruleset for individual mechs and combined mechs. **Individual mechs have 3 points to spend on Attributes, Pace 5", -1 Size, and Iconic Weapon and Iconic Armor modifiers equal to your current Rank.** The combined mech rules remain untouched.

When the mechs combine, the resulting mech can begin wounded unless the group is using the Transformation Healing optional rule. If at least half of the component mechs have taken an amount Wounds, the mech has an equal amount of Wounds. For example, if three out of five mechs have taken at least two Wounds, the combined mech has two Wounds. If mechs have been completely destroyed, the combined mech begins with one level of Fatigue for each destroyed or missing mech.



Chapter 4: Building the Cast

It's not a tokusatsu series without the drama of battle. Sometimes a single kaiju is enough, while other franchises rely heavily on the 'monster of the week' style formula many people remember from their Saturday morning shows. Some series have waves of minions that serve as foot soldiers for the weekly villain and their master.

Presented in this chapter are several pre-made enemies of different strengths for all Tiers and Ranks of play. These range from Novice minions to Legendary kaiju. There are also streamlined rules for creating these threats.

To further maintain the allusions to the source material, if you introduce an enemy that simply cannot be beaten by your current party (such as a creature with Heavy Armor), consider introducing them when the party has just entered a new tier. Their upgrades come in the form of a last minute power-up or improvement from their allies or patron. Perhaps the party faces the monster and is forced to retreat.

Creature Design

You don't need to worry at any great length about buying abilities with points and converting those points into a threat ranking and then comparing that threat ranking to the power level of your party. Savage Worlds is not a system that worries about the grit and granularity of "levels." Designing enemies in Savage Worlds is flexible and easy but must be done carefully. Always remember, a Novice character can kill a Legendary target in a single action with hot enough dice. These exceptions aren't the norm, but they're part of what makes Savage Worlds combat so great.

A general rule of thumb to remember is that Savage Tokusatsu characters have the potential to be much more focused and powerful than standard characters. A hero might stack several Focused weapon modifiers and have an obscene bonus to Fighting or Shooting rolls, or combine the Defending and Shielding modifiers for their weapon and armor to have a very high Parry. Do not worry.

There are many, many ways to challenge these characters by

making the threats they face aware of their capabilities. Characters with high Parry might be subjected to more attacks that require Agility or Vigor checks, and characters with large bonuses to their attacks might come into conflict with an enemy that has minions to jump in the way of attacks or a *deflection* Power. It's important to be aware of the potential imbalances while still being prepared to counter them with an appropriate degree of force.

Alternate Resources

If you're looking for an existing, easy to use generator, the Demon Generation Chart from East Texas University (page 88) is an exceptional tool that can be used to create a last minute monster. Draw more or less cards on the Demonic Special Abilities table depending on if you're making a minion or boss monster.

If you're looking for something more robust and in depth, without having to create abilities all your own, then consider using the Savage Worlds Super Power Companion. It provides an ample amount of abilities at a cost. The easiest conversion is to give a creature 5 Power Points per Rank and choose powers appropriately, ignoring the Power Limit rules. This, like almost anything else Savage Worlds, is a fast and loose ruling for using the sourcebook.

New Monstrous Abilities

Presented below are several new monstrous abilities to help you flesh out the mechanics of your creatures.

Alien Physique

Called Shots have no effect on creatures with Alien Physique.

Attached

A creature with Attached can latch on to a target. When they score a raise on a Fighting roll, it attaches to its target and gains a +2 bonus to its attack rolls against the target. Removing the creature requires an opposed Strength roll.

Chameleon

Creatures with Chameleon can change their colors to better blend into their environment. This provides a +2 bonus to Stealth rolls.

Charm

Creatures with Charm can use the *puppet* power using their Smarts or Spirit as their skill die (the Attribute used must be chosen at creation). They can cast and maintain this power indefinitely, but may only affect one target at a time.

Constrict

When creatures with Constrict successfully hit a creature with a Fighting roll and succeed with a raise, they constrict the target. In the round they constrict and each round thereafter, they cause damage to their prey equal to Str + another die (usually a d4 to a d8). The prey may attempt to escape on their action by getting a raise on an opposed Strength roll.

Death Touch

Instead of a normal attack, a creature with Death Touch may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target.

Entangle

Creatures with Entangle can cast webs, glue, ropes, or other entangling substances from their being. This is a Shooting roll with a range of 3/6/12 and effects a Small Burst Template. Anything in the area is Entangled and must cut or break their way free (Toughness 7). Entangled characters can still fight, but all physical actions are at -4. The zone counts as rough terrain.

Envelop

As an action, creatures with envelop may attempt to overwhelm a creature within reach. They make a Fighting attack opposed by the target's Agility. The target is Entangled on a success and also takes 2d4 damage. The target is Bound on a raise and is dealt 2d8 damage. Enveloped targets cannot move or use skills linked to Agility or Strength, but they can use their action to attempt to break free with a Strength or Agility check. Other characters can use their action to free the restrained creature by making a Strength check at -2.

Ethereal

Ethereal creatures are immaterial and can only be harmed by magical attacks. Iconic Weapons can harm ethereal creatures.

Gore

Creatures with this maneuver can gore their opponents with their horns, spikes, claws, or any other equally long spine. If they can charge at least 4" before attacking, they add +4 to their damage total.

Indomitable

The creature can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.

Knockback

Creatures with Knockback can knock targets back with their strikes. A creature that is struck by an attack from this creature is knocked back a number of inches listed in its entry (usually 1" or 1d6").

Padded

Padded creatures do not take wounds from blunt trauma, such as from clubs and fists, though such attacks can still shake them.

Pin Cushion

Creatures with Pin Cushion are immune to piercing attacks such as from firearms and spears. Firearms with multiple projectiles, such as full-auto weapons and shotguns, cause half damage.

Pounce

A creature with Pounce can leap 1d6" to gain a +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing this maneuver however.

Reach

Much like the Gear ability, Reach allows a creature to attack targets a number of squares or inches away. It also extends the range of Edges like *First Strike* and opportunity attacks.

Speed

Speedy creatures have a d8 (or higher) running die.

Tripping

Creatures with Tripping can knock targets prone with their strikes. A creature that is struck by an attack from this creature must make an Agility check or fall prone.

Monstrous Ability Ranking

Presented below are rough approximations of the strength of monstrous abilities found in the *Savage Worlds* core book (page 152) as well as the new monstrous abilities found in this chapter. Do not feel beholden to using these specific breakdowns when designing monsters. Thankfully, *Savage Worlds* is a system that does not suffer from certain problems that other systems do, and you can be very flexible in creating challenges that can face down Novice and Legendary characters with the same potential lethality.

Low Strength

The following monstrous abilities are considered not powerful at all. Some might be powerful in certain settings, such as *Infravision*, but tokusatsu stories are rarely about being powerless and hunted.

- Alien Physique
- Aquatic
- Attached
- Chameleon
- Fearless
- Fleet-Footed
- Infravision
- Knockback
- Low Light Vision
- Slow Regeneration
- Wall Walker
- Weakness

Moderate Strength

The following monstrous abilities are considered fairly powerful. They are usually, but not always, situational powers that can be either very strong or utterly worthless depending on a variety of factors.

- Armor
- Burrowing
- Constrict
- Construct
- Entangle
- Envelope
- Ethereal
- Fear
- Flight
- Immunity
- Infection
- Poison
- Reach
- Size
- Small/Large/Huge/Gargantuan
- Strength
- Stun
- Tripping
- Undead

High Strength

The following monstrous abilities are considered incredibly powerful. They offer large static buffs, large damage boosts, and increased survivability.

- Absorbent
- Charm
- Death Touch
- Elemental
- Fast Regeneration
- Gore
- Heavy Armor
- Indomitable
- Padded
- Paralysis
- Pin Cushion
- Pounce

Creating Unique Attacks

More often than not, a boss monster has a gimmick that extends from their appearance to their attacks. A mummy monster can wrap their enemies with bandages or lash with sand, a plant monster shoots seeds and cuts with razor leaves, or a skeleton monster can break apart and attack with each bone individually. These fit the theme of the monster and can be replicated with relative ease.

For the most part, these attacks can be made the same way a normal attack is made. Strength plus a damage die for the “weapon” being used or the use of an existing Power such as *bolt* or *blast*. The hard and fast rule is to remember that “everything requires a roll.” Whether the attacking creature needs to roll Fighting or Shooting, or the target needs to roll a Vigor or Agility check to withstand the attack, everything needs to have a roll associated with it.

Using our examples found above, our mummy monster’s attacks can be a simple Str+d4 attack with Reach 2 and Entangle, and its sand can be a *burst* attack. The plant monster has a simple Str+d8 melee attack and fires seeds with the *bolt* Power, or perhaps they just deal 2d6 damage with AP 1 after a Shooting roll. Our Skeleton can break apart, gaining a +2 bonus to Parry, but also receiving a -2 Toughness while occupying a Medium Burst Template and attacking any creatures within as per the *blast* Power.

Flex your creative muscles but remember not to overcomplicate things. Signature attacks should match the creature’s theme, be among the most dangerous threats to the characters, and not bog down gameplay. Keep it Fast, Furious, and Fun.

Civilians

Savage Worlds has a plethora of published material with a wide array of modern and Mundane Extras and Wild Cards. While the core book does not offer many options for creatures like these, other books like *East Texas University*, the *Horror Companion*, and the *Super Power Companion* have a wide array of stats for mundane humans ranging from students to police officers to teachers to criminals. Consider using those to bolster your selection of mundane civilians.

Basic Civilian

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Driving d4, Hobby (Choose a Hobby) d8, Persuasion d4, Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Punch:** Str.
- **Tier:** Civilians are Mundane.

Minions

Minions are always Extras, no exception. They usually come in exactly one variety per season of a show. They might become slightly stronger as the characters reach new Ranks. Usually this means the minion has one or two Low or Moderate Strength monstrous abilities. Their Toughness should be particularly low as minions are meant to get taken down quickly and in great number.

Jammers (Novice)

Jammers are minions for the technology themed organization White Noise. They teleport in through a haze of white noise and static before warbling into combat. They are exceptionally weak but attempt to overwhelm their enemies with superior numbers.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Electronics d6, Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities:

- **Armor +1:** Junk plating.
- **Punch:** Str+d4.
- **Techno Block:** All mundane pieces of technology within 10” of a jammer malfunction.
- **Tier:** Jammers are Mundane.

Golem Mounders (Seasoned)

Golem Mounders are the minions of the Dig Deep Dominion, a subterranean empire hell-bent on extending their territory across the Earth’s crust. Made of sentient clay and stone, these creatures are little more than mindless puppets that act as their foreman, the Dig Deep Dominion’s word for commander, dictates.

Physically, mounders are tripedal and have no discernable spinal system. This allows them to protect themselves from all angles while striking out at anything that draws too close. With two heavy stone arms, they can shatter boulders with relative ease.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d8, Vigor d4

Skills: Athletics d6, Fighting d8, Hobby (Mining) d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (3)

Special Abilities:

- **Armor +3:** Made of rocks.



- **Slam:** Str+d4, Parry -1. This attack targets all creatures adjacent to the mounder.
- **Spineless Defense:** Creatures do not benefit from Gang Up bonuses against the mounder.
- **Construct:** +2 to recover from being shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Tier:** Golem Mounders are Mundane.

Snip Force (Seasoned)

These scissor wielding minions are skilled at combat and not much else. They can catch their enemies between their massive scissors. When they do, they attempt to cut them in half. They dress in bright vibrant colors and their heads are completely concealed beneath 80's glam styled hairdos.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d4, Fighting d8, Hobby (Cosmetology) d6, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Giant Scissor:** Str+d6, Parry +1
- **Crushing Scissor:** When the Snip Force hits a creature with a Fighting roll and succeeds with a raise, the target is Entangled between the two blades of the giant scissor. At the start of the target's turn, the Snip Force member deals Str+d8 to the target. While Entangling a creature, the Snip Force member loses the Parry bonus granted by its Giant Scissor.
 - **Tier:** Snip Force minions are Mundane.

Chipchap Deckhand (Veteran)

The numerous alien deckhands of the Chipchap pirates are highly skilled grunts that have honed their skills on the high spatial seas. They've served as foot soldiers conquering planets and raiding vessels. Only the strongest survive long enough to become full-fledged deckhands of the Chipchap crew.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Boating d8, Fighting d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 6 (1)

Edges: Mixed Weapon Fighter

Special Abilities:

- **Armor +1:** Pirate breastplate.
- **Cutlass:** Str+d8, Parry +1.
- **Laser Flintlock:** 2d6, Ranged 10/20/40, AP 1.
- **Wall Walker:** Can walk on vertical surfaces at Pace 6.
- **Tier:** Deckhands are Mundane.

Saurz Cutter (Heroic)

Dinosaurs were not alone on our planet. The Saurz Force were the most dangerous group on Earth in the prehistoric era, but they were sealed away after the extinction event that brought that period to an end. With the changes to the planet's climate in the modern era, they were freed from their icy imprisonment and now wreak havoc.

Saurz Cutters make up the bulk of the Saurz Force. These hunched creatures have scales that form glove and boot like shapes on their hands and taloned feet. Their jagged lizard-like faces appear rubbery and enraged. Their neon green hide is easy to spot but sneaking is not their primary focus.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d4, Fighting d10, Hobby (Dinosaurs) d10, Notice d8, Survival d12

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Scaly hide, Heavy Armor.
- **Talon Blade:** Str+d4.
- **Pounce:** A Cutter often pounces on its prey from great distances. It can leap 6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Tier:** Saurz Cutters are Mundane.

Big Hands (Legendary)

The Big Hands serve the Little Hands as the footsoldiers of the Clockworks, a group of monsters that seek to consume the very laws of time. Big Hands are the absolute best of the best when it comes to minions. Loyal to a fault, skilled in the art of war, and unafraid of death, they overwhelm their foes with sheer numbers.

They look like black silhouettes of humanoids with colorful streaks running through their bodies. Wielding spears that look like twisted clock hands, they keep their distance when they can and lash out with speed belying their mundane frames.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d10, Hobby (Quantum Physics) d12, Notice d10, Stealth d10

Pace: 7; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Clock Hand Spear:** Str+d6, 2 hands, Parry +1, Reach 1.
- **Alien Physique:** Big Hands are immune to Called Shots.
- **Turn Back the Clock:** The first time in a scene that a Big Hand is Incapacitated it falls to the ground, defeated. On the next round, it still receives an initiative card. When their turn comes the concept of time around the fallen Big Hand distorts, the Big Hand returns at peak form, and acts normally.
- **Tier:** Big Hands are Mundane Tier.

Boss Monsters

Boss Monsters run the gamut. Lieutenants, generals, commanders, and even the big bad themselves are all Boss Monsters. It's their Rank that determines their rough hierarchy. For the most part, the entity sending the lesser monsters is Legendary, their generals are usually Heroic (though they might start weaker and grow in strength alongside the characters), and so on. The monster of the week is usually the same Rank as the group. These monsters are almost always accompanied by a group of minions and should prove difficult to fight without teamwork from the characters.

Boss Monsters usually have at least one Unique Attack or mechanic with at least one Moderate or Strong Strength Monstrous Ability with additional Monstrous Abilities at higher Ranks. They can have any amount of Weak Monstrous Abilities. They usually have Edges as well.

Entanglela (Novice)

This mass of interwoven vines protects a soft, mushy core and entwines a large, cyclopean eye. Entanglela is a mercenary monster that will throw in with any cause given enough justification. For Entanglela, justification usually means nutrient rich soil that they can feed themselves with.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d8, Hobby (Horticulture) d6, Notice d4, Stealth d10

Pace: 6; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Vine:** Str+d4, Reach 3", Parry +2. Entanglela can make two attacks with their vine without suffering a multi-action penalty.
- **Constricting Vine:** When Entanglela hits a creature with a Fighting roll and succeeds with a raise, the target is Bound by vines. The round they constricts and each round thereafter, the target takes to Str+d6 damage. The target may attempt to escape on their action with an opposed Strength roll. Another character may attempt to cut the vines as an action (Toughness 5).
- **Tier:** Entanglela is Hero Tier.

Late Bloomer (Novice)

This nocturnal plant creature is a soft-spoken foe that lures its enemies into a sluggish state with powerful sedative pollen. A hypnotic pattern of violet and navy weaves across its petals as it flits about with an ethereal grace. Late Bloomer is a free agent that will work for anyone who can pay. However, it refuses to work alongside other plant-like creatures for reasons unknown.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d8, Hobby (Botany) d8, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Unarmed:** Str+d4.
- **Hardy:** Late Bloomer does not suffer a Wound from being Shaken twice.
- **Sleep Spore:** Late Bloomer can cast the *slumber* power. Knowledge (Botany) is its arcane skill for this power and Late Bloomer has 6 Power Points.
- **Sluggish Aura:** Enemies within 6" of Late Bloomer must roll



a Vigor check at -2. Failure means the creature treats the area as difficult ground for the rest of the scene.

- **Size +2:** Late Bloomer is nearly the size of a hippo.
- **Tier:** Late Bloomer is Hero Tier.

⚡ Bridgebuilder (Seasoned)

A being of twisted wrought iron and cement, Bridgebuilder is a raid captain of the Dig Deep Dominion. Despite his wry frame he is far beyond the might of a normal human. Bridgebuilder can instantly transport himself and another creature to anywhere he can see. However, after that instant passes Bridgebuilder returns to his previous location.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d10, Hobby (Engineering) d8, Notice d4

Pace: 4; **Parry:** 7; **Toughness:** 9 (3)

Edges: Level Headed, No Mercy, Quick

Special Abilities:

- **Armor +3:** Wrought iron body.
- **Unarmed:** Str+d6, Knockback 2".
- **Bridge the Gap:** As a free action on Bridgebuilder's turn, he can fold the space between himself and a target. Mechanically, he can instantly teleport to any location he can see. At the end of his turn, Bridgebuilder returns to the space he originally occupied. If Bridgebuilder crosses a gap, such as a valley or river, a 2" wide bridge of wrought iron runs the length of the gap. This bridge disappears after 12 hours have passed.
- **Tier:** Bridgebuilder is Hero Tier.

⚡ Choking Hazard (Seasoned)

An animate trashbag full of non-biodegradable waste, Choking Hazard wants nothing more than to kill the planet. Their gas mask protects them from the noxious fumes they can produce, and they've carefully constructed several dangerous weapons from

unrecycled plastics and scrap metal that augment Choking Hazard's ability to cause harm. They lead their own mercenary cell of monsters and have recently been seen working with White Noise, a technology themed group of monsters. Choking Hazard makes excellent use of the disposable nature of technology utilized by White Noise and seems to get an upgrade every year or so. Who knows how powerful they will be in five years.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d8, Hobby (Upcycling) d12, Intimidation d8, Notice d8, Repair d10, Shooting d6, Thievery d8

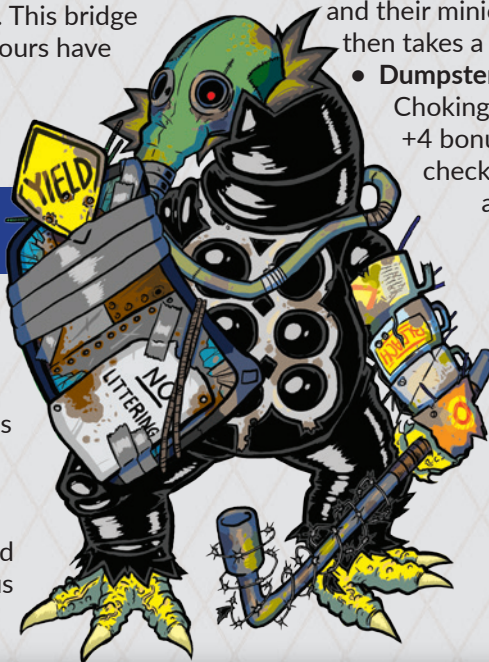
Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Hindrances: Vow (Major, Increase Pollution)

Edges: Elan, Improvisational Fighter, McGyver, Mr. Fix-It, Sweep

Special Abilities:

- **Armor +3:** Junk plating.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Emit Fumes:** As an action, Choking Hazard can belch a massive cloud of toxic fog from their mask. The fog fills a Large Burst Template centered on Choking Hazard. Other creatures in the cloud must make a Vigor check at -2. On a failed check, the creature gains a level of Fatigue. All creatures in the cloud are Distracted, except for Choking Hazard and their minions. Choking Hazard then takes a level of Fatigue.
- **Dumpster Stealth:** Choking Hazard gains a +4 bonus on Stealth checks while motionless and surrounded by trash.
- **Size +2:** Choking Hazard is fit to burst with mass.
- **Tier:** Choking Hazard is Hero Tier.



⚡ Spooky Shark (Seasoned)

Spooky Shark serves the Huntmasters of The Lodge, a group of fantasy hero archetypes turned on their head into monstrous bastardizations of the original intent. The Lodge sought to hunt down and slay all of the fantastical beasts native to their home plane and succeeded. When there was nothing left to hunt on their planet, they combined their arcane might and opened a portal into our world where they began to hunt the Archdruid and their mythological creature based team of heroes.

Shooky Shark is part ghost, part shark and haunts the seas as it pursues her prey. Semi-translucent with the ability to phase in and out of our material plane, she is a dangerous foe that is not to be underestimated.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d4, Fighting d10, Hobby (Piracy) d8, Notice d6, Taunt d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (1)

Edges: Sweep

Special Abilities:

- **Armor +1:** Sharkskin.
- **Anchor:** Str+d10, Knockback 2", Parry -1.
- **Aquatic:** Pace 12.
- **Coarse Skin:** A creature that makes a Fighting roll against Spooky Shark and rolls a 1 (regardless of the Wild Die) takes 2d6 damage.
- **Ghost Out:** As an action, Spooky Shark can attempt a Spirit check with a -1 penalty to phase in and out of our plane of existence. While outside of our plane, Spooky Shark is invisible and cannot attack or be attacked. She can return to our plane as a free action on her turn.
- **Size +4:** Big as a great white on legs.
- **Tier:** Spooky Shark is Hero Tier.

⚡ Bulk Up (Veteran)

Some say Bulk Up is the child of two famous, now defeated, villains. Others believe he is a long dead hero who returned to life through a potent curse. More yet say that Bulk Up is just... some skeleton guy. Whatever the case may be, Bulk Up is a threat to any and all heroes thanks to his ability to quite literally trap them in his body and use their powers against their allies. Bulk Up is a freewheeling mercenary who offers his services to the highest bidder, but he is also a sucker for a challenge and is known to fall prey to even the faintest goading.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Athletics d10, Fighting d8, Hobby (Model Making) d12, Notice d8, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Hindrances: Thin Skinned (Major)

Edges: Humiliate, Provoke

Special Abilities:

- **Armor +2:** Skin and bones. Mostly just bones, though.
- **Fist:** Str+d8, Knockback 4".
- **Trapped Hero:** As an action, Bulk Up can make a Fighting roll as a Touch Attack against a transforming hero. If he is successful, he traps the hero in the crest on his ribcage. While Bulk Up has a hero trapped, he gains access to the hero's Iconic Weapon and any Combat Edges the hero has, even if he does not qualify for it. A hero can be freed with a Called Shot made at -2 against the badge.
- **Size +2:** Bulk Up is large enough to stand menacingly over humans.
- **Tier:** Bulk Up is Hero Tier.



⚡ Lieuten-Ant (Veteran)

Lieuten-Ant is a ranked member of the Swarm, a group of insectoid humanoids that plan on colonizing the planet and turning it into a grand hive that will serve as a staging ground for their expansion into the rest of the universe. This man ant's carapace is camo patterned, leading up to a large head with powerful mandibles. Lieuten-Ant is a capable but hardnosed leader who prefers to direct his minions from the front.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Battle d8, Fighting d8, Notice d8, Persuasion d6, Stealth d10

Pace: 8; **Parry:** 9; **Toughness:** 10 (2)

Edges: Brawny, Command, Fleet-Footed, Frenzy, Hold the Line!, Inspire, Natural Leader

Special Abilities:

- **Armor +2:** Chitinous carapace.
- **Mandibles:** Str+d4, Knockback 4".
- **Pheromone:** For each Wound Lieuten-Ant has, all of his allies within 10" gain an equal bonus to attack and damage rolls. This effect ends when Lieuten-Ant is Incapacitated.
- **Size +1:** Lieuten-Ant is a big bug.
- **Tier:** Lieuten-Ant is Hero Tier.

