

PACIFIC RIM

FATE

OF MANKIND



A dramatic scene from the movie Pacific Rim showing a large Kaiju being hoisted into the air by several military helicopters. The Kaiju is dark and menacing, with glowing green lights on its body. The helicopters are silhouetted against a cloudy, overcast sky. The overall tone is epic and action-oriented.

Pacific Rim FATE of Mankind

This is a fan project, for FATE, to try and create the feel/fun of Pacific Rim in a FATE game.

All artwork, rights etc remains with the original owners and this is purely an act of fan goobery.

Game mechanics are open source.

INTRODUCTION

The First Kaiju War ran from August 10th 2013 to January 12th 2025. It was a devastating conflict between mysterious aliens, bent on colonising and 'terrorforming' Earth and humanity. It was a key event in that it showed humanity was not alone and could work together, but also that the universe was a hostile and dangerous place to live with powerful enemies to defend against. The scars the conflict left on the world and the shift in geopolitical power were enormous, as were the technological advances made during the conflict.

If you're playing Pacific Rim you can play within the canonical dates - a spread of some 12 years - or afterwards, in a Second Kaiju War. I have presented material, largely, usefully, gathered on the Pacific Rim Wiki for playing within the canonical (film canon that is) universe, and then created some speculation about how things might go in the years following the First Kaiju War and how a second might come about.

FATE

This Pacific Rim fanboy kit only presents the rules modifications and additions needed to play giant stompy robots. To play you'll need FATE - the full edition not the accelerated edition. You can get a PDF of the rules here: <http://www.rpgnow.com/product/114903/Fate-Core-System> you could even get it for free, if you're a dick.



THE WORLD OF PACIFIC RIM THE FIRST KAIJU WAR

The first Kaiju war starts with the Trespasser incident in 2013 (K-Day) and ends after twelve years of constant conflict and wartime economics in 2025.

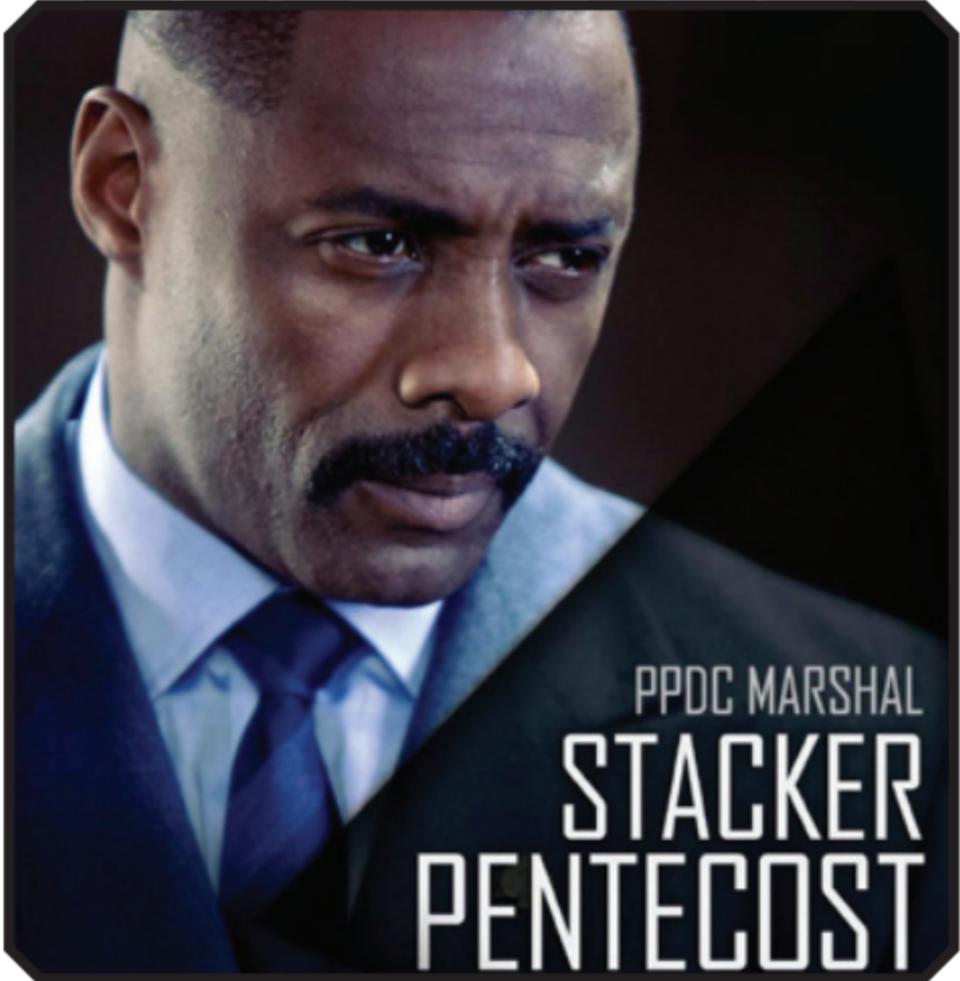
In the beginning the war is one of despair, nothing short of a tactical nuclear strike can seem to do any significant harm to the Kaiju and city after city becomes an irradiated, poisoned wasteland. It is only by fighting the Kaiju toe-to-toe through the Jaeger program that any sort of effective defence can be mounted.

Each Jaeger costs billions of dollars, up to 100 billion dollars for Striker Eureka (ten times the cost of a modern nuclear powered aircraft carrier) and millions per day to keep operational and supplied, the strain on the economies of the Pacific nations to construct, maintain and deploy the Jaeger force is enormous. Even so large a nation as America, spared in the world wars from serious impact, runs perilously low on funds, supplies and manpower.

The Pacific economies retool to a war footing, command economies aided and abetted by donations from the rest of the world and the economic and moral support of the United Nations. Non-Pacific nations maintain some distance though and, despite