⚡ Jailbird-Roc (Heroic)

This metallic bird-woman is an interstellar bounty hunter that specializes in imprisoning and restraining her marks. Always fashionable, she wears a pinstripe black and white suit and accessorizes with a large bird cage helmet. Her chain wings shake, rattle, and roll as she subdues her marks with ease.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Academics d10, Athletics d8, Fighting d10, Investigation d8, Hobby (Criminal Justice) d10, Notice d8, Intimidation d8, Stealth d8+2, Survival d10

Pace: 5; **Parry:** 8 (1); **Toughness:** 10
Edges: Acrobat, Assassin, Improved Counterattack, Improved First Strike, Woodsman

Special Abilities:

- **Ball and Chain:** Str+d8, Reach 2, Tripping.
- **Flight:** Jailbird-Roc has a Flying Pace of 10"
- **Envelope:** As an action, Jailbird-Roc may attempt to overwhelm a target within 3" of her with her chain wings. She makes a Fighting attack opposed by the target's Agility roll. If she succeeds, the target is partially restrained and suffers a -2 Penalty to Pace and skills linked to Agility and Strength, as well as 2d4 damage. With a raise, the target takes 2d8 damage and cannot move or use skills linked to Agility or Strength, but they can use their action to attempt to break free with a Strength or Agility check. Other characters can use their action to help the restrained creature by making a Strength check at -4 to break them free. Jailbird-Roc can only Envelope up to two creatures at a time.
- **Size +3:** Jailbird-Roc towers above a standard human.
- **Tier:** Jailbird-Roc is Hero Tier.

⚡ Mandrilla (Heroic)

Mandrilla, the mandrill and... drill themed monster is a servant of the Dig Deep Dominion,

a subterranean empire with ambitions to hollow out the Earth's crust to expand their borders. Mandrilla serves as an above ground agent who finds ideal locations to mark for dig teams to begin excavating.

Mandrilla is an enemy of Iron Champion Daro, a transforming hero that has a symbiotic relationship with an iron-attuned nature spirit. Mandrilla is loathed by the other members of the Dominion for his viciousness, cruelty, and disregard for the safety of his crews. He has a deep screeching voice that can enrage even the calmest minds.



Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Hobby (Mining) d8, Notice d8, Taunt d8

Pace: 6; **Parry:** 8; **Toughness:** 9 (1)

Edges: Elan

Special Abilities:

- **Armor +1:** Mining equipment.
- **Power Drill:** Str+d10, AP 4, Parry +1.
- **Burrow (10"): Mandrilla can propel himself through the ground with his massive bore.**
- **Earth Shatter:** As an action while above ground, Mandrilla can drill into the ground and break it apart. All ground in a Large Burst Template centered on Mandrilla becomes difficult ground. Mandrilla then gains a level of Fatigue.
- **Gore:** If Mandrilla can charge at least 6" before attacking, he adds +4 to his total damage. This bonus damage also applies if he leaps or burrows at the target.
- **Powerful Leap:** Mandrilla can jump 4" vertically and 8" horizontally.
- **Size +1:** Mandrilla stands over a foot higher and thicker than a human.
- **Tier:** Mandrilla is Hero Tier.

Attributes: Agility d10, Smarts d12+2, Spirit d12, Strength d10, Vigor d10

Skills: Academics d12, Athletics d8, Battle d8, Common Knowledge d12+2, Fighting d12, Gambling d12, Hobby (Wine) d10, Intimidation d10, Notice d8, Occult d10, Persuasion d10, Research d8, Survival d8, Taunt d12

Pace: 10; **Parry:** 6; **Toughness:** 15

Edges: Alertness, Ambidextrous, Bruiser, Charismatic, Command Presence, Feint, Fleet-Footed, Giant Killer, Hold the Line!, Improved Block, Improved Counterattack, Improved Dodge, Improved First Strike, Inspire, Martial Warrior, Master Tactician, Natural Leader, Quick

Special Abilities:

- **Armor +50:** The mask Arghus wears is never removed. Only his head gains this Armor bonus.
- **Chrono Martial Arts:** Str+d10, +2 on Fighting checks.
- **Tier:** Arghus is Hero Tier.
- **Toughness:** Arghus has a +6 bonus to Toughness.

⚡ Arghus, the All-Seeing (Legendary)

Nothing escapes the gaze of Arghus. Not the Big Bang that birthed the universe, not the heat death that will claim it, and not the actions of the heroes who will inevitably slay him. However, Arghus is a man who will play his part and play it well. He will not die until it is exactly the right time.

Arghus is a solitary individual but has gained something of a reputation amongst the villainous communities of the galaxy as a "fixer." He arrives exactly where he needs to be, exactly when he needs to be there. Sometimes those he offers aid to do not yet realize they require it. He moves forces around the universe like pieces on a game board.

He now spends much of his time on the planet Earth. He's taken quite a liking to a specific type of alcohol grown on that world, known as wine. He might simply act on his own or work for another organization, but he has never sought to create an organization of his own.





Heroes

Crossover episodes, completely different franchises, and new seasons are all methods in which new heroes are introduced and created. Presented below are several pre-made heroes that can be included in your own sessions. Unlike the other creatures listed in this chapter, heroes follow a more standardized version of character creation. Most are identical to a character of their Rank in terms of skills, Edges, and modifiers.

Best Pal Brigadier (Novice)

These color coded heroes are chromatic defenders of justice who aren't afraid to get into the thick of it. While they might not always get along they will always have one another's back when the chips are down. With a clear bug design, the Best Pal Brigade consists of Yellow Bee, Green Dragonfly, Red Scorpion, Black Widow, and Blue Pillbug. They are resolute in the face of danger and schoolwork alike.

Their armor was created by a pair of bug enthusiast doctors looking to manufacture mass producible suits to distribute to first responders and rescue teams in a variety of situations. High heat, high pressure, and high altitude environments, as well as rapid response situations, were all taken into account when these suits were being designed.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 (Increase one Attribute to d8)

Skills: Athletics d4, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Shooting d6, Stealth d4, 6 more Skill Points

Pace: 6; **Parry:** 6; **Toughness:** 5/7 (2)

Hindrances: One Major, Two Minor

Edges: Arcane Background (Transform), Martial Artist, one other Edge

Special Abilities:

- **Armor +2:** Armored suit, two Iconic Armor modifiers.
- **Iconic Weapon:** Str+d6, two Iconic Weapon modifiers.
- **Item Dependency:** If a brigadier loses their Shifter then they cannot Transform.
- **Leaping:** A brigadier can jump 2" vertically and 4" horizontally.
- **Sidearm Blaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for a brigadier. They do not have access to their Iconic Weapon, Sidearm Blaster, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** A brigadier is either Mundane or Hero Tier.

⚡ Hurricane Vanguard (Novice)

Masahiro Matsushita is not the first to bear the burden of the Vanguard title. In a tragic turn of events, the previous user of the Hurricane Driver, Masahiro's brother Makoto, was slain in battle by a mysterious villain. Makoto's dying wish to his brother was that he not let the legacy of the Hurricane Vanguard die with him. The world at large is unaware of this change. Masahiro keeps up a public masquerade about his identity as the "real" Hurricane Vanguard while he desperately tries to learn the rules of this new world he finds himself in. He always watched the old heroes on VHS tapes and now tries to emulate them, though his perception of their heroism often sees him rushing in headfirst without much regard for his well-being.

Armed with incredible speed, aerokinesis, and his empowered martial arts, Hurricane Vanguard vows to fight for those who cannot fight for themselves as a champion of justice. His brother's last wishes drive him forward, but also weigh heavily on him. He hopes he truly is worthy enough to be an inheritor of the name Hurricane Vanguard.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Hobby (Meteorology) d8, Magic d8, Stealth d4, Persuasion d8

Pace: 6; **Parry:** 6;

Toughness: 5/7 (2)

Hindrances: Driven (Major, Be Worthy), Heroic, Vow (Major, Avenge Makoto)

Edges: Arcane Background (Transform), Arcane Background (Magic), Martial Artist

Special Abilities:

- **Armored Suit:** Blue and white suit with a long scarf. +2 Armor, Leaping.



- **Martial Arts:** Str+d4, Reach 1, Knockback 1", +1 on Fighting rolls
- **Powers:** bolt, smite, speed/sloth. **Power Points:** 10
- **Leaping:** Hurricane Vanguard can jump 3" vertically and 6" horizontally.
- **Transform (Altered):** Transforming from Mundane to Hero Tier is an action for Hurricane Vanguard. He does not have access to his Powers, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Hurricane Vanguard is either Mundane or Hero Tier.

⚡ Pink Semior (Novice)

Rosa Monk grew up feeling like an outsider. A half Cuban girl growing up in Stockholm, she had her share of troubles in life. She often withdrew into her love of baking and helped her father, Sven, create beautiful pastries for the family store. She developed a strong sense of right and wrong, and would go toe-to-toe with bullies and others who would punch downward.

In her early teens, something spoke to Rosa. She had been chosen to take up the mantle of a guardian, and she readily accepted. She uses her newfound powers to do battle with all manner of monsters

that threaten her home, and Pink Semior has become something of a folk hero. Clad in a donut themed suit of enchanted armor, no villain can escape Pink Semior's chakrams.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Hobby (Baking)

Research d4, Notice Stealth d6, Persuasion

Pace: 7; **Parry:** 7;

Toughness: 6/8 (2)

Hindrances: Anemic, Bad Luck, Loyal

Edges: Arcane Background

(Transform), Attractive, Martial Artist



Special Abilities:

- **Armored Suit:** Pink, cream, and yellow suit with sprinkles. +2 Armor, Parry +1.
- **Croissant Cutter:** Str+d6+3, 5/10/20, returns when thrown. Focused x3.
- **Antithesis:** Attack and damage rolls against Chosen made by monsters are made at +1.
- **Leaping:** Pink Semior can jump 2" vertically and 4" horizontally.
- **Rise Again:** Pink Semior has a +1 bonus on Soak rolls.
- **Transform (Chosen):** Transforming from Mundane to Hero Tier takes no action for Pink Semior. She does not have access to her Croissant Cutter, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Pink Semior is either Mundane or Hero Tier.

⚡ Iron Champion Daro (Seasoned)

Iron Champion Daro is the heroic alter ego of a young man named James Cornell. After stumbling across a Dig Deep Dominion prospecting group while trying to find a faint voice he heard call out for help, James narrowly escaped but took a tumble into a mineshaft at the local iron mine. It was in this mine that he discovered Ferro, the iron spirit that fused with James and allowed him to transform into Iron Champion Daro.

This Joined hero took it upon himself to listen to Ferro's wish and fight back against the Dig Deep Dominion. When not transformed, James is a hard-nosed but good hearted young man who, despite constant setbacks, does all he can to help those around him with a smile. He's fairly fashionable in a grungy way and keeps his long, straight black hair tied back in a bun.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d10, Notice d8, Persuasion d4, Shooting d6, Stealth d6, Survival d10, Taunt d8

Pace: 7; **Parry:** 7; **Toughness:** 7/10 (3)

Hindrances: Bad Luck, Phobia (Water, Minor), Spendthrift, Stubborn

Edges: Arcane Background (Transform), Block, Charismatic, Counterattack, Danger Sense, Martial Artist

Special Abilities:

- **Armor +3:** Iron Exo-form, Pace +1, Sturdy.
- **Slagsword:** Str+d10, 2 hands, Heavy Weapon, Knockback 2", Parry -1.
- **Boregun:** 1-3d6, Ranged 5/10/20, 2 hands, 3 shots.
- **Of Two Minds:** Daro rolls an additional d6 when rolling to end the Shaken condition
- **Leaping:** Daro can jump 2" vertically and 4" horizontally.
- **Transform (Joined):** Transforming from Mundane to Hero Tier takes no action for Daro. He does not have access to his Slagsword, Boregun, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Daro is either Mundane or Hero Tier.

⚡ Noble Dragoon Orange (Seasoned)

The Chroma Dragoon transformers are a series of devices that were handed down for generations. Tracing their lineage all the way back to Noble Dragoon Black and Noble Dragoon White, each successive generation of Chroma Dragoon transformers broke down into new colors. This tradition carried on for many years, and the Chroma Dragoon transformers were, for a time, regarded as amongst the most important transformers to exist. Noble Dragoon Red and Noble Dragoon Yellow adopted a child that they wished to raise as a normal boy until he would receive the Orange Dragoon transformer.

Unfortunately, things did not go as planned.



John Paul "JP" Light did grow up as a normal boy but only spent a few years outside of the system before he was pulled back in. One night his fathers simply disappeared without a trace. With no other relatives, John Paul returned to the system and moved between temporary homes until his 18th birthday when he set out on his own. Through a combination of luck, support structures, and gumption, JP made a comfortable life for himself. This comfort lasted only until he found himself in the only building from his childhood that he ever called home. A powerful but fleeting thought had called him there and during his trip down memory lane, he discovered something in his parent's study: the Orange Dragoon transformer.

Even now, JP isn't sure he believes what is happening. Monsters? Heroes? A legacy left to him by parents who mysteriously vanished? It's too much and too similar to the comic books he reads. However, despite his disbelief, Noble Dragoon Orange does what is right when confronted with what is wrong. It's not a hallucination, but he doesn't believe he is an inheritor to a legacy. Noble Dragoon Orange does not have an organization he opposes. Rather, if John Paul should come into contact with a monster while on a business trip or vacation he won't hesitate to jump into the fray.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Academics d8, Athletics d6, Common Knowledge d8, Fighting d6, Hobby (Comics) d8, Notice d6, Persuasion d8, Repair d4, Shooting d4, Stealth d6

Pace: 7; **Parry:** 7; **Toughness:** 8/10 (2)

Hindrances: Curious, Doubting Thomas, Quirk (Minor, Easily Impressed)

Edges: Arcane Background (Transform), Common Bond, Jack-Of-All-Trades, Martial Artist, Strong Willed, Sweep

Special Abilities:

- **Armor +2:** Orange armored finery, Leaping x2.
- **Noblesse Halberd:** Str+d8, AP 2, two hands, Reach 1. Range 3/6/12. Blast, Piercing, Throwing.
- **Dragoon Blaster:** 2d6, Range 10/20/40, 5 Shots.
- **Item Dependency:** If Noble Dragoon Orange loses his Shifter then he cannot Transform.
- **Leaping:** Noble Dragoon Orange can jump 4" vertically and 8" horizontally.

- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Noble Dragoon Orange. He does not have access to his Noblesse Halberd, Dragoon Blaster, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Noble Dragoon Orange is either Mundane or Hero Tier.

⚡ Arashi (Veteran)

The Stormbringer chose Arashi, who did not have a choice in the matter. This ancient force of sapient lightning called upon a normal man to act as its herald on Earth, and the two quickly became an urban legend amongst transforming heroes on Earth. A skilled hand-to-hand combatant, Arashi is a vagrant hero who does not claim any one organization as his enemy. Rather, he is a threat to all villains. Having teamed up with Iron Champion Daro, a fellow Joined, and Pink Semior on several occasions, Arashi is among the most wanted enemies of the Dig Deep Dominion and the Sugarpop Thieves.

Contemplative and withdrawn, Arashi does not easily open up to others. Some say that he had a partner in the past who he lost. Others believe that it takes all of his attention to prevent the sheer power of the Stormbringer from destroying him. No one has ever seen Arashi outside of his transformed state, and many believe he is unable to return to his previous life at all.



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Athletics d10, Fighting d8, Common Knowledge d6, Hobby d10 (Foreign Cinema), Intimidation d10, Magic d8, Notice d8, Stealth d4, Survival d8
Pace: 7; **Parry:** 8; **Toughness:** 5/7 (2)
Hindrances: Anemic, Cautious, One Eye, Outsider (Major)
Edges: Acrobat, Arcane Background (Magic), Arcane Background (Transform), Brave, Extraction, Feint, Martial Warrior

Special Abilities:

- **Armor +2:** Storm gi. Absorbing (Electricity), Teflon, Quick.
- **Storm Claw:** Str+d6, +2 on Fighting, +2 Parry, AP 2, Tripping. (Defending x2, Piercing, Tripping)
- **Of Two Minds:** Arashi rolls an additional d6 when rolling to end the Shaken condition.
- **Powers:** *protection, wall walker, warrior's gift*
- **Power Points:** 10
- **Transform (Joined):** Transforming from Mundane to Hero Tier takes no action for Arashi. He does not have access to his Storm Claw, Leaping, Powers, and Armor Special Abilities while untransformed.
- **Tier:** Arashi is either Mundane or Hero Tier.

Space Friend Balm (Veteran)

Balm is a human-passing alien who arrived on Earth after her home planet was destroyed by the Chipchop Pirates. Currently living in hiding, Balm spends her days working at a local farm where she keeps her nose clean but gets her hands dirty. When the Chipchop Pirates rear their ugly heads, she's quick to jump into action and fight back to protect her adopted home.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d10, Common Knowledge d4, Hobby d10 (Agriculture), Notice d8, Shooting d6, Stealth d6, Survival d10, Taunt d8
Pace: 8; **Parry:** 7; **Toughness:** 8/10 (2)
Hindrances: Anemic, Cautious, One Eye, Outsider (Major)
Edges: Arcane Background (Transform), Brave, Bruiser, Common Bond, Elan, Fast Healer, Improved Frenzy, Martial Warrior, Mighty Blow

Special Abilities:

- **Armor +2:** Alien armor, Pace +2, Nimble.
- **Unarmed:** Str+d10.
- **Homeworld Cannon:** 2d8, Ranged 15/30/60, 2 hands, RoF 2, AP 6, 4 shots.
- **Leaping:** Balm can jump 2" vertically and 4" horizontally.
- **Transform (Genetic):** Transforming from Mundane to Hero Tier takes no action for Balm. She does not have access to her Homeworld Cannon, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Balm is either Mundane or Hero Tier.

G.R.E.E.L.L. (Heroic)

G.R.E.E.L.L. is not from our Earth. Born, raised, and modified on an alternate Earth, G.R.E.E.L.L. was an experimental assassin that almost immediately rebelled against his unethical creators. Designed to be an undetectable killing machine, G.R.E.E.L.L. instead applied his powers to answering the calls of the oppressed. Politicians, capitalist, and even the lowly slumlord or abuser were all valid targets for G.R.E.E.L.L.



However, while hunting a morally compromised inventor, G.R.E.E.L.L. discovered that his target was actually a monster from another reality named Thanatar. During this confrontation, a portal was opened that pulled G.R.E.E.L.L. and the shapeshifting fiend into our world. G.R.E.E.L.L. lost his quarry but has not given up. There are a great many monsters in this new world that have actual monstrous abilities and that means they are all potential targets. Many heroes have experienced near defeats in battle when, suddenly and without warning, their opponent will suddenly fall over dead with a large smoking hole through their vitals.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d4, Intimidation d8, Notice d10, Persuasion d4, Shooting d12, Stealth d10

Pace: 8; **Parry:** 4; **Toughness:** 5/7 (2)

Hindrances: Bloodthirsty, Obligation (Major, Kill

Edges: Acrobat, Arcane Background (Transform), Assassin, Calculating, Dead Shot, Double Tap, Improved Level Headed, Marksman, Martial Artist, Soldier, Steady Hands

Special Abilities:

- **Armor +2:** Flowing armor, Climbing,
- Quick x2, Teflon.
- **Focus Rifle:** 2d8+3, Range 15/30/60, AP 4, 2 hands, Shots 4. Might x3, Piercing x2.
- **Leaping:** G.R.E.E.L.L. can jump 2" vertically and 4" horizontally.
- **Transform (Genetic):** Transforming from Mundane to Hero Tier is an action for G.R.E.E.L.L. He does not have access to his Focus Rifle, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** G.R.E.E.L.L. is either Mundane or Hero Tier.

⚡ Star Sentry Cygnus (Heroic)

Star Sentry Cygnus is a celestial hero that stands in staunch opposition to the Nebulon Empire, which is a group of intergalactic warmongers looking to extract the Constellation Energy that grants Cygnus their power. Cygnus knows that if these villains get their hands on this energy, they could turn it into a powerful, world-ending weapon. After a string of attacks, Cygnus made up their mind and fled Earth in order to draw the Nebulon Empire away from their

home. They've spent the better part of two years hopping from solar system to solar system while battling against the Empire with their trusty starship.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d12, Notice d8, Persuasion d6, Piloting d10+2, Repair d8, Shooting d10, Stealth d4, Survival d8

Pace: 9; **Parry:** 13; **Toughness:** 7/9 (2)

Hindrances: All Thumbs, Heroic, Loyal
Edges: Ace, Acrobat, Arcane Background (Transform), Brave, Fleet-Footed, Killer Instinct, Luck, Martial Warrior, Scavenger, Victory Undeniable

Special Abilities:

- **Armor +2:** Star transformation, Parry +5.
- **Northern Cross:** Str+d8+1, 2 hands, Reach 1, AP 4, +1 on Fighting, Deflecting 1.
- **Starblaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Leaping:** Cygnus can jump 2" vertically and 4" horizontally.
- **Transform (Altered):** Transforming from Mundane to Hero Tier is an action for Cygnus. They do not have access to their Northern Cross, Starblaster, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Cygnus is either Mundane or Hero Tier.

⚡ Tempest Runner Knight (Legendary)

The most recent in a long line of Chosen heroes known as Tempest Runners, Knight is one of the most powerful forces on the planet. Blessed by the Forces of Nature, the Tempest Runners are heroes that combat anything that threatens the stability of the planet Earth while wielding the power of wind and martial arts. Some who follow the trends of transforming heroes believe that Hurricane Vanguard might be somehow related to the Tempest Runners.

The current Tempest Runner, Knight, is a no-nonsense woman who is dogged in her pursuit of Earth's safety. She's survived the machinations of at least three different groups determined to harm the planet in one way or another. In her untransformed life, Knight is a simple office worker who keeps her short curly hair cut in a bob. She has a reputation for being a tad cold towards her coworkers but has, as Knight, risked her own life to save them on more than one occasion.



Attributes: Agility d12+1, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d10, Notice d12, Shooting d12+2, Stealth d12

Pace: 7; **Parry:** 8; **Toughness:** 8/12 (4)

Hindrances: Code of Honor, Heroic

Edges: Arcane Background (Transform), Block, Brawler, Bruiser, Counterattack, Danger Sense, Improved Dodge, Improved Tough as Nails, Improved Trademark Weapon (Zephyr Bow), Martial Warrior, Quick, Quick Draw, Steady Hands

Special Abilities:

- **Armor +4:** Gale armor, Pace +1, Leaping 2, Deflecting 1.
- **Zephyr Bow:** 2d6+3, Ranged 12/24/48, Heavy Weapon, Tripping, RoF 2, 10 shots.
- **Leaping:** Knight can jump 4" vertically and 8" horizontally.
- **Transform (Chosen):** Transforming from Mundane to Hero Tier takes no action for Knight. She does not have access to her Zephyr Bow, Leaping, and Armor Special Abilities while untransformed.
- **Hero:** Knight is either Mundane or Hero Tier.

and super weapons. They are built using the rules in the Character Creation section for kaiju (pg 8). Game Masters should feel free to modify those rules as appropriate.

⚡ Bolide Tempest

Bolide Tempest, The Eternal Storm, came into existence when a meteor from space fell to Earth. It entered our atmosphere in a massive out-of-season storm that was causing chaos in the Indian Ocean. However, this asteroid was alien in the very literal sense. Living within the rock was a psionic bacterial lifeform that merged with the storm and formed the body that became Bolide Tempest. Now this sapient whirlwind seeks to colonize Earth in preparation for the arrival of the rest of its species. Bolide Tempest is strongest during storm season and has wrought untold destruction to island nations and coastal cities.

Kaiju

In the overwhelming majority of instances, the only mechanical difference between a Boss Monster and a Kaiju is that the Boss Monster who grows large is that one is simply of Giant Tier. That's the easiest and fastest way to create a giant monster for a team of transforming heroes to fight.

However, some monsters are naturally large and fit into completely different genres. These beasts typically exist in different genres than transforming heroes, and their stats have been built to reflect this. They are terrifying creatures that are lumbering, all destroying nightmares. Kaiju stories are rarely, if ever, power fantasies. They are cautionary tales about emerging fears in our modern world. Nuclear power, the war machine, climate change, and more are all common choices for these parallels.

Building a kaiju is a straight forward affair. They, unlike monsters that use Tiers, follow the basic rules for Savage Worlds and are designed to battle vehicles



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+5, Vigor d12

Skills: Athletics d12, Intimidation d12+6, Notice d12+2

Pace: 40 (2d12 running); **Parry:** 2;

Toughness: 48 (15)

Special Abilities:

- **Armor +15:** Churning winds.
- **Debris Toss:** As an Action, Bolide Tempest can suck in a piece of debris and launch it at high speeds at a target within 20/40/80. This thrown attack deals Str+2d10+20+the object's Size damage in a Cone Template that begins in the target space.
- **Fear -6:** Evacuations are common for hurricanes. Bolide Tempest adds its Fear modifier as a bonus to all Intimidation rolls.
- **Kaiju:** Bolide Tempest has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Size +20 (Gargantuan):** You ever see a hurricane?
- **Tough:** Bolide Tempest has +5 Toughness.
- **Weakness (Meteor Core):** Called Shots can be made against Bolide Tempest's meteor core. Such attacks suffer a -6 penalty but ignore Bolide Tempest's Armor and add +5 damage to the attacker's total. This is the only way to Wound Bolide Tempest, but it can be Shaken by normal attacks.
- **Whirlwind:** Ranged attacks made against Bolide Tempest suffer a -4 penalty.
- **Wounds:** Bolide Tempest is Incapacitated after it takes three Wounds, despite being Gargantuan.

Cryosaur

With the melting of the ice caps, the world will change in ways humanity could never have predicted. The most notable change is the story of Cryosaur. This leather-winged terror that returned to life when the chunk of ice containing it fell into the ocean. While it rested in the water the ice slowly thawed until Cryosaur, the scaled creature that brought about Earth's five Ice Ages, returned to the world to return it to a frozen state.

Some believe Cryosaur is a balancing agent that preserves the planet through frigid destruction while others simply deny the existence of this climate changing creature.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+9, Vigor d12+4

Skills: Fighting d8, Intimidation d10+4, Notice d8, Shooting d12+2

Pace: 15; **Parry:** 6; **Toughness:** 8 (18)

Special Abilities:

- **Armor +18:** Leathery hide.
- **Slam:** Str+2d6+13, Small Burst Template.
- **Cryobeam:** 3d10 damage, Ranged 20/40/80, AP 15.
- **Fear -4:** Everyone points and screams at things like this. Cryosaur adds its Fear modifier as a bonus to all Intimidation rolls
- **Flight:** Cryosaur has a Flying Pace of 40" and Climb 0.
- **Kaiju:** Cryosaur has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Hardy:** Cryosaur does not take a wound from being Shaken twice.
- **Indomitable:** Cryosaur can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.
- **Wing Buffet:** As an action, Cryosaur can violently flap its frost coated wings to create a chilling gale in a Large Burst Template centered beneath it. Creatures in the zone must make a Vigor roll at -4 or suffer a level of Fatigue.
- **Size +13 (Gargantuan):** Cryosaur is only marginally smaller than a glacier.
- **Tough:** Cryosaur has +7 Toughness

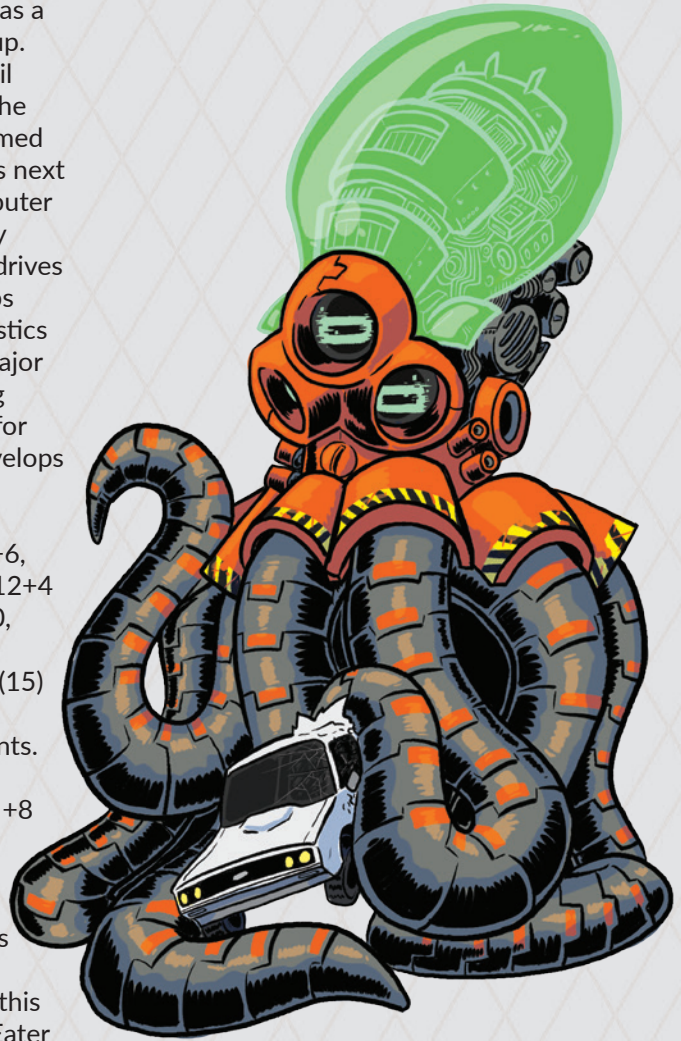
Drive Eater GAIA

Drive Eater GAIA was once a humble octopus with a hunger for mundane prey, like fish and crustaceans. However, its home became filled with trash: wrecked cars, oil spills, and hundreds of tires and plastic bags. Soon food became scarce as the ocean was wrecked by human foolishness and this octopus made a decision. It began to consume the toxic rubbers, plastics, and oils. Other sea creatures that attempted such a feat perished, but not this little cephalopod. Its diet caused a strange change in its form, and it began to grow larger and larger. The already intelligent species grew even more so and began to use the discarded technology it found, such as cell phones, to modify its ever growing body.



First contact with Drive Eater GAIA was a chaotic affair that was quickly covered up. Its hunger drove it toward an offshore oil platform which it promptly destroyed. The ensuing environmental disaster was blamed on an “unfortunate accident,” but GAIA’s next attack on a slow-boat shipment of computer parts was captured on video by a nearby fishing ship. Drive Eater GAIA’s hunger drives it ever forward as it knows that if it stops eating it will begin to shrink. Global logistics have been thrown into utter chaos as major shipping lanes have become the hunting grounds of the elusive kaiju. Many fear for the day that the cybernetic octopus develops an augmentation capable of firing upon planes.

- **Attributes:** Agility d10, Smarts d12+6, Spirit d10, Strength d12+2, Vigor d12+4
- **Skills:** Athletics d12+2, Fighting d10, Intimidation d10+4, Notice d12+2
- **Pace:** 10; **Parry:** 15; **Toughness:** 43 (15)
- **Special Abilities:**
- **Armor +15:** Cybernetic enhancements.
- **Aquatic:** Pace 30.
- **Tentacle:** Str+2d8+13, AP 15, Parry +8
- **Consume:** Drive Eater GAIA can devour a large amount of machines, such as a column of destroyed tanks, as an action. Its Size increases by one upon eating such things.
- **Fear -4:** Emerging from the depths, this kaiju instills fear into sailors. Drive Eater GAIA adds its Fear modifier as a bonus to all Intimidation rolls.
- **Kaiju:** Drive Eater GAIA has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Laser:** 4d10, Range 100/200/400, AP 30, RoF 1.
- **Size +13 (Gargantuan):** Too big for normal takoyaki.
- **Tough:** Drive Eater GAIA has +5 Toughness.
- **Weakness (Hunger):** If Drive Eater GAIA does not eat toxic materials once every three days, its Size and Smarts are reduced by one. Thankfully, the ocean is full of mismanaged corporate waste.



⚡ Emperor Guil

The humble crayfish is humble no more. Emperor Guil has been lurking beneath the surface of the Mississippi River for untold centuries, only to be awoken by the repeated hammering storms and flooding that have disturbed its slumber. Standing at almost 125 feet and weighing tons upon tons, Emperor Guil rises from the depths in an enraged frenzy and punishes the corruption that caused it to wake. With massive claws and thick powerful armor, Guil is on the weaker end of the kaiju spectrum but is still more than powerful enough to level the smog spewing factories that stand in its way.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d12+1
Skills: Athletics d8, Fighting d12+1, Intimidation d10+2, Notice d6, Shooting d10
Pace: 25 (2d6 running); **Parry:** 10;
Toughness: 43 (19)

Special Abilities:

- **Armor +19:** Chitin plating.
- **Pincer:** Str+2d8+9, AP 40, Parry +2, Small Burst Template.
- **Bubble Blast:** 2d12+9, Cone template, AP 15.
- **Fear -2:** Everyone points and screams at things like this. Guil adds its Fear modifier as a bonus to all Intimidation rolls.
- **Kaiju:** Guil has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Hardy:** Emperor Guil does not suffer a wound from being Shaken twice.
- **Indomitable:** Guil can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.
- **Size +11 (Huge):** Emperor Guil is over 60' tall.
- **Tough:** Emperor Guil has +5 Toughness.

Gerabato

Hailing from the Russian wilderness, Gerabato was awoken by the roar of artillery and the shaking of the earth. It burst out of the Caspian sea and cut a swath of destruction through southern Russia before retreating into Siberia where it has remained hidden ever since. This furred, knuckle-dragging creature vaguely resembles a bear crossed with an ape. A maw of fangs juts from a snubbed snout beneath two eyes smoldering with fury.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2
Skills: Athletics d10, Fighting d10, Intimidation d12+4, Notice d10
Pace: 30 (3d6 running); **Parry:** 7; **Toughness:** 37 (15)

Special Abilities:

- **Armor +15:** Dense skin and fur.
- **Slam:** Str+2d10+9, AP 25, Medium Burst Template.
- **Fear -4:** More terrifying than a bear charging toward you is a giant bear monster charging toward you. Gerabato adds its Fear modifier as a bonus to all Intimidation rolls

- **Kaiju:** Gerabato has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Hardy:** Gerabato does not take a Wound from being Shaken twice.
- **Indomitable:** Gerabato can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.
- **Overrun:** Gerabato can charge up to its Pace. Objects and creatures in the path it charges must make an Athletics or handling (Boating, Driving, or Piloting) check opposed by Gerabato's Fighting roll. On a failed roll, the creature takes damage equal to Gerabato's Slam (without the Medium Burst Template).
- **Size +9 (Huge):** Bigger than a whale, smaller than another kaiju.
- **Tough:** Gerabato has +4 Toughness.

Oakkuro

It took decades for the Three Mile Island Accident's most dangerous threat to emerge. A simple oak tree was planted not long before the release of radiation into the area surrounding the nuclear reactor. As the sapling matured and grew, it absorbed the radiation. Its bark hardened and grew black as it rapidly expanded at an unprecedented rate. However, no one in the area paid mind to nature or how, over the course of 20 years, there was now a tree where there once was not.

As the oak tree grew, it soon gained a primeval awareness of the world around it. By the early 21st century, the mighty creature now known as Oakkuro became ambulatory and developed a deep, powerful hunger for its animating essence: nuclear energy.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+9, Vigor d12+4
Skills: Athletics d10, Fighting d12, Intimidation d10+2, Notice d6
Pace: 30 (2d6 running); **Parry:** 8; **Toughness:** 52 (23)

Special Abilities:

- **Armor +23:** Blackened bark.
- **Root or Branch:** Str+2d10+14, AP 45, Medium Burst Template.
- **Fear -2:** It's a giant, violent tree but... it's still technically a tree. Oakkuro adds its Fear modifier as a bonus to all Intimidation rolls.
- **Kaiju:** Oakkuro has Heavy



Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.

- **Hardy:** Oakkuro does not take a wound from being Shaken twice.
- **Indomitable:** Oakkuro can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.
- **Size +14 (Gargantuan):** Oakkuro is taller than the mightiest oak tree.
- **Tough:** Oakkuro has +5 Toughness.

⚡ Prince Lazilo

The prince of kaiju, Lazilo is from a time and place unknown to the civilizations of the world. It emerged from the depths of the ocean one day and began to wreak havoc on the Australian coast. It returned to the depths not long after only to emerge mere weeks later on the shores of South Korea. This scaled, part fish, and part lizard monstrosity is widely regarded as the most dangerous of their ilk.

Attributes: Agility d6, Smarts d6(A), Spirit d12, Strength d12+12, Vigor d12+6

Skills: Athletics d12, Fighting d12+3, Intimidation d12+5, Notice d8, Shooting d12
Pace: 35 (3d6 running); **Parry:** 9; **Toughness:** 64 (27)

Special Abilities:

- **Armor +27:** Scaley hide
- **Claw or Tail:** Str+2d12+16, AP 35, Medium Burst Template.
- **Fear -5:** Everyone points and screams at things like this. Prince Lazilo adds its Fear modifier as a bonus to all Intimidation rolls
- **Kaiju:** Prince Lazilo has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Hardy:** Prince Lazilo does not take a wound from being Shaken twice.
- **Indomitable:** Lazilo can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.
- **Laser Breath:** As an action, Prince Lazilo can emit a beam of energy 30" long and 5" wide. Creatures in the path of this beam must make a Vigor check opposed by Lazilo's Shooting roll. On a failed check, the creature takes 4d8 damage with AP 5. If Lazilo gets a raise this attack deals 5d8 damage with AP 10.

- **Size +16 (Gargantuan):** The prince can easily pick up an aircraft carrier in a single claw.
- **Tough:** Prince Lazilo has +10 Toughness

⚡ Rafflesia

In a corner of the world "passed through" and promptly "forgotten about" by the "civilized world," a mass grave that "never existed" fertilized the earth which soon gave birth to a new type of flower. With the scent of rotting corpses oozing from its petals, Rafflesia is a threat that is smelled before it is seen. With multiple wailing buds, Rafflesia is a strange kaiju that many hypothesize has a human-like intelligence. Its targets are very specific. It only targets military installations and heavily favors those of the United States. Many first person records have recorded Rafflesia simply walking past a heavily populated city, looking at the city, and then losing interest. Its only recorded attacks have been on military bases.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+2, Vigor d12+5

Skills: Athletics d12+1, Fighting d10, Intimidation d10, Notice d4

Pace: 10; **Parry:** 7; **Toughness:** 40 (10)

Special Abilities:

- **Armor +10:** Plant flesh.
- **Bite:** Str+2d8+10, AP 30
- **Corpse Scent:** Living creatures within 40" of Rafflesia must make a Vigor check at -4 or become Distracted for the next 24 hours. Living creatures gain a level of Fatigue every 30 minutes they are inside the aura.
- **Entangle:** Rafflesia can cast the *entangle* Power with the *strong* modifier in a Large Burst Template as an action.
- **Fear -1:** The sight isn't as scary as the smell. Rafflesia adds its Fear modifier as a bonus to all Intimidation rolls.
- **Kaiju:** Rafflesia has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Immunity:** Rafflesia's dampness renders it immune to fire-based attacks.
- **Indomitable:** Rafflesia can only suffer a maximum of one Wound from a single attack, regardless of the attack's damage.
- **Size +10 (Huge):** Even perpetually wilted, Rafflesia is massive.
- **Tough:** Rafflesia has +10 Toughness.
- **Tremorsense:** Rafflesia is blind to

creatures that are not touching the ground. It gains a +4 bonus to Notice checks made to detect creatures that are touching the ground.

- **Wail:** As an action, Rafflesia can make an Intimidation check against all creatures within 10" of it. Creatures that fail must roll on the Fear Table.

⚡ Shoria

The massive cat-like Shoria arose when a hiker traveling along Skeleton Gorge on Cape Town's legendary Table Mountain tossed a rock into a chasm. The rock, unfortunately, caused a chain reaction of dislodged sediment that ultimately cascaded downward and landed directly on Shoria's slumbering head. This hulking quadrupedal beast has appeared numerous times throughout history and has left a trail of destruction in its wake each time. Its claws can rend through reinforced steel and its sabretooth fangs have a biting pressure unseen before in Earth's history.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+7, Vigor d12+2

Skills: Athletics d8, Fighting d10, Intimidation d12+4, Notice d12+2

Pace: 35 (3d10 running); **Parry:** 7;

Toughness: 42 (16)

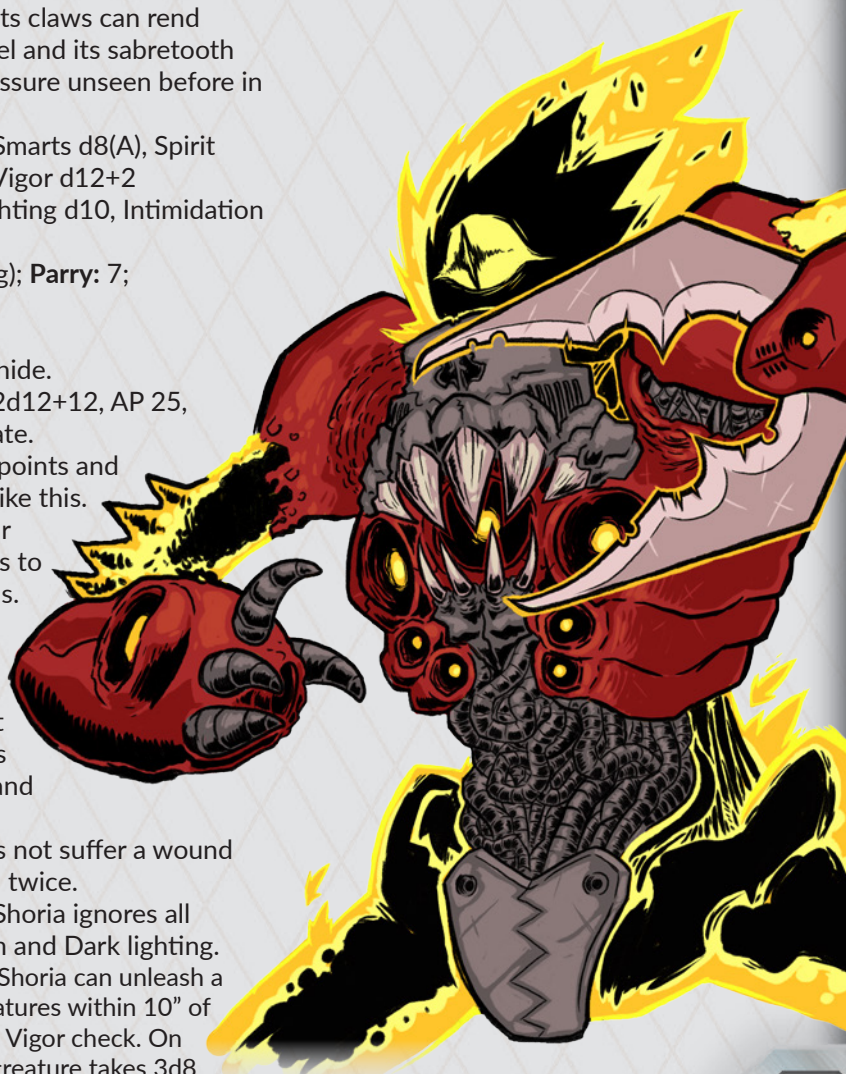
Special Abilities:

- **Armor +16:** Thick hide.
- **Bite or Claw:** Str+2d12+12, AP 25, Small Burst Template.
- **Fear -4:** Everyone points and screams at things like this. Shoria adds its Fear modifier as a bonus to all Intimidation rolls.
- **Kaiju:** Shoria has Heavy Armor and its attacks are Heavy Weapons. It adds its Size Bonus to melee damage and attacks.
- **Hardy:** Shoria does not suffer a wound from being Shaken twice.
- **Low Light Vision:** Shoria ignores all penalties from Dim and Dark lighting.
- **Roar:** As an action, Shoria can unleash a bellowing roar. Creatures within 10" of Shoria must make a Vigor check. On a failed check, the creature takes 3d8 damage. This roar shatters windows, pops tires, and can potentially crumble buildings.

- **Size +12 (Gargantuan):** Shoria is an absolutely massive sabretooth-like creature.
- **Tough:** Shoria has +5 Toughness.

Random Kaiju Generator

Presented on the next page is a series of tables that can be used to create completely random kaiju. All kaiju begin with +10 Armor and Toughness, Pace 20 (2d6 running), and a natural attack that deals Str+2d8 damage with AP 15. Draw for each column on the Base Kaiju Table. After that, roll 1d6 (which does not Ace) on the Kaiju Abilities Table. You can redraw redundant cards, such as redrawing Slow Regeneration when you already have Fast Regeneration.



Kaiju Base Generator

Kaiju have +10 Armor and Toughness, Pace 20 (2d6 running), and a natural attack that deals Str+2d8 damage with AP 15.

Card	Strength	Smarts	Vigor	Other Attributes	Skills	Size	Fear
2-3	d10	d4(A)	d10	d4	Fighting d6, Intimidation d8, Notice d4	+10	-1
4-6	d12	d4	d12	d6	Fighting d8, Intimidation d4, Notice d6	+11	-2
7-8	d12+2	d6(A)	d12+1	d6	Athletics d10, Fighting d6, Intimidation d6, Notice d6	+13	-2
9-10	d12+6	d6	d12+2	d8	Athletics d6, Fighting d10, Intimidation d8, Notice d6	+15	-3
Jack-Queen	d12+8	d8	d12+4	d10	Athletics d4, Fighting d4, Intimidation d12, Notice d12+1	+17	-3
King	d12+11	d10(A)	d12+6	d12	Fighting d10, Intimidation d10, Notice d10, Stealth d8	+18	-4
Ace	d12+12	d10	d12+8	d12+1	Athletics d12+2, Fighting d10, Intimidation d10, Notice d8	+19	-5
Joker	d12+15	d12	d12+10	d12+2	Athletics d10, Fighting d12+2, Intimidation d10, Notice d10	+21	-6

Tanks and Kaiju

Some of these kaiju can be easily defeated by existing tanks and cannons in the *Savage Worlds Explorer's Edition* core book. It's for this reason that we highly recommend that tanks are counted as troops rather than individual units during sessions revolving around kaiju. This does not alter the base statistics of the tanks that make up the group, but they only make one attack as a group using identical weapons.

For example, a cavalry troop of nine M2 Bradley tanks has a Toughness equal to the listing for the M2 Bradley in the core rulebook. When this division would take an amount of damage that would destroy a single tank, the entire group is destroyed due to the sheer scale of the kaiju they are engaging. When they attack, they roll the damage for a single attack instead of rolling for nine different attacks.

Kaiju Abilities Table

Roll 1d6. The kaiju draws that many cards. Redraw weaker cards that are redundant (such as drawing Slow Regeneration and Fast Regeneration).

Card	Black Result	Red Result
2	+20 Armor	Infravision Special Ability
3	+10 Pace	Low Light Vision Special Ability
4	Empowered Attack: The kaiju's natural attack does Str+2d10 damage and has AP 35	Increase Fear modifier by -2
5	Slow Regeneration Special Ability	+10 Armor
6	Ranged Attack: The kaiju's natural attack becomes an attack with a range of 100/200/400. Its Fighting die becomes its Athletics or Shooting die	+15 Armor Piercing on all attacks
7	Hardy Special Ability	Aquatic Special Ability
8	Poison (-4) Special Ability	+5 Pace and increase running die size once
9	Burrowing Special Ability	Undead Special Ability
10	Hover: The kaiju's Pace is halved and becomes a flying Pace with hover	Fast Regeneration Special Ability
Jack	Extra Limbs: Roll a d4 and add the appropriate limbs: 1: 1d6 arms; 2: 1d8 legs; 3: Tail or Tendril; 4: Head	Super Screech: As an action, all creatures in a Large Burst Template centered on the kaiju must make a Vigor check at -6. On a fail they are Shaken and take one Wound. After using this action, the kaiju cannot use it again for three turns.
Queen	Flight speed equal to Pace	+7 Toughness
King	Construct Special Ability	Large Weapons: The kaiju's natural weapon increases the die size of its damage once.
Ace	Indomitable Special Ability	Immunity to 1d4 Trappings
Joker	Return: When the kaiju would be killed or incapacitated it appears thoroughly defeated. However, at an inconvenient time for the "victors" it heals two Wounds and resumes its rampage.	Spawn: The kaiju has smaller versions of itself or creatures it has a symbiotic relationship with. These creatures are far smaller than the kaiju but aid it by attacking nearby humans. Create seperately. Draw once on this chart for their Special Abilities.



Example Villain Group

Fire Team Omega, the villains of the Plot Point Campaign included at the end of this book, are presented here in their entirety for ease of reference and to assist you in understanding how to design an entire organization of villains for a campaign.

With Boss Monsters ranging from Novice to Seasoned, a leader of Legendary Rank, and several Novice minions, Fire Team Omega is a healthy baseline for a low powered campaign. It's important to ensure that there is enough variety amongst your Boss Monsters to keep each fight fresh. Many groups won't have multiple types of minions at each Rank like Fire Team Omega, but minions should receive minor improvements when heroes ascend from Rank to Rank.

⚡ Aqual Armiger (Veteran Hero)

The power of the Aqual Armiger is beyond compare. Contained within a device of unrusting metal with a self-suspended orb of constantly swirling water known as the Aqueous Ring, the Aqual Armiger controls the very forces of water against threats to the universe. Fire Chief Champat created the Aqueous Ring in a time of great need. She bestowed it to her most trusted lieutenant, who unfortunately perished during the conflict. Many members of Fire Team Omega have tried to link themselves to the Aqueous Ring, but none have succeeded. It takes powerful determination and a hardy body to wield such power.

Unlike the other entries in this section, the Aqual Armiger is not one specific person. Within the confines of any given campaign, these abilities can fall into the hands of anyone. The nature of this twist is contained within Fire Team on the Scene, the Plot Point Campaign in this book. For those who do not wish to learn this secret, skip to the Aqual Armiger's stat block.

The two individuals who might obtain the power most often are, surprisingly, Sumika Ishimori and a recurring Fire Team grunt rival. If her teammates do not pay attention to Sumika struggling to come to terms with the fact that her mother did not create a Shifter for her or were particularly insensitive to her, she becomes the Armiger. If, during the course of the campaign, the Game Master decides to include

a recurring Fire Team grunt who becomes a sort of rival to the heroes, the grunt obtains the power if Sumika rejects it.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d8, Hobby (Rescue Operations) d10, Notice d8, Shooting d8

Pace: 6; **Parry:** 9; **Toughness:** 10 (2)

Edges: Block, Command, Command Presence, Counterattack, Hold the Line!, Sweep

Special Abilities:

- **Armor +2:** Armored firefighter's jacket.
- **Tidal Cutlass:** Str+d6, Parry +2
- **Immunity (Fire):** The Armiger's watery blessings render them immune to fire.
- **Leaping:** The Armiger can jump 2" vertically and 4" horizontally.
- **Transform (Genetic):** Transforming from Mundane to Hero Tier takes no action for the Armiger. They do not have access to their Tidal Cutlass, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** The Armiger is either Mundane or Hero Tier.

⚡ Battalion Chief Flambay (Seasoned Boss Monster)

Battalion Chief Flambay might seem out of place in a fire fighting brigade at first glance. With his flaming head, Flambay seems more arsonist than firefighter. His initial encounter with Fire Chief Champat was a violent one that ended with her sparing his life. Flambay was once a ruthless pyromanic that burned entire worlds to cinder. Now he works to fight that which he is as the proud second-in-command of Fire Team Omega.

Beloved by his minions and held in high esteem by Fire Chief Champat, he leads his grunts with endless vigor and pride in his work. Due to his competence and spirit, Fire Chief Champat bestowed him with the Hydro-Axe, which is a powerful axe made of semi-solid water that requires the utmost concentration of his peerless combat capabilities. A mistake with the Hydro-Axe could be the last he would ever make.

Flambay is an absolutely massive alien with a burning head that he can ignite and extinguish at will. He wears his emblazoned jacket with pride. Two massive, rounded pauldrons with the Fire Team's crest rest on his shoulders and drape his barrel-shaped chest.

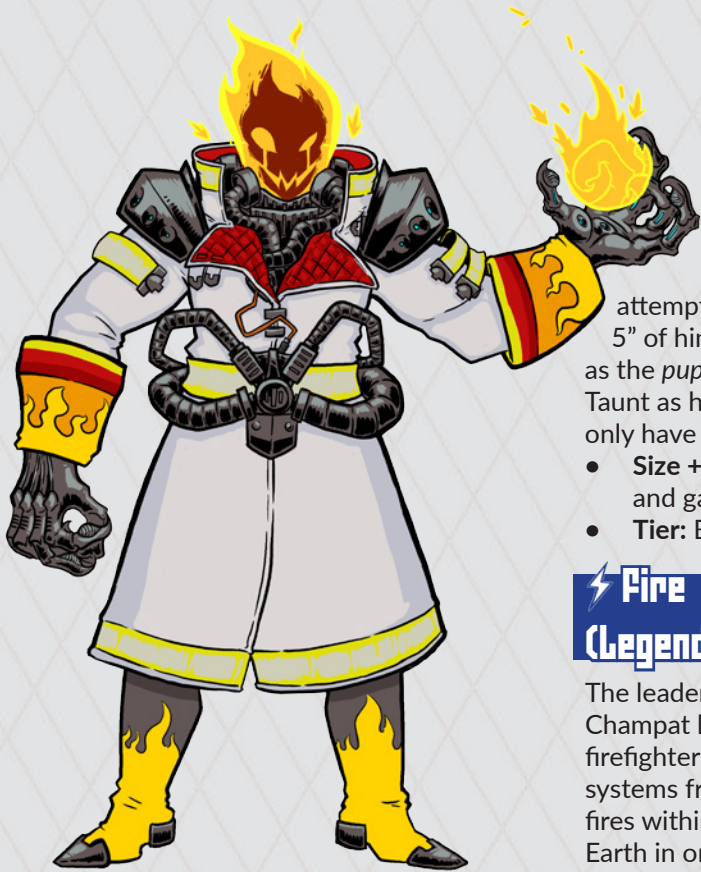
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d8, Hobby (Rescue Operations) d10, Notice d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Edges: Block, Command, Command Presence, Counterattack, Hold the Line!, Sweep

Special Abilities:

- **Armor +1:** Armored firefighter's jacket.
- **Hydro-Axe (Melee):** Str+d6, Knockback 1".
- **Hydro-Axe (Ranged):** 2d6, Ranged 5/10/20, Knockback 3", Tripping.
- **Immunity (Fire):** Flambay's nature and armor render him immune to fire.
- **Size +2:** Flambay is significantly larger than a normal human.
- **Tier:** Flambay is Hero Tier.



⚡ Burgle Bookie

(Seasoned Boss Monster)

The official treasurer for Fire Team Omega, Burgle Bookie is a golden skinned alien with long, sinewy arms and legs and massive eyes with dollar sign irises. He wears a suit made of the same materials as the fireproof jackets that the rest of the squad wears. Others would describe Burgle Bookie's personality as sketchy and his voice as slimy. While many in Fire Team Omega don't like him, they can't deny that he keeps the books clean and the trucks running.

Attributes: Agility d6, Smarts d12+1, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Investigation d10, Hobby (Accounting) d12, Notice d8, Taunt d8, Thievery d10

Cha: 2; **Pace:** 7; **Parry:** 7; **Toughness:** 10 (3)

Edges: Block, Charismatic, Elan, Team Player
Special Abilities:

- **Ledger:** Str+d8, Heavy Weapon.
- **Coin Toss:** 1-3d6, Ranged 5/10/20.
- **Hardy:** Burgle Bookie does not take a Wound from being Shaken twice.
- **Mesmerizing Bribe:** As an action, Burgle Bookie can attempt to mesmerize a creature within 5" of him with a rare coin. This functions as the *puppet* Power and Burgle Bookie uses Taunt as his arcane skill. Burgle Bookie can only have one creature bribed at a time.
- **Size +2:** Burgle Bookie is lean but tall and gangly.
- **Tier:** Burgle Bookie is Hero Tier.

⚡ Fire Chief Champat

(Legendary Boss Monster)

The leader of Fire Team Omega, Fire Chief Champat has taken up the noblest ideal a firefighter can pursue and protects solar systems from the largest, most dangerous fires within reach: their suns. She arrived on Earth in order to use it as a staging ground for her "rescue operation" and sends out members of Fire Team Omega on "requisition missions" to gather the necessary materials and support required to complete their mission.



Fire Chief Champat is easily frustrated when the creatures of Earth cannot understand the danger the sun poses to them. At any moment, it could send a solar flare in the direction of the planet or go supernova. Some missions are “public persuasion” missions to win over the populace (who promptly run screaming from the bellowing, soapboxing monsters), others are material requisition (such as stealing entire lakes of water), while even more are “training drills” where they set a building on fire and then attempt to put it out (without evacuating it).

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d10, Vigor d12+2

Skills: Academics d6, Athletics d8, Fighting d12+1, Hobby (Rescue Operations) d12+2, Magic d12, Notice d10, Occult d8, Persuasion d8, Shooting d10

Pace: 6; **Parry:** 8; **Toughness:** 13 (3)

Edges: Block, Brawny, Combat Reflexes, Improved Dodge, Improved Nerves of Steel, Quick, Trademark Weapon, Tough as Nails

Special Abilities:

- **Armor +3:** Chief’s uniform.
- **Empower:** Champat can use her powers to grow her allies. A Hero Tier creature she empowers grows in size and becomes Giant Tier.
- **Flight:** Champat has a flying Pace of 8” and Climb 2 thanks to the torrent of water she can generate at her waist.
- **Hydrant Staff:** Str+d10, Knockback 5”.
- **Hardy:** Champat does not suffer a wound from being Shaken twice.
- **Immunity (Fire):** Champat’s nature and armor render her immune to fire.
- **Powers:** *Barrier, bolt, havoc, pummel.*
- **Power Points:** 15
- **Size +1:** Champat is a tall alien.
- **Tier:** Champat is Hero Tier.



Fire Team Axeman

(Novice Minion)

Axemen chop down anything that gets in the way of the Fire Team’s work. Their large fire axes are made of an extraplanar metal and honed to a fine edge. They’re the first to arrive on the scene and protect their much frailer counterparts, the hosiers, from harm. Much like hosiers, an axeman’s uniform consists of neon yellow armor strips, thick khaki-colored trousers, soft helmets, and bright white eyes.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d8, Hobby (Rescue Operations) d6, Notice d8

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Edges: Dodge

Special Abilities:

Armor +1: Fireman’s jacket.

Fire Axe: Str+d4, Parry -1.

Tier: Fire Team minions are Mundane Tier.

Fire Team Elite

(Veteran Minion)

These black uniformed grunts serve as the personal staff of Fire Chief Champat. She occasionally reassigns them to aid her command staff on particularly difficult or important missions. Early in the *Fire Team on the Scene* campaign, these minions are exceedingly rare, but the frequency in which they appear increases as Champat begins to judge the team as a greater threat.

Their equipment is highly advanced and allows them greater flexibility in the field. Their equipment might vary as they are allowed greater flexibility in their armaments and tools than the common Fire Team Grunt. They are easily identified by their cyclopean, reinforced helmets. Particularly noteworthy Fire Team Elites might even become recurring Hero Tier antagonists or Wild Cards!

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d10, Fighting d8, Hobby (Rescue Operations) d6, Notice d8
Pace: 6; **Parry:** 7; **Toughness:** 8 (2)
Edges: Block, Combat Acrobat, Improved Dodge, Two-Fisted
Special Abilities:

- **Armor +2:** Elite jackets.
- **Hand Axes:** Str+d6. Two axes.
- **Boomerang Axes:** Str+d6, Range 5/10/20. Thrown hand axes return to the Elite's hands after the attack.
- **Tier:** Fire Team minions are Hero Tier.

Fire Team Hosier (Novice Minion)

Hosiers make up the fire-quenching grunts of the Fire Team. Their blasters are hose nozzles that fire high pressure blasts of water. Hosiers are incredibly weak in melee and rely on axemen to keep heroes away from them. Much like axemen, a hosier's uniform consists of red armor, thick khaki-colored trousers, soft helmets, and bright yellow reflection trim.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4
Skills: Athletics d4, Fighting d4, Hobby (Rescue Operations) d6, Notice d8, Shooting d8
Pace: 6; **Parry:** 4; **Toughness:** 4
Edges: Dodge, Firing Synergy
Special Abilities:

- **Punch:** Str+1.
- **Blaster:** 2d6, Range 10/20/40, Knockback 1"
- **Tier:** Fire Team minions are Mundane Tier.

⚡ Fool Log (Novice Boss Monster)

Fool Log is a stack of highly flammable but slow burning wood brought to life to wreak havoc. Not particularly intelligent, the Fool Log is prone to pratfalls, awful puns, and off-key caroling. Its massive form smolders and smokes constantly and resembles a log cabin with wooden arms and legs.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Hobby (Holidays) d8, Notice d4, Survival d10
Pace: 8; **Parry:** 6; **Toughness:** 9 (1)
Edges: Frenzy, Nerves of Steel
Special Abilities:

- **Armor +1:** Wooden body.
- **Slam:** Str+d4. Creatures struck by this attack must make an Agility check or they catch on fire and suffer a -1 to all rolls and Parry until the end of their next turn.
- **Hardy:** Fool Log does not suffer a wound from being Shaken twice.
- **Immunity (Fire):** Fool Log is literally on fire.
- **Size +2:** Fool Log is larger than a person but smaller than an actual log cabin.
- **Weakness (Water):** Fool Log is literally on fire. What puts out fire? If Fool Log is doused with an appropriate amount of water, he gains a level of Fatigue.
- **Tier:** Fool Log is Hero Tier.



⚡ Pump Chump

(Novice Boss Monster)

Pump Chump is the code name of two entities with nearly identical forms. The two Pump Chumps are a pair of masculine, life-mated aliens that have been greatly augmented in order to use a highly advanced power suit that can quickly drain water from sources they target. They are compassionate leaders who treat their grunts like their own children.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d6, Hobby (Plumbing) d12, Notice d6, Shooting d10

Pace: 5; **Parry:** 5; **Toughness:** 10 (3)

Edges: No Mercy

Special Abilities:

- **Armor +3:** Power suit.
- **Power Fist:** Str+d6, Knockback 2"
- **Drainage:** As an action with a Shooting roll, Pump Chump can fire a bullet of water from its central nozzle at a target within 5/10/20. This bullet deals 2d4 damage. If Pump Chump is Engorged, this attack instead deals 2d6+2 damage with Knockback 3", and after it is resolved, it is no longer Engorged.
- **Engorge:** When adjacent to a large body of water, Pump Chump can use its action to drain up to 200 gallons of water from the source and Engorge itself. It can use its action to empty its water reserve in a harmless manner.
- **Size +1:** Pump Chump is slightly larger than a human.
- **Tier:** Pump Chump is Hero Tier.

⚡ Rebreather

(Seasoned Boss Monster)

Rebreather is an alien that had to adapt to the harsh climate of Earth by sealing itself completely within a hard suit.

Looking something like an astronaut and a firefighter merged together, this creature is Fire Team Omega's low oxygen specialist. Its voice is muffled due to the fact that its communicator was destroyed during a previous mission, and they haven't yet replaced it.

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d8, Vigor d4

Skills: Athletics d6, Fighting d6, Hobby (Pet Grooming) d8, Notice d4, Persuasion d8, Shooting d10

Pace: 8; **Parry:** 5; **Toughness:** 12 (6)

Edges: Level Headed, Strong Willed

Special Abilities:

- **Armor +6:** Hard suit.
- **Slam:** Str+d6.
- **Breathless:** Rebreather does not need to breathe.
- **Size +2:** Rebreather's suit is quite bulky.
- **Suction Vacuum:** As an action, Rebreather can uncork its vacuum filter and attempt to suck in a target within 10" of it. If the target is animate, it must make a Strength check opposed by Rebreather's Shooting check. On a failed check, the target takes 3d6 damage and is pulled 3" closer to Rebreather. If the target cannot move any closer to Rebreather, it takes an additional d6 of damage equal to each remaining inch that it would have been pulled before reaching Rebreather.
- **Tier:** Rebreather is Hero Tier.

⚡ Ruff Rider

(Novice Boss Monster)

Ruff Rider is Fire Team Omega's firehouse dog. A monstrous dalmation-like creature, Ruff Rider can smell smoke long before a fire even catches. Some believe that Ruff Rider is the one starting these fires while others might say that's just paranoia. Most of Fire Team Omega tries to think that Ruff Rider is just being a real 'go-getter.'

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Athletics d8, Fighting d6, Knowledge (Grooming) d8, Notice d4, Persuasion d8

Pace: 8; **Parry:** 5; **Toughness:** 9

Edges: First Strike, Improved Extraction

Special Abilities:

- **Bite:** Str+d6, AP 1.
- **Animal Ken:** Ruff Rider can communicate with normal dogs.
- **Size +2:** Way too big to be a real dog.
- **Super Bark:** As an action, Ruff Rider can unleash a powerful bark in a Cone Template. Creatures in the template must make a Vigor roll at -1 or take one Wound. Once used, Ruff Rider cannot use Super Bark on its next turn.
- **Tier:** Ruff Rider is Hero Tier.

Fire Team on the Scene

Fire Team on the Scene is a Plot Point Campaign that takes a group of characters from character creation to the beginning of Veteran Tier. A group of intergalactic firefighting aliens lands on Earth and declares that it is now their “staging ground” as they attempt to protect Earth from the most dangerous fire of all: the sun.

The team gathers together, gains their powers, and fights back against the misguided Fire Team Omega as they protect the sun from being extinguished and their city from being overrun with militant aliens.

Introduction

The city of Bright Lake is a quiet hamlet of modernity nestled against a forested backdrop. The characters of this adventure are all local high school students who find themselves swept up by the whims of fate to fight against an intergalactic threat.

The characters have a chance encounter with the outmatched Sumika and Ken, who are two fellow students who have the tools needed to stop the monsters but not the ability. After obtaining their transformation Shifters from the two, they push back Fire Team Omega’s first brigade and become the heroes the planet needs to survive. Contending not just with an alien enemy, the group must balance their social lives, the rigors of academia, and keeping their identity as heroes a secret from the world at large. You know, normal teen stuff.

Variant: An Adult Team

If your players don’t want to play high schoolers that’s perfectly acceptable. Not everyone is capable of it. The campaign requires only minor alterations to update it for adult characters. Perhaps they all work at the same company or they just happen to be in the right place at the right time to meet adult versions of Sumika and Ken. The headquarters might be a secret lair in the heart of downtown or the fringes of the forest.

Tests can easily become “Quarterly Reviews” where the company evaluates the performance of the character over the past three months. The characters still need to select a specialized Knowledge skill to show competence in their job, and the single roll

they make does not reflect a single test, but rather their entire performance for that quarter. Make changes as you see fit to “adult-ify” *Fire Team on the Scene*.

Key Characters

Presented below are quick descriptions of the most important characters that the party will encounter during the course of the campaign. This list does not include unique characters that are important to specific player characters. Game Masters are encouraged to create these close personal ties alongside their players.

Dr. Ishimori and Dr. Brandt

Sumika and Ken’s mothers, respectively, were two genius scientists that were researching a way to protect emergency responders during natural disasters. Their highly advanced technology led to the creation of the Shifters. They manufactured a wide array of specialized prototypes, but, before they could complete their work, the two perished in a drunk driving accident. Though these two genius doctors do not appear in the adventure itself, their legacy lives on through their children and the recordings of their research they left behind.

Fire Team Omega

Unlike a lot of tokusatsu villains (and villains in general), Fire Team Omega is not hand-wringingly evil. They genuinely believe they are doing the right thing by fighting the fire that is the sun. They don’t desire conflict but also don’t fully understand human norms like the value of individual life. They believe in saving the whole of Earth, and if that means the extinction of Bright Lake then so be it. They do, however, stress that the “artificial sun” they will replace the real sun with is entirely harmless and that Earth will only notice the difference between the two “sometimes.”

All members of Fire Team Omega share a similar uniform consisting of bright reds, khaki, and fluorescent yellow. The key figures of Fire Team Omega are described at greater length in their individual entries in the Building Enemies section of this book (pg 38).



The highest ranked member is Fire Chief Champat followed closely by Battalion Chief Flambay, her right-hand man. All members of Fire Team Omega idolize these two intergalactic “heroes” and would gladly explode in the line of duty for them.

Ken Brandt

Ken is a straight laced and incredibly serious young man. Naturally untrusting, Ken’s only companion is Sumika and that’s the way he prefers it. Content to spend the vast majority of his time in his mother’s abandoned lab, completely isolated from the outside world, Ken is a stilted outsider with a deep lack of social grace to the point of being rude and abrasive. He’s deliberate in his choices and prefers to think quickly before acting, a dangerous compliment to Sumika’s similar “rush in” instincts.

A third generation American, Ken grew up in a single parent household and was quite a ‘momma’s boy.’ When his mother began working with Dr. Ishimori, Ken met Sumika who helped him to dull some of his edges, though he is still plenty prickly. He grew up immersed in his mother’s work and continues to try and make heads or tails of what she left behind. Unlike Sumika, Ken is rather relieved that he cannot transform. He hides his fear of battle well and, despite his hesitations, will rush into battle alongside his friend if need be.

Ken is quite short for a boy of his age, though this doesn’t seem to bother him. He keeps his auburn hair in a very tight side-part which, in a combined effort with makeup, covers the large scar on the side of his forehead. He typically wears comfortable, non-restricting clothing over his muscular frame such as shorts and hoodies while working in the lab and at school. Though he is quite rude and brusque towards others, he is never short towards Sumika and on the rare occasion that he slips up he is quick to apologize.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Academics d8, Athletics d10, Electronics d8, Fighting d6, Hacking d8, Hobby (Birdwatching) d12, Intimidation d10, Persuasion d4, Notice d6, Repair d8, Stealth d6, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Hindrances: Driven (Major, Complete His Mother’s Work), Mean, Small

Edges: Bolster, Brute, Brawler, Brawny

Gear: Clothes, advanced repair tools

Special Abilities:

- **Punch:** Str+d4

- **Tier:** Ken is Mundane Tier.

Ms. Leticia Sutherwood

The homeroom teacher for the heroes’ class, Ms. Sutherwood is a tight laced woman who takes her duty to educate her students as her top priority. She has high expectations of her students and can be harsh when those expectations are not met. However, she isn’t aggressive or unfair. She truly believes that her students are capable of greatness and slightly alters her methods from student to student.

Physically, Leticia is in her early 30’s and stays physically fit thanks to a careful regimen of spin classes, green shake concoctions, and meditation. She has an on again off again relationship with Amara Narayan, who is a female barista at the Black Bean coffee shop, and the day after another one of their break-ups is usually just as rough for Leticia as it is for her students.

Mayor Rubens

Cynthia Rubens is the duly elected mayor of Bright Lake. A shining example of a career politician, Mayor Rubens is all about pleasing the populace and her constituents above all else. Completely unequipped to handle the sudden invasion of interdimensional firefighters that have made her town their home base, Mayor Rubens is more or less a husk of anxiety and hidden panic with a smile plastered on.

Mayor Rubens is usually scornful of the characters when they’re not transformed (as they’re not of voting age) but incredibly sycophantic toward them while shifted into their hero forms. She knows the police cannot hope to contain the threat that Fire Team Omega poses and will do anything to ensure the party feels appreciated. Statues will be erected, city-wide holidays will be formed, and sandwiches will be named after them in her attempts to keep the party pleased.

Principal Lindsay

A true authoritarian, Principal Lindsay frequently serves as a mundane roadblock for secretly heroic teenagers trying to save the world. Muscular to the extreme, Principal Lindsay appears to always be moments away from exploding from his form fitting suits. Gruff but fair, he believes his disciplined approach is what's best for the children under his care.

A secondary antagonist and sometimes surprising ally, Principal Lindsay is a wild card (but not a Wild Card) who can fulfill a variety of roles in different scenarios. He's quick to punish students but the first to shield them from a monster. He's stern but not unyielding under the right circumstances. If at any point stats are required for Principal Lindsay, use the **Civilian** stat block but with a d8 Strength and Vigor.

⚡ Sumika Ishimori

Sumika is a tough and plucky high school girl who doesn't take guff from anyone. Willing to listen to conflicting viewpoints, she still tends to trust her gut to lead her. She believes that her parents raised her right and that she can make good choices just by trusting her instinct. This leads her to entrust her mother's technology to complete strangers.

An immigrant from Japan, Sumika's family moved to America for her mother's work when she was a child. It is thanks to this that she met Ken, her closest confidant and best friend. In private, Sumika is incredibly hard on herself for being unable to maintain the transformation granted by the devices. She doesn't want to be someone else's support. She wants to be the hero and it eats away at her that not a single one of the suits were compatible with her. She does her best to keep this a secret from everyone, Ken included.

Physically, Sumika has the body of a natural athlete. Her shoulder length hair often rests in a single side braid. Sumika is tall, standing over a head above Ken, and playfully teases him about their size difference. Her fashion sense is simple: jeans and blouses or simple dresses. Regardless of clothing, she usually wears the same pair of beat up sneakers.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Academics d8, Athletics d10, Electronics d8, Fighting d8, Hacking d6, Hobby (Model Boats) d8, Persuasion d8, Notice d6, Repair d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Driven (Major, Complete Her Mother's Work), Heroic, Impulsive

Edges: Charismatic, Martial Artist, Reliable, Strong Willed

Gear: Clothes, advanced repair tools

Special Abilities:

- **Punch:** Str+d4
- **Tier:** Sumika is Mundane Tier.

Setting Rules

Nearly all new rules and optional rules mentioned in this book are in effect. **Damage Scale, Fanatics, Heroes Never Die, Hobby, Knockback, Simultaneous Mech Command, Teamwork, and Transformation Recovery** are all in play in addition to:

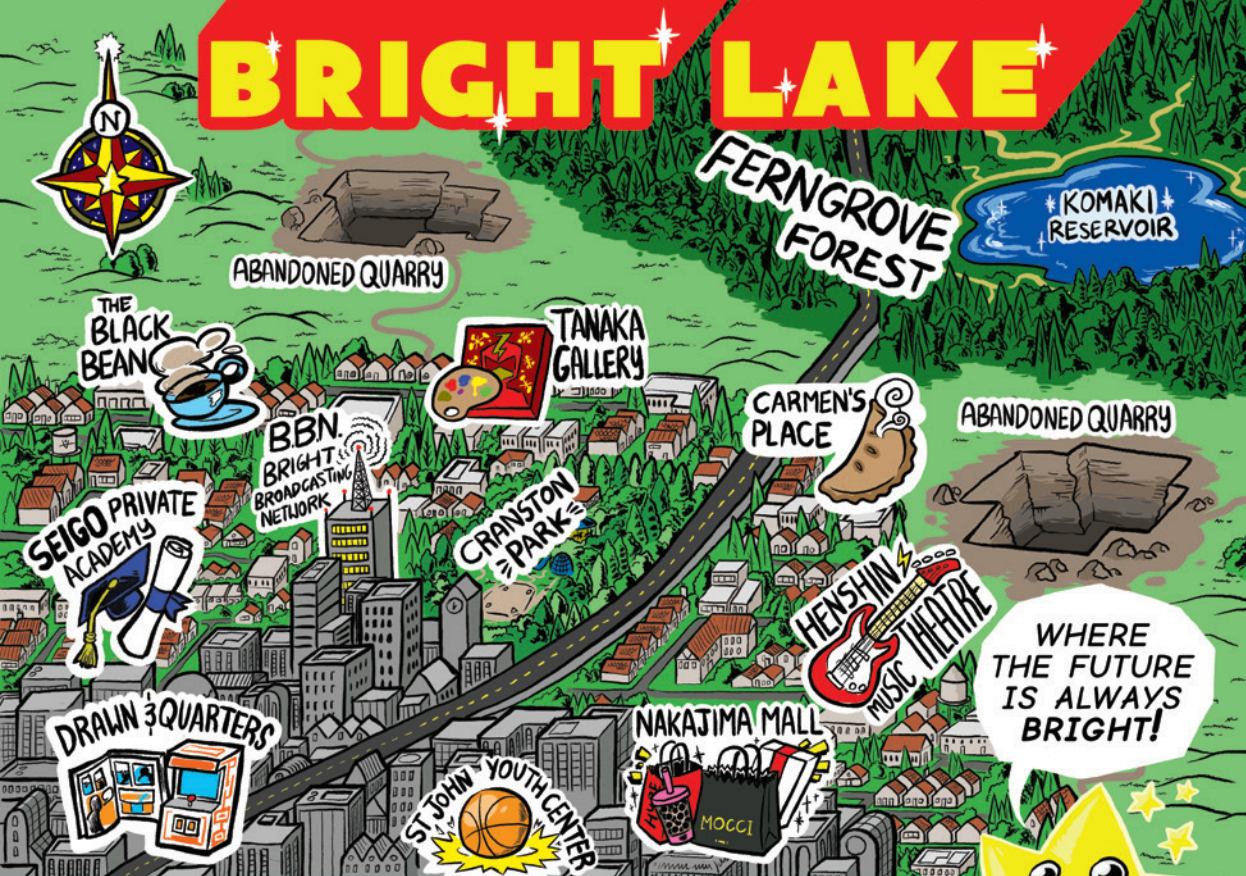
Academics

Class, family, and friends are all vital to Student Hero games. The inclusion of *East Texas University's* Exams and Extracurricular Activities Setting Rules reflect these responsibilities, but individuals without that book can opt to include the occasional test roll with the Academics or Common Knowledge skills while roleplaying scenes that occur within school. The addition of the Hobbies rule covers extracurricular activities, both officially recognized by the school and those that are purely self-led, and should feature in some of the adventures the heroes go on. Familial drama and conflict within friend groups are also important and can flesh out scenes that do not directly involve superhuman threats.

Villains Never Die

Even if an enemy explodes, that doesn't mean they are dead. Later encounters incorporate several previous members of Fire Team Omega in grand melees. When a Boss Monster is defeated, they might fall several dozen feet to the ground as their gigantic form is destroyed only to be caught in a jumping sheet held by several minions who cart the defeated monster away.

BRIGHT LAKE



CARMEN'S PLACE
BRIGHT LAKE'S FAVORITE VENEZUELAN AMERICAN DINER

OBSCURA EXPORTS
ESOTERIC ACCOUTREMENTS * STRANGE GIFTS * GOOD TIMES
NOW AT NAKAJIMA MALL



Gazetteer

Bright Lake, the city *Fire Team on the Scene* takes place in, is a varied and idyllic community. A picturesque metropolis surrounded by a sea of emerald green trees. With a bustling nightlife and a rich artistic community, Bright Lake is an ideal place to settle down and raise a family. Whether you live in the suburbs or in the heart of the city itself, you won't find a more perfect community than Bright Lake.

Black Bean

A local coffee shop, Black Bean is a true success story that proves the American Dream is alive and well in Bright Lake. Owned by Ryan Blum, an Australian immigrant, Black Bean has a reputation for serving up the best cup of coffee in all of Bright Lake. It's a clean, vibrant establishment that showcases local musicians and artists on a weekly basis. It's a popular hangout for high schoolers and is also a great place to get a part-time job.

Bright Broadcasting Network

The BBN headquarters is located in the heart of downtown. This neo-futuristic skyscraper houses the major news network of the same name. The majority of the building is off-limits, but there is an observation deck, restaurant, and bar on the top level that is open to the public. The remaining floors are used for the day-to-day operations of this massive media entity.

Carmen's Place

An all-hours diner that is a citywide favorite, Carmen's Place is owned by the titular Carmen Otero and produces classic American fanfare with a Venezuelan edge. The atmosphere is classic retro-American highlighted by neon lights and loads of vinyl. With large, affordable portions, Carmen's Place is always bustling at any hour of the day.



Cranston Park

A large park in the suburbs of town, Cranston Park has almost every piece of sports equipment a field could need. Two baseball fields, a double basketball court, and a soccer field that doubles as a pee-wee football field are spread throughout the park. A large playground sits in the heart of a sparse forest with several paths leading to different sections of the park.

Drawn and Quarters

Drawn and Quarters is a recent addition to the landscape of Bright Lake. Owned by Antoine Gedein, it is a popular arcade in the heart of the city and has a well-lit backroom for tabletop and card games. They offer a variety of retro and modern arcade cabinets, modern video game consoles, and a wide variety of tabletop roleplaying game products for all genres and systems. A friendly and safe establishment with a reputation for permanently banning rude or otherwise problematic patrons, Drawn and Quarters is a game lover's ideal play space.

Ferngrove Forest

Surrounding Bright Lake is the sprawling woodland of the Ferngrove Forest. It expands for miles and miles in all directions around the city except for the southern end. The forest has several parks and nature trails that serve as popular destinations for those looking to escape the hustle and bustle of the city. Large lakes and wide rivers dot the landscape and serve as popular swimming holes, kayaking, and fishing spots for all-comers. The forest has a ranger station that serves to find people that go missing, deal with the occasional rare forest fire, shore up locations in preparation for flooding, and other common activities.

Komaki Reservoir

Nestled within Ferngrove Forest is the Komaki Reservoir, which is the body of water that supplies all of Bright Lake and the surrounding area. While swimming and fishing is not permitted in the reservoir, a large asphalt track surrounds the sparkling waters and serves as a popular attraction for joggers looking for beautiful natural vistas without having to worry about tripping over a rogue root. On site is a large water treatment plant that processes and purifies the water that goes into the city.

Nakajima Mall

An absolutely massive structure, the Nakajima Mall is the premier shopping destination in Bright Lake. Its sprawling area contains shops carrying anything a person could possibly desire. It's become a popular hangout for teens looking to loiter indoors and enjoy all the fine cuisine a food court has to offer. The mall has an attached theater, paintball arena, gym, and miniature golf course.

Seigo Private Academy

Seigo Private Academy is the premier private high school in all of Bright Lake. The school takes in scores of scholarship students from around the city on a yearly basis and has an exceptionally high graduation and college acceptance rate. The campus is a large, sprawling plot with several open courtyards, fields for each of the many sport teams, a cavernous theater for the drama club, and a state of the art computer lab.

The school has small individual classrooms despite the large amount of students in each grade. These years contains over 200 students, but each class contains no more than 40 students. The staff is highly trained, which allows the school to offer a wide array of classes that cover a variety of topics. Additionally, the school adopts parts of charter and Sudbury models that allow the students a large degree of freedom.

St. John Youth Center

The youth center houses a full, free facility for the adolescent and younger community members of Bright Lake to have a safe environment to hang out in after school and on weekends. With a juice bar, gymnasium, weight room, dojo, and an Olympic-size swimming pool, the St. John Youth Center is, for all intents and purposes, a money sink. It could not exist without its philanthropic but reclusive patron, Jason St. John.

Tanaka Gallery

A mid-sized museum on the northern side of Bright Lake, the Tanaka Gallery includes a long-standing exhibition that features native art, a section devoted to the local history of the county, and a section of cycling modern art borrowed from other museums. It rests on a large, grassy hill between the city and the Ferngrove Forest.

Overview

Like all Plot Point Campaigns (and, really, any well written campaign in general), *Fire Team on the Scene* lets you, the Game Master, tell a large and sprawling story while still allowing you to aid and explore the backstory of each individual party member. The benefits of running a Plot Point Campaign are plentiful. You have built in hooks to bring the characters together to form a team of heroes, all the heavy lifting is already done for you, and it's flexible enough to tailor it to each individual character in your game. No two versions of *Fire Team on the Scene* will be identical.

Unlike a lot of other published Plot Point Campaigns, *Fire Team on the Scene* is intentionally trim. It focuses on the tropes associated with tokusatsu, such as most problems being wrapped up within the boundaries of a single episode or session. That's not to say that certain plot points can't be two-parters, but for the most part a single session is usually enough to put an end to whatever the plan of the week is. This does mean that Game Masters will need to put in more work to fully flesh out these adventures by adding school life drama, after school special styled morality plays, and other aspects of student life as a teenager.

There is no specific time to play each Plot Point. Some campaigns might play through nothing but those key tales, while others incorporate a large amount of *Savage Tales*. There are no "when" sections to describe the triggers for each Plot Point since there are no new locales to arrive at or travel to be had. As the Game Master, determine the length of time you'd like to play.

Plot Point One:

Becoming Heroes

Bright Lake is an unassuming, albeit small, city nestled within forested hills and rivers. During a field trip to a local museum, Fire Team Omega, an intergalactic band of firefighters, lands in the area and attempts to set up their base of operations. Their massive craft touches down and unloads waves of minions, as well as Battalion Chief Flambay, that violently chase off anyone who does not vacate the area.

Already a Hero

If some players in the campaign wish to have already obtained their powers from another source, then you should allow them to do so. They might be a new transfer student or might have fought a one-time threat in secret. Use your best judgement to modify certain plot points to work with, rather than against, such characters.

Suddenly, a masked hero jumps in to fight back but is swiftly thrown aside and revealed to be Sumika Ishimori, a schoolmate of the characters. The suitcase carrying Ken Brandt joins her before being summarily cast aside by a blow that breaks the suitcase open, sending out an amount of Shifter devices equal to the number of players. With any luck, the characters grab the Shifters, transform, and fight off Fire Team Omega with their new found powers before being brought into the fold by Ken and Sumika.

Plot Point Two:

Reservoir Requisition

The plan to extinguish the sun plugs along as Fire Team Omega launches their next plan. The Komaki Reservoir supplies Bright Lake with almost 70% of its fresh water thanks to its massive store of naturally filtered spring water. Such a large quantity of water is just the first drop in the bucket that will quench the Sun, but every plan needs to start somewhere.

When the two Pump Chumps responsible for the attempted drainage of the reservoir are defeated, Fire Chief Champat reveals herself to the heroes and, using the hydromancy channeled through her Hydrant Staff, combines and enlarges the Pump Chumps, forcing the heroes to unlock a new power: mechs.

Plot Point Three:

Midterms

The Midterms Plot Point occupies a unique space within the campaign. It does not have a specific event tied to it outside of the midterms themselves. Combine it with one of the optional Savage Tales and a Hindrance Story to create a fully fleshed out session of conflicts.

Plot Point Four:

Training Exercise

Complacency is the killer of humanity... and aliens. Fire Chief Champat has ordered one of her most trusted lieutenants, Torchbearer, to plan and execute a high stakes training exercise without alerting Fire Team Omega before it begins.

The firebug creature takes it upon herself to create a truly dangerous situation to test the limits of Fire Team Omega and, by extension, the heroes. Torchbearer sets a skyscraper ablaze in the heart of downtown toward the end of the work day. With classes having ended for the day, it's up to the team to combat the towering inferno, stop Torchbearer, and choose to work alongside or against Fire Team Omega, who are on site combating the fire.

Plot Point Five:

Traitor

Fire Team Omega leads a raid on the lab, finally fed up with the team's incessant interference. The session starts mid-assault with the heroes battling against Battalion Chief Flambay. Ken is unconscious and Fire Chief Champat has Sumika cornered.

As Fire Team Omega retreats as suddenly as they arrived, the group learns that Sumika has been taken to the Fire Station. Unknown to the party, Sumika went of her own volition after being offered a chance to obtain power not unlike the Shifters her mother created. Her frustration with her own weakness and concealed jealousy of the party reached its tipping point when Champat offered her this power.

As the heroes plot how exactly they're going to save their friend, Ken uncovered a previously unknown room that was revealed during the conflict, and Sumika agonizes over the decision

she's faced while aboard the Fire Station. Ken devotes himself entirely to studying the two Shifters he found in the secret lab, one of which was unfortunately destroyed in the conflict.

When the group makes their move on the Fire Station they explore the 'dungeon' that comprises it before finding Sumika and confronting the overwhelming might of Fire Chief Champat who continues to tempt Sumika with untold power. The campaign can shift dramatically at this moment. If the heroes were attentive and empathetic to Sumika's struggles, she rebukes Champat. If the heroes made no effort to check up on Sumika's struggles or were callous towards her, she accepts the offer and becomes the Aqual Armiger, a transforming hero in the service of Fire Team Omega.

If Sumika declines the offer, Champat brings down the full force of her power on the heroes, pushing them into a literal and figurative corner. Ken throws the new Shifter to Sumika who promptly transforms and aids the heroes in escaping.

If Sumika accepts the offer, she demands that Champat first bring her friends to safety. Champat obliges and escorts the group off of the ship. If they resist, then Champat and the other commanders of Fire Team Omega engage them in a constantly worsening battle of attrition where wave after wave of firefighters charge forward. If defeated, their unconscious bodies are simply and safely ejected out of the Fire Station.

Plot Point Six:

Finals and Finales

Class finals are back dropped by Fire Team Omega finally taking the offensive and plotting to wipe out the team so they can do their freaking job. Rather than engaging them in a direct confrontation, they've decided to use a prototype weapon to eliminate all life in Bright Lake. The weapon takes the shape of a massive, airtight dome connected to the Fire Station. With a powerful vacuum that sucks all of the air out of the encased area, it is capable of smothering any fires that might have grown out of control.

The heroes, cut off from their mechs, must contend with depleting oxygen levels as they fight toward the Fire Station junction that connects to the vacuum, confront Champat, and destroy the pump before everyone in Bright Lake perishes. The heroes must contend with all of this while trying to make sure they study enough to pass their finals.



Fire Team on the Scene

An example plot point campaign, *Fire Team on the Scene* is a colorful, high energy, and light-hearted short campaign that captures the sillier side of tokusatsu. It contains six plot points and several, optional Savage Tales.

If the group is ever completely defeated in a combat before the final plot point, Finals and Finales, instead of being killed, the team might be captured and begin the Grand Escape Savage Tale or simply be forced to retreat and lick their wounds. Fire Team Omega is only interested in actually killing the heroes after Plot Point Five: Traitor. After the events of that adventure the heroes are finally deemed a true threat to Fire Team Omega's operation and will be treated with lethal force.

If the group should ever live but fail to prevent one of Fire Team Omega's plans, then find a way to work that change into the campaign's overall story. If they cannot stop the Pump Chumps from emptying the reservoir in Reservoir Requisition, then perhaps all of Bright Lake is put into an immediate water rationing drought. Take great care to ensure that such defeats and major alterations to the story do not radically darken the tone of the campaign. Of course, if you're looking to tell a darker version of this story, then feel free to do so.

Plot Point One: Becoming Heroes

When: The first session of your campaign. This tale is designed to bring the group together as a team, bestow their powers onto them, and introduce the overall theme of the campaign. It allows them to become the masters of their own destiny as they

come face to face with Fire Team Omega. The story begins at the end of summer. The school year has just begun at Seigo Private Academy and the heroes-to-be have all been placed into the same homeroom. It's been a hot, dry summer and forest fire alerts are at an all time high. Their homeroom teacher, Ms. Sutherwood, takes attendance for the first day of classes. Use this time to introduce the characters. Allow your players to describe their physical appearance and how they carry themselves. Some groups might find it useful to expand on their reputation around the school, their social circles, and how the student body at large probably views them. Pay close attention to these descriptions as they can prove to be valuable seeds for future session's Hindrance Stories.

Before homeroom ends, Ms. Sutherwood informs the class that they will be going on their first field trip of the year at the end of the week. They'll be going to the local museum, the Tanaka Gallery, to see the new "History of Forest Fires in the Ferngrove Forest" exhibit. They'll have to give a report on the exhibit that is due the following week which explores the environmental reasons behind forest fires and how they affected the region and the population of old Bright Lake.

Let the heroes have a bit of time to play off of one another and establish the starting points for their relationships with one another and Ken and Sumika. Explore their extracurricular activities, if any, and what they do after school. Do they have friends? Enemies? This is the best time to establish or, at the very least, introduce any NPCs generated by Hindrances or Edges that are important to a hero's backstory.

When the day of the field trip finally comes, the heroes gather with their class and arrive in the sprawling complex that is the Tanaka Gallery. The sky is bright and there isn't a cloud in sight. Upon arriving, Ms. Sutherwood



allows the students to split off into groups and explore at their leisure. There are more exhibits than the “History of Forest Fires.” Don’t be afraid to include displays that relate to the personal interests of a character if a player asks about the other exhibits.

“Cloud” Cover

Before long, the sunshine beaming through the massive skylight that acts as the ceiling of the museum disappears as if there was an eclipse. Characters who were hanging out with Ken or Sumika can’t help but notice that they rush off at the first sign of this trouble. Allow the heroes a moment to react before moving on with the following:

The light in the museum begins to dim. Has a cloud moved in front of the sun? No. It was clear and blue when you were outside moments ago. The other visitors to the museum and your classmates look up. Some head outside in an attempt to see what’s causing this faux eclipse.

That’s when it happens.

A torrent of water shatters the glass skylight above, carrying the shards down to the ground floor of the building. Everyone standing beneath it is swept away with the current and pushed to the perimeter of the main hall. Looking through the broken skylight, you spot what can only be described as a massive spaceship modeled similarly to a fire truck.

A loud clunking sound begins to tick away from above. The sound of metal sliding across metal quickly overwhelms the clunking as three metal poles descend to the ground and puncture the tile floor. Several humanoid figures clad in what appears to be highly advanced firefighter jackets slide down from the pole. Some carry massive axes while others seem to have rigged a hose nozzle to a backpack of water.

They spread out and begin shouting at the museum’s visitors.

What do you do?

The figures begin shouting that visitors to the museum must evacuate as it is now the new “Fire Station” of Fire Team Omega. Let the heroes do what they can in the chaos. They might fight, hide, try to help others, or attempt to flee. Those that fight draw the attention of the Fire Team grunts and encounter:

- **Fire Team Axeman** (1 + 1 per hero)
- **Fire Team Hosier** (2)

When defeated, Fire Team members explode in a splurt of water which, as if possessing a mind of its own, retreats up the fire poles and into the Fire Station. If a character is Incapacitated, they are not knocked unconscious outright. They are knocked back and can attempt to recover from the blows they suffered. Anyone who followed Ken and Sumika is witness to an extraordinary sight. The two quickly discuss how they didn’t expect for “*it to be so soon*” as Sumika attaches a strange, bracelet-like device to her wrist before smashing a button on the center of it.

Crackling lighting suddenly wreathes Sumika. When it subsides, she appears to be wearing a fully armored body suit. The suit she wears can be an original design of your own or might be a version of one of your player’s suits they have described to you during character creation. She rushes out to battle as Ken shouts after her that the “*Synch rate is no good.*”

First Shift

Heroes that are still fighting are joined by the transformed Sumika, though they do not know it is her. As she does battle, colored lightning continues to crackle from her limbs as she moves them. The loud clunking finally stops as a large metal ladder hangs in the air. A massive half-robotic alien figure leaps from the rungs and lands on the ground, leaving a small crater. Ken rushes out at this point and joins the fray as Sumika charges the massive figure, who identifies himself as Battalion Chief Flambay. He easily swats away the electrically charged Sumika who smashes into a pillar near one of the heroes and drops her transformation and Shifter where she falls.

Ken charges Flambay and is easily backhanded away. He crashes into a wall and his briefcase bursts open, launching the Shifters within across the room. They conveniently land in front of each of the heroes who witnessed Sumika de-shifting from her empowered form. With what breath they can draw, they hazily shout at any hero near them to put the Shifter on, press the button, and save the city.



Any hero that does is fully healed as they shift into their Hero Tier form and gain their Iconic Weapon and Iconic Armor. Give the players a chance to describe how their transformation, armor, and weapon looks. Battalion Chief Flambay seems shocked but not impressed as he offers witty one-liners. Heroes that ask why he's here and what he's after learn the following monologue.

"Fire Chief Champat, in her infinite kindness, has led us here to save you humans from the greatest, flaming threat near your tiny planet. Why do you fight us? We, Fire Team Omega, are here to protect you from the deadly solar might of the star you call the Sun."

Battalion Chief Flambay joins the fray and attempts to lead his squadron in battle against the heroes.

- **Battalion Chief Flambay** Only has 2 Edges
- **Fire Team Axeman** (2 per hero)
- **Fire Team Hosier** (1 per hero)

Fire Team Omega uses standard tactics to overwhelm their enemies. Thanks to the Teamwork Special Ability possessed by the axemen, hosiers can fire into creatures they have Ganged Up on with impunity. Flambay maximizes the effectiveness of his various Leadership Edges while engaging the heroes in melee as often as possible.

If Flambay is defeated, he retreats back up the ladder and onto Fire Team Omega's ship. If the heroes fail to repel the Fire Team, then they are forced to retreat with Ken and Sumika as Fire Team Omega lands their ship and turns the museum into their base of operations and staging point for their campaign to extinguish the sun.

Finding the Lab

Ken and Sumika insist on being taken to their home instead of the hospital. When there, they lead the party to a secret basement entrance in their home before collapsing from their wounds. The door has a simple hand scanner lock. Attempts to use Ken and Sumika's hands are met with rejection from the automated female voice that emits from a small speaker near the scanner.

There are two ways into the lab. Any hero that is still transformed can simply touch the pad with their covered hand. It rings out in acknowledgement and identifies the individual as either

Dr. Ishimori or Dr. Brandt. The second is if a character pokes around in Ken's briefcase. Anyone who does finds a very tight fitting glove with nodes on the knuckles and fingers. By putting on the glove and then pressing the scanner, a voice identifies and greets them as Dr. Brandt before the bulkhead opens with a loud hiss.

In the lab are two beds that seem like highly advanced operating tables. Large mechanical arms adorned with all manner of high tech devices jut from the side. While the wounds Ken and Sumika suffered are not life threatening, putting them on the tables and activating them in the same way that the lab's door was opened will begin a 30 minute process that will heal them completely. Otherwise, a successful Healing check at -2 or simply waiting long enough is all it takes to get them back on their feet.

Once Sumika and Ken are conscious, they do their best to answer any questions the team might have as honestly as possible. They're reluctant to discuss their parents or their deaths but beyond that are upfront about their intentions, the origins of the Shifters, and why they don't work on themselves but work on the heroes. They offer to run tests to check the synchronization rates each character has with the Shifter they selected. The group has an average synchronization rate of 85% compared to Ken and Sumika's 15%. As it turns out, having a low synch rate can severely harm an individual using one of the Shifters, which caused the wild power fluctuations when Sumika fought earlier.

A Helping Hand

With the immediate danger resolved, Sumika is not shy about asking the team to help them fight back against Fire Team Omega. Ken, on the other hand, is outright hostile to the idea of these "complete strangers" using the technology their parents created. He will eventually yield, either through the combined efforts of a solid Persuasion check made at -4, an appeal from Sumika, or other creative measures. He won't instantly warm up to everyone and will be exceptionally critical, but he at least won't get in the way intentionally.

Plot Point Two: Reservoir Requisition

When: Any time after Plot Point One

The resources required to extinguish the sun are enormous. It will take a lot of water and Fire Team Omega plans to begin collecting at the Komaki Reservoir, which is the primary source of fresh water for all of Bright Lake. Fire Chief Champat has dispatched a married couple, the Pump Chumps, to drain the spring and siphon the water to the ship's reserves.

First Period

Like most plot points, the group begins at school. It's important to balance the day-to-day grind of studying, clubs, and other activities. Use these times to let the group interact with one another as well as with Ken, Sumika, and other NPCs that they wish to.

When these moments have reached a satisfying or logical conclusion, ask the group to make an Academics roll to see how well they've been doing. Characters that have been noticeably poor students might suffer a penalty ranging from -1 to -3 depending on the extent of their resistance to learning. Characters who spend their time studying, engaging teachers, or learning from a tutor gain a +1 bonus to the roll. These rolls mark the first of many Academics rolls that will be made over the course of the campaign. Tell each player to keep track of their results. At the end of the Finals and Finales plot point, these totals will be counted up to find out how well the characters did in school. Consistent failures also come into play over the course of the campaign as parents and teachers get involved in the lives of struggling students. The worse a student does on their Academics rolls the more likely parents and teachers are to get involved in complicated ways.

Siren Wail

After school, and perhaps while the group is split while pursuing their hobbies, the sound of a loud claxon fills the town. It's coming from the Fire Station as flashing lights whirl and spin to match the screeching sound. Fire Team Omega has begun an operation

Sieging the Fire Station

Some groups might want to reclaim the museum if they failed to repel Fire Team Omega's initial attack. If they did succeed on establishing the Fire Station on terrafirma, this exceptionally dangerous idea could become a very real possibility and that's perfectly fine.

The layout of the Fire Station's layout is left intentionally vague. Groups that wish to run it as a true dungeon could create a complex spaceship map with all manner of threats and chambers. Other groups might simply want to keep the ship vague to more easily integrate Dramatic Tasks and modular combats.

The group might decide to stake it out and wait until high ranking members have left to perform one of any number of drills, missions, or operations. However, the Station is always occupied by Fire Chief Champat and encountering her could very easily lead to the defeat of the team. If she or any of her subordinates should defeat the group during such a siege, they imprison the team. This could very easily lead to an exciting escape attempt.

However, if the party rolls well and executes a well thought out plan, there's a good chance that the hindrances they create could cause Champat to reconsider the location of the Station and take to the air. Don't be afraid to improvise and work with dangerous ideas like this.



and Ken calls all members of the team over the communicator function installed on their Shifters. Whatever Fire Team Omega is up to, Ken and Sumika urge the group to put an end to it.

The team might approach the situation from any number of directions. They might do some reconnaissance on the Station, attempt to track down the members that left, or simply wait for the chaos to begin. Attempts to spy on the station or find the tracks of the Fire Team squad that are not handled discreetly with successful Stealth checks draw the attention of a squad of grunts.

- **Fire Team Axeman (1 per hero)**
- **Fire Team Hosiers (2)**

If the party wishes to avoid confrontations, or you find yourself tight on time this session, Ken and Sumika volunteer to hang back and fight off the grunts. They are able to do this in any combat they are in, provided the Pump Chumps have already fled or are not present.

Forest Frenzy

After finding the trail (or heading towards the chaos), the team is set upon by Fire Team Omega while moving through the Ferngrove Forest. The Fire Team, unlike previous encounters, uses hit-and-run tactics. They are led by a machine creature that the grunts refer to as "Pump Chump." The Pump Chumps ambush the team with waves of enemies in an attempt to slow their progress through the forest. A common wave consists of:

- **Two Pump Chumps**
- **Fire Team Hosiers (2 per hero)**
- **Fire Team Axeman (1 per hero)**

The Pump Chump's ambushes are fast and seemingly impossible. At one moment, it is on the lip of a high slope and then, after disappearing into the brush, it appears again on the opposite side of the battlefield behind a tree. In reality, the two Pump Chumps are simply coordinating their appearances to create the illusion of a single, incredibly fast and dangerous Pump Chump that is difficult to attack, much less hit.

Extras and "Off Screen"

A lot of Game Masters have an idea stuck in their head that if a character is present during a fight, and they are combat capable, that they should be involved in the fight, get a full turn, and be in just as much danger as everyone else. That's fine for some tables, but consider using this quick and easy alternative instead. These additional allies are fighting, but they're fighting other enemies "off screen." Using "off screen" works in any system and with any type of ally. Only if there is a story related reason or a need to escalate the stakes, such as protecting a vulnerable ally, should the ally appear "on screen" and be an active participant in the fight. Our tables frequently use this rule as we have a great many NPC allies. During the playtests for this campaign, we did it with Ken and Sumika in almost every fight. Another alternative is to allow a single combat capable ally to participate in the battle as normal, but resign the other allies to "off screen" combat.

Members of the team that break off to give chase or are otherwise isolated might learn the truth. However, they'll then have to contend with a Boss Monster all on their own. Such fights should be set up in such a way that a retreat or rescue is not completely impossible.

As the team draws closer to the Komaki Reservoir, the Pump Chumps leave the final ambush up to their subordinates.

- **Fire Team Elite (1)**
- **Fire Team Axeman (2 per hero)**

After defeating the final roadblock, the team arrives at the Komaki Reservoir to learn a startling truth. It's been half emptied by not one, but two Pump Chumps. They've connected tubes to their chest-based pumps and have been channeling the water into a hovering drone with a massive water tank. When the team reveals themselves, the Pump Chumps separate themselves from their apparatus and engage in combat. The area is partially paved thanks to a foot path around the reservoir but has a large stretch of grass before the tree line. The reservoir has railings to protect people from falling in, but a large section has been ripped up by Fire Team Omega for their pumping operation.

- **Pump Chumps (2)**
- **Fire Team Axeman (1 per hero)**
- **Fire Team Hosier (1 per every two heroes)**

Damage the Pump Chumps suffered from their previous altercations with the heroes remains. If a Pump Chump was defeated during a previous fight, it has been healed to -2. They work together and use their Engorge and Drainage abilities in an alternating order to try and push the heroes back. Their grunts support them by doing their best to hinder the advancement of the heroes by whatever means necessary.

If the heroes are successful and defeat the Pump Chumps, Fire Chief Champat makes a personal appearance. She flies in from the sky on a stream of water emerging from her Hydrant Staff, engages the team in a bit of light banter, and then channels a massive amount of water into the Pump Chumps. Read the following aloud:

The defeated Pump Chumps begin to churn and writhe as the water flows not just into them, but over them. As they grow in size their forms begin to fuse into one, massive entity. Taller than a skyscraper and twice as wide, the newly combined Pump Chump looms over you.

Water Weight Championship

The team has been thrust into its first battle against a giant monster. Linger on the imminent danger of a kaiju looming above them, stomping the earth, and punching the ground to try and smash them. The group might attempt to fight or flee, but after

When Do We Build the Mech?

This is a difficult decision to make. If you want to let the group build the mech before the session, you might tip them off to a grand finale that's coming that session. Allowing the group to build the mech right now, when the Pump Chumps have combined, could grind the momentum of the game to a halt despite being a quick, easy process.

We'd like to recommend being upfront with your group. Perhaps you could build the mech during the very first session. Tell the group that there will, eventually, be giant robot and kaiju battles and let them work together and build the combined form of their mecha at the same time as they build their characters and suits. Just don't lose the sheet for it before the first fight.

learning that either attempt is ultimately futile, Ken and Sumika either arrive or shout out from their hiding spot that they need to regroup and have something that might fix this problem. Upon regrouping, Ken pulls out a number of interwoven attachments that seem to be the same size and shape as their Shifters.

Ken attempts to rush the team into putting the wire frame over their Shifters. Sumika stops him and informs the team that these "Limit Breakers" are incredibly dangerous but also incredibly powerful. By putting them on and activating them, their Shifters will be able to generate large, powerful machines that can combat the Pump Chump. However, the machines draw far more power and energy from the Shifter and the team than their normal suits. The machines will only last for about ten minutes before they will forcibly terminate, and activating them again before 24 hours have passed could potentially kill them.



If the group accepts, they can activate the upgrade to quickly enter Giant Tier and enter their individual mechs. Depending on how you want to pace your Giant Tier battles, the team might be able to defeat the Pump Chump and down the tanker drone through a mostly narrative combat with minimal rolling. If you want to use the Giant Mech rules, then use them normally and let the dice fall where they will.

Upon defeating the Pump Chump, they separate and explode into a cascade of water that rains down and refills the reservoir. Champat and the other members of Fire Team Omega flee and return to the Fire Station, leaving the team to celebrate their victory.

Plot Point Three: Midterms

When: After three in-game months have passed.

The Midterms Plot Point occupies a unique space within the campaign. It does not have a specific event tied to it outside of the midterms themselves. However, by combining it with one of the optional Savage Tales and a Hindrance Story, you can create a fully fleshed out and memorable session of conflicts.

The only event of importance during this Plot Point is the midterm, which marks the halfway point through the year. The heroes make an Academics roll to see how well they've done this semester. This roll might have bonuses or penalties based on Hindrances, Edges, or the character's extracurricular activities. Depending on how greatly they succeed or fail, their parents, the school, and their extracurricular activities might be impacted in different ways.

Apart from the smaller interparty stories that will make up the bulk of this plot point, the Savage Tale should be bombastic. Crossover Chaos is energetic, unrelated to the main plot of the campaign, and can fill this need nicely.

Plot Point Four: Training Exercise

When: A month after midterms.

Fire Team Omega is silent for some time. They have retreated into the Fire Station to perform practice drills that cover the fundamentals. The young heroes have a large amount of downtime to explore their relationships, hobbies, or academic pursuits. When the Game Master feels an appropriate amount of time has passed, a mysterious note appears on the front door of Ken and Sumika's home. Fire Team Omega has asked for the assistance of the heroes in a training exercise. The note reads as follows:

"Dear [Team Name],

I, Fire Chief Champat, humbly request your cooperation in a forthcoming training drill that seeks to test the competency of Fire Team Omega. At an unknown date and an unknown time, a criminal convicted of arson in three solar systems will ignite an unknown high-rise.

At that time, we request your cooperation in a sporting competition. The rules are simple: save more endangered civilians than the other team and subdue the arsonist. A more specific breakdown of the scoring system is listed at the bottom of this primitive paper.

In the interest of fairness, I have also kindly included the criminal record of Torchbearer, the arsonist that will be assisting us in this endeavor. You will easily recognize her massive mechanically augmented frame and her hands made of pure flame. She defeated the militaries of several planets that she then burned and favors direct, melee confrontations. The bounty posted on her before she was apprehended by Fire Team Omega was the equivalent of ten trillion Earth dollars (I did you the courtesy of averaging a standard currency for you planet. You truly should speak to the leaders of your world about unification. It won't help the strength of your planet's dismal currency and credit rating, but it certainly wouldn't hurt).

Scoring:

Rescuing a Civilian: 1 Point per civilian safely escorted off the premises.

Defeating an Enemy Subordinate: 1 Point

Defeating an Enemy Commander: 10 Points.

Containing a Section of the Fire: 2 Points per room.

Subduing Torchbearer: 20 Points.

The team with the highest points wins. Please remember, you will be competing against Fire Team Omega as a whole. For this reason, all of you will be counted as "Commanders." Our forces will be led by Battalion Chief Flambay, who is eager to see who is victorious. In exchange for your cooperation, if you win, we will abide by a single request of yours. However, we will not leave your planet without our guardianship, so we will have to deny any requests to depart your atmosphere while you are all still in danger.

I eagerly await the fated confrontation! Remember, without true stakes, how will my dear subordinates gain valuable life experience?

*Yours,
Champat"*

Ready? Go!

Enough time passes to cause the heroes to either stress uncontrollably or to forget about the challenge altogether. Without warning, the BBN Headquarters skyscraper becomes a towering inferno with many, many innocent people trapped inside.

Worse yet, Ken and Sumika went to the observation deck to enjoy a day to themselves, and now they are trapped. They attempt to call the heroes and inform them that an alien made of flame, most likely Torchbearer, is on the top floor with them.

Waiting outside the entrance of the building is the mighty Fire Chief Champat. She willingly explains the nuances of the scoring system to those who ask, and even those who don't. Torchbearer has begun her work and is aided by several aspects of herself known as Firebugs. Defeating a Firebug counts as containing a fire.

The building is nearly 20 stories tall with victims trapped on each floor. For the purposes of the game, the building has been broken up into three sections, not including the final floor containing Torchbearer. When the heroes head into a section for the first time, draw two cards and replace duplicates. Compare these cards to the results for the section they make up. The results determine who is in the area and what is happening. Make sure to give the trapped civilians characteristics and a chance to interact with the heroes. They might be important in Plot Point Six.

First Section Table

Card	Event Result
2-4	The area has been completely cleared out and contained by Fire Team Omega.
5-8	The area is uncontested but contains a stalled elevator carrying 5 civilians. The elevator can be opened with Repair or Athletics.
9-Jack	One Fire Team Hosier per hero battles against six Firebugs. 15 civilians cower behind them in fear of the burning monsters. The room is half dry and half soaking wet. Characters in the soaking wet half must make an Athletics check if they move more than 3" on their turn. On a failed check, they fall prone.
Queen-Ace	One Firebug per hero patrols the area. The section is covered in fire and 15 civilians are trapped by the burning beasts.
Joker	Two Fire Team Elites accompanied by one Fire Team Hosier, and one Fire Team Axeman per hero, are in the process of escorting 10 civilians to safety. The area is safe and the civilians are in no immediate danger. The Fire Team minions are not hostile unless first provoked. Once all civilians have been evacuated, they attack the heroes if they are still present.

Second Section Table

Card	Event Result
2-4	The area is completely engulfed in flames. Attempts to locate civilians reveal that the area is empty. Crossing through the fire requires a Vigor check made at -2. Failure results in the character gaining one Fatigue.
5-8	Two Firebugs per hero are in the process of spreading the fire. The room has exposed wires that crackle with electricity. If a character comes within 1" of a wire, they take 2d8 damage.
9-Jack	This area has massive sections of broken floor and ceiling. Through the open ceiling, a successful Notice check at -2 spots three Fire Team Elites laying in ambush. They spring their ambush when the heroes are near holes and attempt to push them down to the floor below during this three dimensional fight.
Queen-Ace	The room is full of a thick fire retardant foam. Lurking in the foam are two Fire Team Axemen who have a d6 in Stealth and a +2 bonus on Stealth checks. Moving through the foam counts as difficult ground for the heroes.
Joker	The heroes encounter a Fire Team Omega Wild Card, such as a Pump Chump. The Wild Card counts as a commander for the purposes of points and is actively hostile towards the heroes.

Final Section Table

Card	Event Result
2-4	A lone civilian swings outside the window on a window cleaner's platform. The updraft from the flames burning in the building is causing the platform to swing erratically.
5-8	The entire floor has been flooded from the tip to the toes. A quick investigation reveals that Fire Team Omega has deployed an experimental firefighting device that can hold water without a container. The water can be traversed with a successful Athletics check at -1.
9-Jack	From outside the massive plate glass windows, the heroes notice giant bubbles floating upward. Floating in and crouching on the bubbles are several Fire Team Omega members who are quickly ascending the building. The next encounter contains an additional 1 Fire Team Hosier or Axeman per hero. Additionally, the heroes can break the glass and make an Athletics check to jump onto and balance on the bubbles to quickly ascend the building.
Queen-Ace	The fire on this floor has grown out of control and Fire Team Hosiers are desperately attempting to fight back the flames in order to protect 25 civilians. It is obvious that the Hosiers are fighting a losing battle. If the heroes cooperate with the grunts, they can potentially save the civilians and contain the fire. If the fire is contained, the Hosiers do not attack the heroes and instead thank them before they begin to evacuate the civilians. A successful Persuasion check can convince the Hosiers to count 12 of the civilians as rescues for the heroes. If the heroes succeed with a raise, the hosiers are the ones present during the final confrontation with Torchbearer but will refuse to attack the heroes.
Joker	The stairwell contains a massive group of 21 civilians cowering in fear. They can be quickly and safely evacuated.

Heat Rises

The heroes enter the top floor of the observation deck in the midst of an ongoing battle between Flambay and Torchbearer's forces. The pictures provided by Champat in Torchbearer's rap sheet do not do her massive form justice. A hulking, metal-wrought figure of molten steel and raging fire, Torchbearer's claws of pointed rebar drip with liquid metal. Her form burns so brightly that even Battalion Chief Flambay's head looks like a candle in the wind. Read the following aloud:

The area is a large circular room with massive plate glass windows, some of which have been broken. Several potted plants dot the area, some of which are on fire. Tables, chairs, and couches near the windows are lightly singed, totally soaked, and/or upturned. In the center of the room is a circular coffee shop and bistro with large counters and a central island that contains a variety of devices used to make drinks. Flambay and the burning creature that you assume is Torchbearer circle one another. You think you can make out Ken's head poking out from behind the coffee bar's counter. Flambay does not take his eyes off of Torchbearer when he regards you.
"Give up, [TEAM NAME], this will be our victory!" He bellows before charging at Torchbearer.

And with that, the combat begins.

- Fire Team Hosier (1 per hero)
- Fire Team Axeman (1 + 1 per hero)
- Fire Team Elite (2)
- Battalion Chief Flambay
- Firebug (2 per hero)
- Torchbearer

Ken and Sumika have rounded up 9 other civilians who are taking cover behind the central coffee shop's counters. If asked to, they will attempt Support and Test actions in combat to help the heroes. The three way battle that the heroes find themselves involved in is a dangerous dance. Torchbearer and her Firebugs will attack whatever forces are nearest to them on their turn, though Torchbearer is smart enough to attack ranged threats that consistently target her.

Flambay and the forces of Fire Team Omega fight in a two-pronged battle. Half of the Axemen and one Elite split off to battle

the heroes, since they are worth points, while Flambay and the remainder of his forces battle Torchbearer and her Firebugs. Things can resolve with any number of conclusions. Use your best judgement to challenge the players but, if they ignore Torchbearer or Flambay, don't be afraid to have the situation resolve naturally. Ignoring those threats might cause the enemy to capitalize on that decision and steal the game from the heroes.

⚡ Torchbearer (Seasoned)

The galaxy renowned arsonist Torchbearer is a surprisingly large figure but her ability to char creatures and objects is unparalleled. Her strange bowl-shaped hands flicker with massive burning flames and her limbs are spindly knobby appendages that hide a surprising strength.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Hobby (Arson) d12+2, Notice d8, Persuasion d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Hindrances: Driven (Major, Burn It All Down), Ruthless (Major)

Edges: Block, Quick

Special Abilities:

- **Cup Runneth Over:** As an action, Torchbearer can tip her hands to spill out a massive amount of fire in a Cone Template. Creatures in the template must make an Agility check or catch fire, taking 3d6 damage at the start of each turn they are on fire. Additionally, Torchbearer creates a Firebug in the template. Torchbearer can only perform this action once per round.
- **Punch:** Str+2d4, Heavy Weapon, chance to catch target on fire.
- **Size +4:** Torchbearer is a hulk of metal and flame.
- **Tier:** Torchbearer is Hero Tier.

Firebugs (Seasoned)

The flickering flame monsters spawned by Torchbearer are quick and dangerous threats to even the most prepared heroes. With bodies like large flaming wasps, the sting of a Firebug causes a sudden burning rash but their ability to shoot burning projectiles is the true danger they present.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d4

Skills: Athletics d8, Fighting d6, Notice d8, Shooting d10

Pace: 2; **Parry:** 5; **Toughness:** 7 (3)

Edges: Extraction

Special Abilities:

- **Armor +3:** Burning carapace.
- **Burning Sting:** Str+d4, AP 4, creatures struck are Distracted.
- **Fire Bolt:** 2d8, Range 10/20/40.
- **Flight:** Firebugs have a Flying Pace of 10".
- **Size -2:** Firebugs are very, very small.
- **Tier:** Firebugs are Mundane Tier.

Tally the Points

With the training exercise complete, the heroes and Fire Team Omega file down to the street. If Flambay defeated Torchbearer, then he is exceedingly confident and talks some smack. However, if the heroes defeated Torchbearer, he is more reserved. If the heroes beat both Flambay and Torchbearer, he is incredibly embarrassed and will shirk away from any trash talk thrown in his direction.

When they reach the ground floor, the evacuated civilians are all receiving care from Fire Team Omega and Bright Lake's mundane firefighters and first responders. Fire Chief Champat saunters over to the heroes, parting the crowd while clapping in an over-exaggerated fashion. She is more than willing to verbally spar with heroes who have sharp tongues, but she's very excited to get to the tallying.

Burgle Bookie, the bookkeeper of Fire Team Omega, is in the midst of the tallying process. It's time to consult the running numbers that you or the players have been tracking during the ascent up the BBN's building. Fire Team Omega always has 1050 points. This number is only increased if a hero was defeated or Flambay defeated Torchbearer. For the interest of fairness, it is implied that the heroes were saving other people between the drawn card encounters. They begin with a base number of 1000 points from their various heroics. Count how many minions the heroes defeated, the number of civilians they saved, and any rooms they overcame. Additionally, if they defeated Flambay, a random Wild Card, or Torchbearer, they gain those points as well.

If Fire Team Omega wins, they are quick to laugh at the heroes in front of the assembled crowd. This victory cements their belief that the heroes are not strong enough to protect Earth from the dangers of the Sun. Champat is incredibly condescending but does still offer to let the heroes join Fire Team Omega.

If the heroes win, Champat still offers them a place in Fire Team Omega but in a gentler way. Additionally, true to her word, Champat asks the heroes what they'd like as the reward for their victory. They will do whatever they can, except leave the planet. This includes, but is not limited to: a temporary cease fire, a tour of the Fire Station, a special training regimen to grant the heroes a unique Edge or Trait increase, a piece of technology that acts as a modifier for their Iconic Weapons or Armor, or anything else the players might think up.

With the training exercise resolved, the heroes are free to bask in glory or wallow in defeat.



Plot Point Five: Traitor

When: After a previous adventure has been completed and resolved.

This Plot Point starts in media res, a fancy word for “in the middle of the action.” Fire Team Omega has discovered the laboratory base that Sumika and Ken work out of and are currently assaulting it. The heroes are split up from one another in different sections of the lab. All player characters are quite far from Sumika, who Fire Chief Champat has cornered on the opposite side of the lab.

The lab is broken up into five distinct sections. The entrance contains the stairs and a large open area. The locker room contains two rows of lockers with a long bench running between them. The medical room contains two large cabinets, two automated surgery beds, and a cloth partition on wheels. The device shop contains several tables, shelves, cabinets, and a large mechanical arm that assists in the fine tuning of Shifters. The office is in the absolute back of the lab and contains a massive desk, two bookshelves, and two armchairs. Additionally, the office has a massive hole blasted in the wall and ceiling that Fire Team Omega used to enter the lab. Sumika is battling Fire Chief Champat alone in the office. Ken is been knocked unconscious in the office as well. Each hero faces the following:

- **Fire Team Hosier (1)**
- **Fire Team Axeman (1)**
- **A Wild Card from Fire Team Omega**

The forces of Fire Team Omega fight irregularly. They are not attempting to defeat the heroes, but rather to hinder their advance towards Sumika and Fire Chief Champat. Pushing and grappling are all common, but they will seize the advantage and incapacitate heroes that make themselves vulnerable.

At the end of the fourth round of combat, Champat floods the laboratory with water summoned from the Hydrant Staff. The water then violently exits the lab through the hole in the wall, taking the members of Fire Team Omega, as well as Sumika, with it. If a hero arrives before this timeframe is over, they hear Champat ask Sumika to

“think about it.” If Champat takes a single Wound, she immediately floods the lab and escapes, along with Sumika and the others, on her next turn.

Only through exceptional cunning and great rolls will the heroes be able to prevent Champat from taking Sumika. In instances where this occurs, it is up to you, the GM, to find other ways to advance this Plot Point. Perhaps Sumika spends the night with the heroes but seems distant. She can sneak away later that night to meet up with Fire Chief Champat. If the heroes have been distant towards Sumika she flees alone or misleads the group. If the heroes have been downright cruel towards Sumika, she opens up to Ken about the offer and they both agree to abandon the so-called heroes. They might not be ready to sacrifice the Sun for their own selfish needs, however. Perhaps they’re planning to perform an action to sabotage the Fire Station. It may be possible, however, that maybe they have decided to hear out Fire Team Omega and join their ranks.

Missing Friend

With Sumika gone, Ken is devastated. He lashes out in frustration and blames the heroes for their inability to protect the lab. Attempts to console him or curb his rage are made with a -4 penalty as his anger boils over in full force in a way the heroes have not seen before. He can’t quite articulate his emotions. It’s a combination of fear, frustration, anxiety, and fury. He demands that the heroes leave the lab. If the heroes refuse, he storms into the device shop and slams the door behind him. He begins to salvage what he can from the ruins, while looking for a shifter he can use to stand a chance against Fire Team Omega.

The heroes remaining in the lab should roll a Notice check to sift through the rubble. Rather than checking to uncover a vital clue, the hero who rolls the highest spots something in a broken wall that rests between the medical bay and the office. Jutting out of the fractured wall is a sleek metal briefcase that has been crumpled on one side. Whatever it is, it was built into the foundation of the wall. It is fairly easy to extract. Doing so reveals that the other half of the advanced briefcase is still perfectly intact.



Siege the Station

Attempts to open the briefcase are thwarted by a destroyed fingerprint scanner. The manual unlock for the briefcase is two separate number dial locks that are three digits long each. The lock can be brute forced with Thievery made at a -2 penalty, the thumbprint scanner can be repaired with an Electronics check made at -2, or the electronic lock can be overcome with a Hacking check made at -2. In the event that all attempts to open the briefcase fail, Ken takes notice and attempts to snatch the briefcase. He has a good guess as to the six digit number: 121999. If asked how he knew this, he coldly and sadly states that it was the date that his mother and Sumika's mother met. Read the following aloud:

The briefcase opens with a crunching grinding. The interior is padded with some manner of advanced cushioning material. Sitting on the crumpled half of the briefcase is a shattered purple and gold Shifter. On the other side is a perfectly preserved Shifter with silver and orange trim. Its shape is proud and edged in four corners, though the front two are larger than the two in the rear. Ken's shoulders slump immediately. He knows what this is. He runs his hands over the fragments of purple and gold before exhaling a harsh, defeated breath of air. "A Hercules Beetle. Her favorite from when we were kids..."

He has never seen the contents of the briefcase before, but he knows who these Shifters are for. At least, who they were intended for. His Shifter is destroyed, but Sumika's remains. This revelation that their parents did leave Shifters behind for them devastates Ken, who immediately begins to cry. His best friend is missing, his mother is dead, and the final gift she left behind for him, the one thing he could safely use to help rescue Sumika, is in pieces. Ken is not easy to like, but he is not a cruel person. He needs help pulling himself back together and his partner-in-crime is gone. If the heroes take the time to help Ken, they find that his rough edges crumble away for the remainder of the campaign. He apologizes for his dismissive nature and asks for the heroes to help him get this Shifter to Sumika.

Ken's plan is simple: infiltrate the Fire Station, find Sumika, give her the Shifter, and crush Fire Team Omega. The final step is probably too much to ask for at this time, but Ken is determined to try. Heroes who have been paying attention might have questioned how defeated villains have returned at full strength. Wise heroes might realize that it probably has something to do with how they explode into water that rushes towards the Fire Station. Ken, or a hero who has been asking these questions, hypothesizes that there is something in the Fire Station that must be responsible for this. Ken's top priority is to destroy whatever that device is. Depending on the location of the Fire Station, the heroes will have to think up different ways to get inside. If the Fire Station was repelled in the beginning of the campaign, it remains aloft in the air. If the heroes have mechs that are capable of flight, they can attempt a daring landing. If they don't, a single mech might be able to throw the other heroes through the air, the heroes might attempt to commandeer a helicopter or plane, or they may devise some other method. If the Fire Station was not repelled, it rests on the ground near the Tanaka Gallery and is much more accessible. Yesterday's failures can be today's benefits. Approaching a grounded Fire Station is still dangerous but more feasible than flying through the air.

When the heroes enter the Fire Station, read the following aloud:

Alien architecture and engineering run in clean and concise lines on the ship, making up its many corridors and workspaces. Each door you pass seems to be a thick bulkhead. Breaking through such a thing would surely require great effort. You can hear the sound of movement all around you as the ship's inhabitants prepare for something. In corners at set intervals, you can spot small cannons that appear to be defense turrets to protect the ship from invaders like you.

Moving through the Station is a difficult challenge. Stealthy entrances lend themselves to stealthy approaches, but even teams that make their arrival known have a chance to slip into the shadows and attempt **Stealth** checks, though at a -2 penalty due to

the crew being on high alert. Groups that fail these Stealth checks or simply favor a direct approach encounter heavy resistance. The Fire Station is a labyrinth of wide hallways, large open areas, and rooms full of alien technology, so where the heroes do battle is important to figure out.

- **Fire Team Hosier (2 + 1 per two heroes)**
- **Fire Station Cannon**
- **Fire Team Elite (2)**

Battling in the Fire Station is a dangerous affair, and its internal defenses whir to life to fire pressurized water jets against anyone who dares to enter.

Fire Station Cannon

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Notice d6, Shooting d10

Pace: 0; **Parry:** 2; **Toughness:** 9 (6)

Special Abilities:

- **Armor +6:** Power suit.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Jet:** 2d8, Cone Template, Heavy Weapon, Knockback 2"
- **Size -2:** These compact cannons pack a punch
- **Tier:** A cannon is Mundane Tier.

There is a chance that the heroes will be forced into several battles, whether they do so of their own volition or through a series of failed rolls. Game Masters are encouraged to replace the combatants listed above with alternate foes, including Wild Card members of Fire Team Omega. At any point after these battles, the heroes might be able to speak with members of Fire Team Omega to gain information about where exactly Sumika is. A Dramatic Task or a single Persuasion, Taunt, or Intimidation roll might be enough to get a defeated enemy to spill the beans.

The heroes learn that Champat has taken Sumika to the Hydrocore, which is the magic device that powers the ship and also grants Fire Team Omega their ability to explode into water and respawn unharmed.

Who Do You Think I Am?

Upon arriving at the Hydrocore, the heroes see Sumika and Champat have already arrived. Sitting in the center of the room is the eye-catching Hydrocore. This massive churning sphere of rotating water looks not unlike a drawing of an atom. Rivers run in-between spinning bands of metal as a massive central ball of dark water roils like a stormy sea. With this sight out of the way, the heroes are quick to notice that Champat is holding out a smaller version of the Hydrocore toward Sumika.

This object is the Aqueous Ring, a different way for a mortal to obtain the powers of a transforming hero. Crafted by Fire Chief Champat in the early days of Fire Team Omega, it is a potent magic artifact that grants those who meld with it the ability to transform into the Aqual Armiger, a transforming hero working for Fire Team Omega. The first and only Aqual Armiger died in the line of duty years ago and no other creature has been able to successfully integrate with the Aqueous Ring since this event.

Champat seems confident, condescendingly so, that Sumika has already made up her mind. She is sure nothing the heroes can say or do will stop Sumika from making the choice to become the transforming hero Aqual Armiger, and be employed by Fire Team Omega. The heroes can attempt rolls or make impassioned speeches, but they do not impact Sumika's decision. The culmination of the party's actions towards Sumika come to a head here and now. Groups that did not engage Sumika, support her during her struggles, and show empathy towards her have caused enough harm over the course of the campaign to cause her to join Fire Team Omega. Sumika becomes the Aqual Armiger in such instances, even if the group reveals that she has a Shifter all her own. She's heard out Fire Team Omega's plan and has decided to align herself with them. How bad can an artificial sun be?

Groups that were kind to Sumika and supported her through her struggles are greeted with a coy smirk and a wink when Champat is not looking at her. She "accepts" the Aqueous Ring but does not merge it with herself. Instead she throws it into the Hydrocore which begins a destructive chain reaction, and



immediately turns tail to run. She laughs and informs the heroes that this was her plan all along as they rush towards an escape. In the event of Sumika leaving the heroes, the Hydrocore can be destroyed if it takes more than **two Wounds** and it has **Toughness 13 (7)**.

Fire Chief Champat is livid and surges out of the Hydrocore chamber on a roaring wave of water. This begins a Chase that the heroes must overcome to escape. Unlike normal Chases, the heroes oppose a fluctuating number of enemy groups due to the nature of the Fire Station. Enemy groups might appear ahead of the heroes after arriving from a different part of the ship, automated sentry turrets might spring to life and fire upon the heroes to impart a penalty, holes can be broken through the interior walls of the ship, and much more is all possible. The easiest and safest place to escape from the ship is the cargo bay that the heroes entered from. The hatch can be forced open, and the heroes can safely drop to earth, activate their mechs, and escape.

Alternatively, heroes that decide that now is the time to battle Fire Chief Champat are free to do so but should be made aware of how badly that idea can end. They are unprepared and the entirety of Fire Team Omega is on the ship. However, they do have Dynaster Sumika on their side.

- Fire Chief Champat
- Battalion Chief Flambay
- Fire Team Elite (2 per hero)
- Fire Station Cannon (2)
- Fire Team Hosier (2 + 1 per hero)
- Fire Team Axeman (2 + 1 per hero)

At the end of each round, one Fire Team Hosier and one Fire Team Axeman arrive. At the end of every other round, a Fire Team Omega Wild Card arrives. There is a very real chance that a series of lucky rolls could end the campaign here and that's okay. Just remember that the heroes cannot summon their mechs in spaces where the mech could not fully fit and that Champat has the luxury of the Fanatics Setting Rule.

⚡ Dynaster Sumika (Seasoned)

Sumika Ishimori was a normal, genius teenager before her mother's sudden and tragic accident. After her death, Sumika and her friend, Ken, discovered their parents' work. The Shifters they found were not compatible with themselves and Sumika lamented this fact. However, after she and Ken discovered a secret Shifter, she obtained the ability to become Dynaster, a herculean beetle that had the power to save innocents.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Electronics d10, Fighting d8, Investigation d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Pace: 7; **Parry:** 8; **Toughness:** 7/10 (3)

Hindrances: Heroic, Overconfident

Edges: Ambidextrous, Arcane Background (Transform), Brawler, Charismatic, Combat Reflexes, Martial Artist, Improved Team Player



Special Abilities:

- **Armor +3:** Armored suit, Pace +1, Parry +1.
- **Dynaster Axe:** Str+d8, AP 2, Heavy Weapon, Parry +1.
- **Blaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Item Dependency:** If Dynaster loses her Shifter then she cannot Transform.
- **Leaping:** Dynaster can jump 2" vertically and 4" horizontally.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Dynaster. She does not have access to her Dynaster Axe, Blaster, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Dynaster is either Mundane or Hero Tier.

Let Me Explain

The heroes narrowly escape from the Fire Station and rush to find safety somewhere within the city. Thankfully, Fire Team Omega knew the location of the lab since Plot Point Four so returning there and rebuilding is probably safe, though paranoid heroes might still avoid it. Once everyone is safe, Sumika immediately and tearfully apologizes for her deception. She wanted to help even if she couldn't transform, and that's exactly what she set out to do. Ken is furious as his complicated emotions all surge out at once. He's quick to hug Sumika and tell her exactly how worried and scared he was, even if the heroes are present.

However, with the Dynaster Shifter in hand, Sumika can now succeed at what she has been attempting to do for the entire campaign. She can stand toe to toe with the heroes and fight back against Fire Team Omega with her own strength. She's deeply emotional over the discovery that her mother left behind but is also keenly aware of the pain Ken is experiencing and she does her best to comfort him. She is very familiar with it, after all.

Heroes that have been abandoned by Sumika, and potentially Ken, face a much direr situation as they are left to their own devices to survive. In cases such as this, it might be best to begin Plot Point Six sooner rather than later.

Plot Point Six: Finals and Finales

When: At least a month after Plot Point Five. The heroes have returned to a tenuous student life as the world continues to spin. Finals are upon them and that means study sessions and test prep. Are the heroes studying together or separately? What heroes are struggling with their academics? Spend downtime with the heroes and allow them to panic and prepare for the end of the school year while still engaging with their extracurricular activities and home lives. Reminding them of exactly what they're going to be fighting for in this Plot Point can help to raise the dramatic stakes. Unfortunately for the heroes, Fire Team Omega makes their move before they can take their final exams. The Fire Station begins to make its way toward the air above central Bright Lake. It moves with rapidity and quickly deploys a massive transparent dome of an unknown but highly resistant material. The Fire Station rests in the center of the dome and on both sides of it, seemingly bisected. From the bottom of the ship, a large valve emerges. The Fire Stations speakers usher Fire Chief Champat's voice. Read the following aloud:

"Dear citizens of Bright Lake, it is with a heavy heart that we make this decision. Due to the constant interference of your planet's so-called protectors, we have been forced to take a drastic action to save the rest of your underdeveloped planet. The dome around you is airtight. We will soon begin to suck the air out of the city. This weapon's test will not only rid your planet of the constant threat that is the [TEAM NAME], but it will further our study into the most efficient way to extinguish a sun with limited resources. We thank you for your understanding and wish you farewell."

As soon as Champat is done talking, the giant vacuum engages with a resounding howl. The city is thrown into chaos as fear takes hold. Heroes that attempt to transform or summon their mechs discover that the nature of the dome is somehow interfering with the Shifter's powers. They cannot do either. With the world around them plunged into a dire situation

and their powers seemingly cut off, it's up to the heroes to find a way to stop Fire Team Omega one last time.

There are several ways that the heroes can interfere with Fire Team Omega's plan. If the players have difficulty thinking of an idea, Ken or Sumika might have an idea that nudges them in the right direction. In addition to the following two ideas, if the heroes come up with something out of the box that would be possible and dramatic, allow them to follow that plan instead. It is also prudent to allow the heroes to attempt multiple plans simultaneously in the event that the other plans fail.

At the top of every hour, the heroes must make a Vigor check due to suffocation. On a failed roll, the hero takes one level of Fatigue. Transformed heroes do not need to make this roll as their suits provide oxygen. Any Fatigue accumulated in this way is immediately removed when the characters transform or escape the dome.

Idea One: Dig Out

Digging under the dome is a straightforward idea that requires a decent amount of coordination to pull off. Thankfully, Bright Lake has a large number of abandoned quarries with industrial equipment that are perfect for digging under the dome. Unfortunately, it's not likely that high schoolers will have the necessary knowledge to use such devices, though they might know someone who does. First, consider the immediate families of the heroes. Do any of them work construction? If none do, then perhaps the heroes have assisted individuals with the appropriate knowledge in a previous adventure. If none of the above holds true, then the heroes can simply scramble to find someone with the appropriate knowledge.

There is also another option. If the campaign featured the Crossover Episode *Savage Tale*, then the heroes encountered Mandrilla of the Dig Deep Dominion and Iron Champion Daro. Perhaps there is already a tunnel that they can discover that already leads outside the city limits that Mandrilla used to enter the city in the first place. By utilizing this existing tunnel, they only need to gather the citizens of the city to evacuate while protecting them.

Whichever method they use, the heroes draw the attention of Fire Team Omega who dispatch a team to squash their resistance.

- **Fire Team Elite (1 + 1 per every two heroes)**
- **Fire Team Hosier (2)**

Once one of the heroes escapes the dome, they become able to transform and activate their mech. The dome itself is massive in size, which means that even landlocked mechs are capable of running up the exterior towards the Fire Station. Due to the curved approach, Fire Team Omega cannot fire their main cannons at the mechs until they are already on top of the half of the ship that is bisected by the dome. However, a protracted battle is impossible due to the overwhelming firepower of the space ship.

Idea Two: Hack the System

Between Ken and Sumika's genius intellects, they might be able to build something to cut through the interference. However, such a device would be time consuming to design. Worse yet, it would require a tremendous amount of power to activate, and the lab is still in a mostly ruined state. The two do present one of two options. They can use all of the Shifters to potentially give a single one enough juice to transform and activate their mech. However, that will drain the other Shifters for some time. They are unsure if the Shifters will recover after the mechanism preventing their transformations is disabled.

The other option is much more overt. If the heroes, accompanied by Sumika and Ken, head to one of the city's electrical transformer stations, they might be able to siphon off enough energy to charge a single Shifter without depleting the others. Through a combination of **Electronics** and **Repair**, they might be able to rig a device that can supercharge the Shifter at the expense of knocking out all the power in a large section of Bright Lake. The assistance of characters who have ranks in either skill is necessary in order for this plan to succeed.

Infiltrating the city's power grid draws the ire of Fire Team Omega who dispatch a team to put a stop to the threat. They rush into the fenced in electrical station and attempt to disable Ken and Sumika. Creating the device requires five successful **Electronics** or

Repair checks made as an action. At the end of each round, Ken and Sumika automatically contribute one success provided they are not Shaken or otherwise distracted by Fire Team Omega. Once the device is completed, the hero can immediately attempt to transform and effortlessly wipe up the minions.

- **Fire Team Elite (1)**
- **Fire Team Axeman (1 + 1 per hero)**

In both instances, the individual who is receiving the charge will be in considerable danger. When attempting to activate the Shifter, they must make a **Vigor roll at -2**. On a failed roll, the hero successfully transforms but suffers one Fatigue. On a successful roll, the hero is unharmed.

With the Shifter reactivated, the time comes to head up to the Fire Station and disable the dome and the interference device. Attempting to siege the Station with a mech is a Dramatic Task that uses the **Athletics, Notice**, and potentially the **Piloting** skills. Heroes that can fly without a mech can use **Stealth** instead of **Piloting**. A hero would need to accumulate at least one success with each applicable skill to successfully avoid the barrage of pressurized water blasts firing from the Fire Station's batteries. However, a protracted battle is impossible due to the overwhelming firepower of the space ship.

Idea Three: Take Flight

Though their mechs are out of commission for the moment, that doesn't mean that the mundane vehicles in the city are. The heroes saved employees of BBN and, as it turns out, at least one of the survivors is a trained pilot for the network's news helicopter

However, this individual isn't going to trust some kids that run up to them and insist they're the heroes of Bright Lake. Heroes attempting to commandeer one of BBN's news choppers must risk exposing their secret to a reporter who might leak their true identity to the public. Even worse, they'll need to somehow prove that they're who they say they are with a **Persuasion check** made with a **-2 penalty**. If the heroes had an interaction with the pilot during Plot Point Four and the hero making the roll repeats something they said in costume to the pilot, they ignore this penalty and instead make the check with a **+4 bonus**.

Getting off the ground is only the first step, however. Reaching the Fire Station with the helicopter requires a Dramatic Task to get it there without being shot out of the sky by the ship's defense systems. This functions similarly to the Dramatic Tasks in Idea Two but instead uses **Battle** and **Notice** to call out and predict incoming attacks that the pilot must avoid. If for some reason a hero has ranks in **Piloting**, they can instead attempt to fly the helicopter as a part of the Dramatic Task while passengers still make **Battle** and **Notice** checks.

Failure results in the helicopter being shot out of the air and it needing **Repair** checks to get it running again, though such actions would take at least three hours. Success gets the heroes close enough to board the Fire Station where they can attempt to disable the dome or the interference device that is preventing their transformations.

It Ends Now

The infiltration of the Fire Station requires two different devices to be disabled. The first is the interference antenna that is preventing the heroes from transforming. Thankfully, the antenna is a fragile unit that has one satellite dish-like device on both sides of the Fire Station. A few stiff blows are all it takes to disable one of the antennas and shut down the entire system.

The dome's controls can be found within the ship. Heroes that board the station must sneak or fight their way towards the control room where they can regroup and put an end to this. Isolated heroes that are spotted face nominal resistance. They can simply choose to escape with **Athletics** or fight their way through a small group of minions.

At the bridge of the ship, the device, Champat, and another figure await. The heroes have never seen this individual before, but they reveal themselves to be the new Aqual Armiger. After Sumika's refusal, a recurring minion ascended to the rank by undergoing the dangerous process of fusing with the Aqueous Ring. If the group did not stop Sumika, the Aqual Armiger is instead revealed to be her new form.

The battle is swift and violent. Champat has had enough of the heroes' interference.

- **Fire Chief Champat**
- **Aqual Armiger**
- **Fire Team Elite (2)**

Not Just a Spaceship

Upon defeating her, Fire Chief Champat raises the Hydrant Staff high above her head with a roar of pain and frustration. She coldly speaks into her lapel communicator:

"Flambay, you are free to burn bright."

With a sudden surge of water, Champat flushes the heroes and the Aqual Armiger from the Fire Station. She then sends the order to the remaining staff to prepare to transform and for all non-essential staff to evacuate. Read the following aloud:

The heavy whirring of the Fire Station's hull resonates in the air. Large chunks of the airtight spaceship begin to bend and split. That's when it begins to make sense. The Fire Station is more than just a space ship... it's a mech. Four powerful legs thrust out in an X-shaped pattern and two powerful arms with towering cylindrical pauldrons emerge from a densely armored torso. The bridge of the ship locks into place as the defiant head of the Fire Station's true form.

Elsewhere on the ground, a torrent of water and a pillar of flame shoot skyward. As the massive form of the Aqual Armiger and Battalion Chief Flambay emerge from the water and fire respectively, you all realize the meaning behind her words. Whatever non-burning bondage the Battalion Chief was constrained by has been lifted.

The three giants tower above you. The final battle is here.

The heroes face their greatest challenge ever. They must contend with all three threats at the same time. However, there is still some luck left on their side. Sumika and Ken have previously mentioned the modular design of the Shifters and the mechs which means that the heroes can create two combined mechs by splitting up and joining with Sumika's Olympian Breaker.

For groups looking to maintain this thrilling surprise, allow the group to quickly build Rank appropriate mechs for their new combined forms. For groups that don't want to lose the flow of this climactic finale, work to create these mechs in advance. For the ambitious Game Master who wants to have it all, consider "theorizing" some potential combinations with your players in the weeks leading up to the finale where the players build their new mechs without realizing that this is what they are for.

When the heroes form their mechs, they are invigorated by the new combination and immediately recover any Wounds and Fatigue they were suffering from. This is a one-time effect.

The city of Bright Lake itself is the battlefield. Unlike previous combats, the battle occurs surrounded by skyscrapers in wide city streets. Wise heroes will minimize the damage to the city whenever possible, but some destruction is inevitable.

- **Aqual Armiger (Giant)** Can only suffer two Wounds before being Incapacitated
- **Battalion Chief Flambay (Giant)** Pace 8, Parry 10, Toughness 9, all Edges become Improved, Fighting d10, can only suffer two Wounds before being Incapacitated
- **Flame Killer Mech**

⚡ Flame Killer Mech

The Fire Station in its true form is a threat unlike any other. It towers above the combined mechs of the hero and even its allies.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d12, Fighting d12, Shooting d8

Pace: 5; **Parry:** 8; **Toughness:** 14 (4)

Special Abilities:

- **Armor +4:** Thick armor plating
- **Jet Punch:** Str+d8, the Flame Killer Mech moves 4" forward in a straight line after making this attack.
- **Main Cannons:** 2d10, 3/6/12, AP 2, RoF 1
- **Size +3:** This mech makes others look puny.
- **Tier:** The Flame Killer Mech is Giant Tier.
- **Water Aura:** As an action, the Flame Killer Mech floods a Large Burst Template sized area centered on it with water. Other creatures within the LBT must make a Strength check or be knocked prone.

Heroes of Bright Lake

The Flame Killer Mech erupts in burning light. From the bridge, a surge of water attempts to contain it but it's too late, and the ship is shutting down. Champat does what any great leader would do and prioritizes evacuating the staff remaining on the ship. With one more flush of water, the crew is evacuated, including Champat. Once on the ground she, through exacerbated breaths, orders Fire Team Omega to surrender. They have lost.

What comes next is up to the heroes. Do they accept their surrender? What will they do with them? These are all questions for later. For now, the heroes need to deal with the cheering horde of citizens that were watching the battle from a safe distance. Sharp eyed heroes can also spot a lone cameraperson on the roof of the newly repaired BBN building. They have recorded and broadcast the battle to the world. On the shoulders of their mechs, it's time for you, the Game Master, to determine one important thing. Their battles today were vicious and brutal. In the course of the conflict, were their masks damaged or destroyed? Will the heroes get to continue living private lives, or will the world know their names and faces? Inform the heroes if their faces are revealed or if their masks remain.

They are free to do whatever they want with Fire Team Omega. Fire Chief Champat is quiet in her anger. The only thing she seems to be interested in saying to the heroes is:

"You have no idea what you've done."

They've saved the solar system. That's what they've done.

After Credits Stinger

Or have they? Read the following out loud:

If there was a camera, it would quickly zoom out. The scene zips away from the triumphant heroes, Bright Lake, and the planet Earth, before arriving at the heart of the solar system.

The camera hangs on the Sun. It has been saved. But then, the camera zooms in closer and closer. A dot appears on the burning celestial body, and, as the camera gets closer, we begin to see its shape. Is it a castle? A large structure with ramparts and walls comes into focus. The camera pushes in further, entering a massive chamber.

There, sitting on a throne of burning star stuff sits a figure clad in armor made of brilliant bronze colored metal with an alien head. He looks at the assembled masses, his loyal servants, and stands up, clutching his fist. "It is finally time." His voice crackles, "The Dark Star Conclave will conquer the galaxy!" The cheers of his subordinates fill the chamber. Fire Team Omega was right. The Sun really is a threat to the Earth.

Savage Tales

In between the major episodes of the campaign, the day to day banalities of life still come and go. Sometimes Fire Team Omega is responsible for an unusual event, but other times it's a conflict with a teacher, trouble with friends, or a school festival that drive the events of these sessions.

The below seeds are just a few, brief examples of adventures you can run in the Fire Team on the Scene Plot Point Campaign. To fully flesh out a session it is highly recommended to also incorporate a Hindrance story that could add a personal flair to the episode. If there simply isn't an appropriate Hindrance then feel free to give the story a fairly standard moral or exclude the idea altogether.

The Arcade's Fire

An electrical fire at Drawn and Quarters, an arcade in the city, has regrettably turned the entire building into a raging inferno that has quickly grown out of control and threatens to consume the entire block. Fire Team Omega will stop at nothing, even leveling the entire street, to put out this dangerous electrical fire.

The Arcade's Fire is a simple action oriented Savage Tale that is best suited for a quick session if your game time is particularly limited. It can easily be expanded by adding lead time to the fire igniting and by dealing with the emotional fallout of several of the team's friends (or even themselves) losing their favorite hangout.

Best Friends For Never

In the aftermath of a "Panic Simulation" conducted by Fire Team Omega, in which they drugged the populace with a mist that induced a state of frenzied alarm to simulate the mental state of victims of disaster, Ken and Sumika have officially broken up as friends.



Unfortunately, it seems Ken and Sumika were both allergic to the "Panic Chemical" used during the test and are now constantly fighting with one another. The creature conducting this exercise, Hazmat, is still at large and might possess a cure for the chemical. However, this means tracking down Hazmat and entering the Fire Station to steal the cure. Discretion might be the better part of valor as the heroes attempt to save their friends and the other, still addled, victims of the simulation.

This Savage Tale is best started 'in media res,' or, in the middle of the action. The group should be facing down Hazmat during the initial Panic Simulation in what would normally be the climax of a standard session. However, when Hazmat is defeated and the Fire Team grunts catch him and flee the scene, that is when the true session begins. Clue the players in to the adventure as it evolves organically. They gain the backstory and then come to understand the objective as it evolves.

Booster Club Boosting

The local booster club has been hard at work raising funds for the local youth center. The bake sale is the final event in their month long campaign. Fire Team Omega learned a lesson after several of their tone-deaf failures. However, it wasn't necessarily the right lesson.

Rather than stealing raw materials for their endeavors they plan to purchase them legally... with illegally acquired funds. It just so happens that the booster club has a large sum of money at the youth center that would be perfect for buying some legally acquired water.

It's up to the party to track down the thief before they return to the Fire Station. This means hot pursuit through the city, running combat, and clever ambushes orchestrated by both sides. Burgle Bookie is a cunning and quick opponent who won't give up the money without a fight.

Boy Band Bonanza

The world famous pop band Super T.E.E.N.Z. has a scheduled concert this week. Ken bought tickets for Sumika the moment they became available and, after befriending the party, Sumika bought all the heroes tickets as a gift. However, Sumika is unaware of Ken's surprise which has caused the musclebound genius no amount of frustration. He can't simply come out with it as it would ruin the surprise, and the idea of going to the concert with everyone else also annoys him.

This Savage Tale is smaller in scope than many of the others presented in this section. It's a small character story that can shed light into Ken as a character without forcing combat. Feel free to endanger the Super T.E.E.N.Z. or combine this with another Savage Tale or Plot Point. Weapons Test, Crossover Chaos, and Fresh Air are all well suited for combining with this Savage Tale.

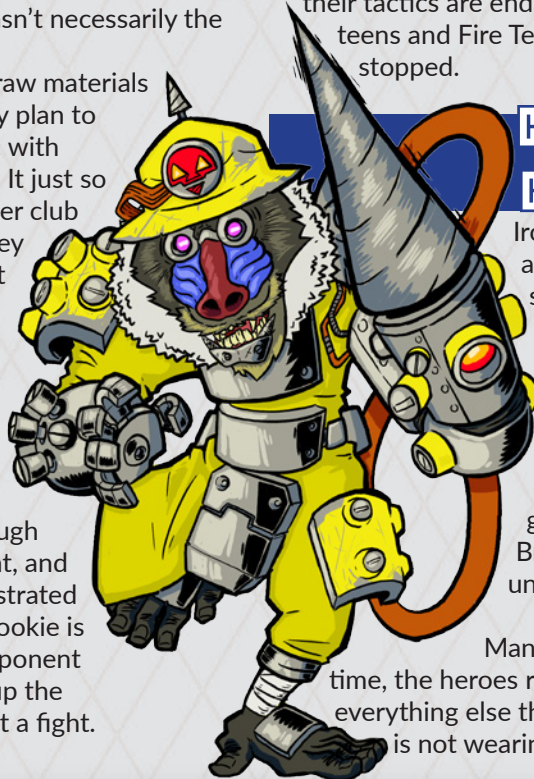
Butt Out!

Local hooligans have been smoking cigarettes at the park. Fire Team Omega takes a hands-on approach to ensure that these kids don't start a trashcan fire and learn the dangers of smoking. Their method varies from outright aggression to suggesting that the hooligans should start vaping instead. In either case, their tactics are endangering these teens and Fire Team Omega has to be stopped.

Crossover Chaos

Iron Champion Daro, a hero from another series, arrives in Bright Lake hot on the trail of a runaway monster from his own campaign. Mandrilla, the robotic primate villain, is wreaking general havoc all across Bright Lake for reasons unknown.

After confronting Mandrilla for the first time, the heroes realize that he, unlike everything else they've encountered, is not wearing anything that even



remotely resembles a Fire Team Omega uniform. Additionally, reports of an armored hero abound. Searching for the source of these rumors reveals Daro, a fellow transforming hero, has pursued Mandrilla to Bright Lake. Daro is a lone warrior who has been facing off against the Dig Deep Dominion, which is an evil organization that lives beneath the Earth's surface and wants nothing more than to hollow out the planet and expand their domain.

Daro has been having a hard time battling Mandrilla and requests the aid of the party in his next battle with the simian excavator. The battle is sure to be fraught with peril, and, without help, Daro will surely fail and Mandrilla will succeed in his plot to create a sinkhole large enough to destroy all of Bright Lake.

Dog's Gone

Furry friends, specifically dogs, all throughout Bright Lake have been leaving their homes and not coming back. Missing posters completely cover most walls and phone poles as dog owners fruitlessly search for their lost puppies.

In truth, the Ferngrove Forest has a new occupant. Ruff Rider, the dalmation-like alien firehouse dog of Fire Team Omega, has used a machine to send a message to all the dogs in Bright Lake without their human owners being able to hear it. The dogs disappear in staggered groups and none have returned. Attempting to follow a fleeing dog in plain sight leads to it heading to the perimeter of the town nearest to Ferngrove Forest before stopping, turning around, and staring at their pursuers until they are out of sight.

In a large clearing in Ferngrove Forest, Ruff Rider has set up a meeting place with canine refreshments where he is attempting to woo the other dogs with promises of good treatment, many belly rubs, ancient alien bones, a comprehensive health insurance plan, and a sense of fulfillment. Many dogs will be swayed into joining Fire Team Omega without interference from the party.

Forest Fire Frenzy

Bright Lake is currently in the midst of the worst drought the city has faced in the past three decades. It's hot and dry, which has led to a surge in the popularity of the various lakes and streams dotting the Ferngrove

Forest. People of all ages looking to escape the heat have flocked in droves for a chance to take a dip in one of these cool lakes. However, a cookout goes sideways when a rogue spark catches a stack of kindling ablaze. The fire surges through the incredibly dry forest and quickly grows out of control.

With dozens upon dozens of people stuck in the inferno, the heroes try their best to evacuate civilians while doing what they can to fight back against the forest fire. When Fire Team Omega arrives on the scene, they reveal their intention to assist the heroes in battling the fire. With the equipment they have at their disposal, the heroes can choose to work with Fire Team Omega to save the forest and all the people trapped within.

This adventure gives a good opportunity for roleplaying with unlikely allies while showcasing just how powerful the members of Fire Team Omega actually are. Seeing Fire Chief Champat in action can be equal parts awe-inspiring and terrifying as it's almost certain that eventually the heroes will have to fight her. Use this adventure as a chance to showcase the powers of some of the Monster of the Week enemies still to come.

Fresh Air

Fire Team Omega is at it again with a new plan. One of the most deadly factors during a fire is smoke inhalation. That's why they've taken it upon themselves to pass out their new air filters to the populace of Bright Lake during the beta test period. Unfortunately, the masks are a permanent accessory that cannot be taken off while their creator, Rebreather, is still around.

The face masks prevent transformation. If Sumika has already obtained her Shifter, then she cannot aid the party in this Savage Tale. The heroes technically can ignore this Savage Tale, provided they're cool with themselves and everyone they've ever known permanently wearing these hideous, alien masks.

Health Inspection

Carmen's Place is a clean and well-maintained establishment that almost everyone in Bright Lake loves eating at. In a moment of negligence, Carmen leaves a pie in the oven for a bit too long and triggers the fire alarms in the small diner.

Normally this wouldn't be such a big deal. However, having an alien firefighter organization stationed in your home city isn't exactly normal. Fire Team Omega takes it upon themselves to educate Carmen by attempting to capture her for "fire safety re-education." They leave a small cadre of grunts in the restaurant to ensure that no fire will begin while they run away with her. It's up to the heroes to liberate Carmen and her namesake establishment from Fire Team Omega before a beloved staple of Bright Lake disappears forever.

Holiday Special

It's the holiday season and, without paying special attention to any one religion's traditions, the spirit of the season has swept through Bright Lake. Everything seems quiet as even the aliens seem to have a tradition that coincides with this time of year. At least that's how it seems until Fire Team Omega's yearly ritual spills out into the city at large.

It appears as though they have a tradition not unlike the yule log, except for the minor detail that their flaming piece of wood is alive and has a love for destruction. They've spent the past week crafting a golem of wood and kindling. It's Fire Team Omega tradition to set it on fire and send it out into the city so that they can then catch it. The situation itself will eventually be contained, but the damage the golem can do to the city will be great.

My Mixtape

Aliens might speak the same language as the citizens of Bright Lake, but that doesn't mean they understand its nuances. When a local musician, Lil Bruh, insists that he "spits fire" and that his mixtape is "literally fire," Fire Team Omega takes it upon themselves to destroy every copy of his admittedly good mixtape and hunt down the pyrokinetic musician.

Obviously Lil Bruh cannot spit fire, but the aliens simply believe he's concealing his true power. The party must help Lil Bruh and everyone who purchased his mixtape evade capture while attempting to clear up this miscommunication one way or another. Just stopping the attackers won't be enough.

The heroes will need to, one way or another, explain that Lil Bruh is not a pyromancer and cannot generate actual flame.

Public Relations Nightmare

Fire Chief Champat comes to the conclusion that the planet's insistence that Fire Team Omega are "the bad guys" and that they "need the Sun to live" is all the result of bad publicity and the public simply misunderstanding their core message. If this Savage Tale takes place after Traitor, the fifth Plot Point, and Sumika did not become the Aqual Armiger then Champat also believes that her decision is also a part of their bad PR.

The answer to their ignorance is simple: Fire Team Omega must launch an aggressive marketing campaign to win over the Earth's population, starting with Bright Lake. A collection of previous Boss Monsters hit the streets with groups of grunts to pass out fliers. The bosses scream and shout about how great Fire Team Omega is and how the heat death of the solar system is upon them.

Obviously this sends the entire population of Bright Lake spiraling into a maddened, riotous frenzy. The party must contend with the collateral damage caused by Fire Team Omega's soap boxing all across the city as they come toe to toe in one-on-one fights against past villains.

Renovations

The buildings of Bright Lake do not pass intergalactic healthy and safety regulations and Fire Team Omega has taken it upon themselves to get the city up to code.

The Aqual Armiger, or another Wild Card if the campaign has not yet completed Plot Point Five, leads a large mob of minions in one of the city's residential districts. They have begun to knock the outer walls of houses down, rip out the current insulation, and replace it with advanced alien materials. This would be well and good except for the fact that Fire Team Omega is not good at repairing their work.

Worse yet, the insulation appears to whisper strange things into the minds of sleeping humans. Those that hear its voice speak about "returning to the Ocean Mother."

Spring Spectacular

The annual Bright Lake Fireworks Spectacular is quickly approaching. Depending on when this Savage Tale is played, the fireworks display might be an autumn or spring event that's used to mark the changing of the seasons or an important event in Bright Lake's history.

Needless to say, Fire Team Omega is none too thrilled to hear about airborne incendiaries raining down on their base of operations. Fire Chief Champat rallies a group of minions to protect her as she casts a potent ritual that will cause a great flood to wash away the fireworks.

The heroes must put a stop to this ritual before the flood ruins the fireworks show and causes millions of dollars of property damage to the city.

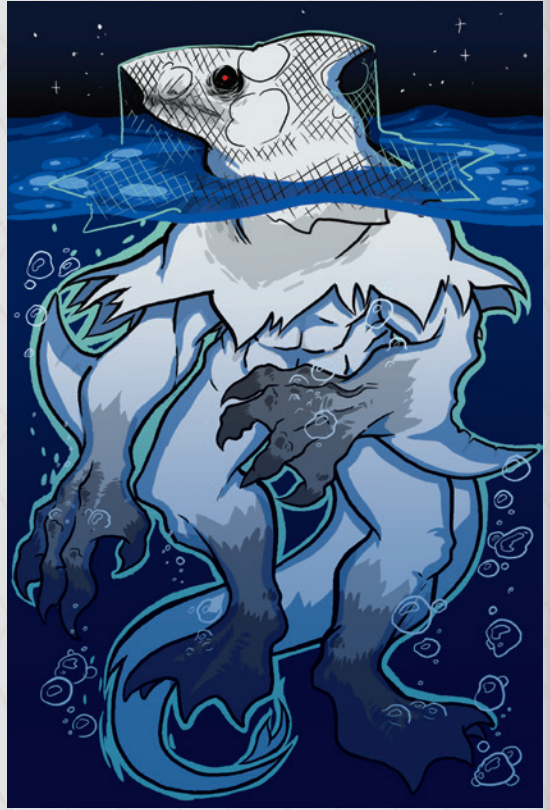
Swimming With Sharks

The Komaki Reservoir is safe from Fire Team Omega but a new threat prowls its waters. Spooky Shark, who is an aquatic monster spirit, has taken up residence in the waters of the reservoir. Night joggers have reported eerie glowing from the water and monstrous roaring sounds. It won't be long before Spooky Shark gets hungry...

Transfer Student From Another World

A human-ish alien that serves as a Fire Team Omega grunt has infiltrated Seigo High by posing as a transfer student. Viewed by most as a person who really just loves his hat and hood, the truth is that the cap conceals his fin shaped ears.

He approaches his fellow teens and spouts Fire Team Omega supportive propaganda in order to covertly sway public opinion of the aliens in the "youth bloc" to better cement Fire Team Omega's future. This means spreading lies about what teachers of the school are presenting as facts about the Sun. When discovered and confronted, Johnny Norman calls an extraction team to get him out of the school.



Truants

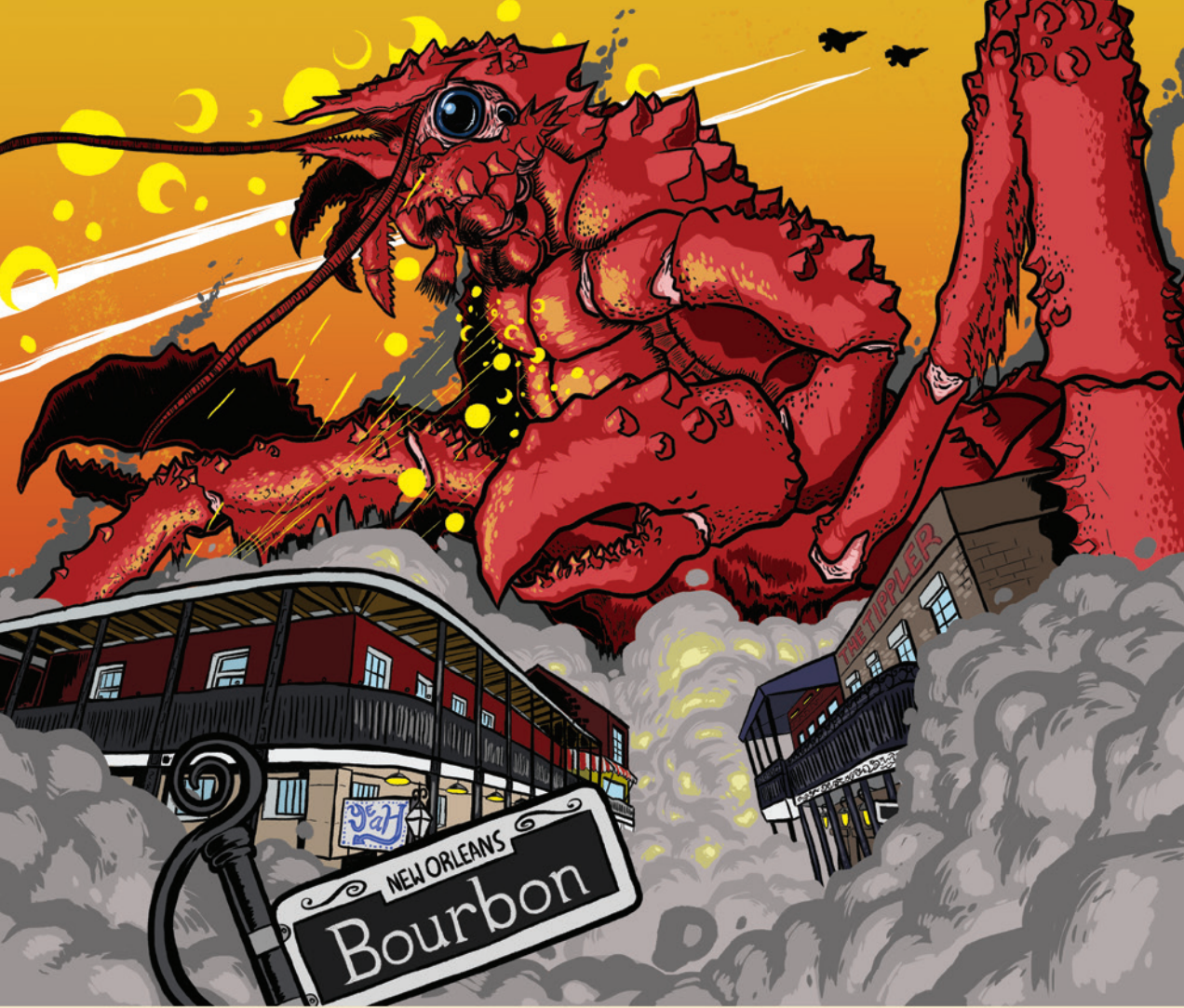
Many of the students at Seigo High who have been involved in the incidents surrounding the heroes and Fire Team Omega have stopped coming to school altogether. In some instances, their parents have overreacted and placed them on house arrest, and in others the students leave for school each morning and simply ditch class.

Without the proper motivation, the students might never return. Principal Lindsay personally requests the help of the group, who he notes were usually near the epicenter of the events that swept the students up, to speak with some of the truants and urge them to return. He's tried to do it himself, but they refuse to listen. He believes that the party, an eclectic group of people from different social groups who still managed to form a tight-knit community, stand the best chance of swaying these youngsters.

School Events

Use the following table to create randomized events that occur within Seigo Private Academy.

Card	Result
2	Pay Attention: A teacher has it out for one of the player characters, or so it seems. They call on the student to answer a question they weren't paying enough attention to hear. If the student is diligent something distracted them. If the card is Black, failure to answer the question correctly results in detention.
3	Left it at Home: All player characters make a Smarts roll. Whoever rolled the lowest has accidentally left most of their textbooks and notebooks at home.
4	Bumping in to Each Other: One of the player characters and a student controlled by the Game Master bump into each other in the hallways. Their papers and books go flying and get mixed up. In the confusion, one of the involved parties accidentally obtains something of extreme importance to the other. It might be last night's homework, a love letter to another student, etc.
5	Pop Quiz: The students are surprised with a pop quiz. If the card was Black, the quiz is exceptionally hard and any roll made during the quiz suffers a -2 penalty.
6	Locker Room Heist: Someone has stolen things from student's lockers when they were in gym class. The things stolen might have been valuable, such as cash or electronics, or bizaree, such as notebooks or shoes.
7	Fight, Fight, Fight: A fight breaks out between classes or during lunch. If the card was Black, the fight is a one-sided beating between a bully and a victim. If the card was Red, the fight is between two comparable opponents.
8	Gossip: A student controlled by the Game Master has a very vocal problem with one of the player characters. They have been talking a large amount of trash and show no signs of stopping.
9	Brown Outs: The weather keeps knocking the power out in school. It might be due to high heat, intense winds, heavy snow, or any other natural phenomenon that would disrupt the power. The intermittent power surges give all students a -2 penalty to Academics checks for the day.
10	Group Work: One of the player character's classes assigns a group project that needs to be done. If the card was Black, the members of the group push off all of the work on the player character. If the card was Red, the player character has a friend in the class who joins their group and is happy to help.
Jack	"Funny" Teacher: A teacher takes it upon themselves to try their new standup routine by sprinkling a few jokes throughout class. If the card is Black, the jokes are unfunny but letting the teacher know damages the teacher's opinion of the student. If the card is Red the jokes are funny-ish and the teacher doesn't take it too seriously.
Queen	Conference Time: Parent Teacher Conference Night is quickly approaching. Students who have been rolling poorly on their Academics rolls or causing trouble in school could very easily get in trouble with their parents or guardians if they don't find a way to stack the deck in their favor or keep them from attending.
King	Science Fair: The school science fair is fast approaching. The player characters have to put together an assignment to wow the judges. If the card was Black, the topic of their assignment is something none of them are interested in. If it was Red, the topic of the assignment is something that some of the students are passionate about.
Ace	Social Fallout: A popular clique in school has a major, public falling out and things get messy. The school is abuzz with gossip for the entire week. If a player character has the Clique Hindrance, it was their clique.
Joker	Picture Day: It's class picture day. If the Joker was Black, none of the player characters remembered and they did not dress for the occasion.



Fight Kaiju, Transform, Save the World

Savage Tokusatsu is a supplement for Savage Worlds Adventure Edition that gives your group the power to fight massive monsters, be massive monsters, transform like your favorite Saturday morning heroes, build unique and toy-like weapons and armor, and fight weird monsters with pun names.

Transform, heroes.



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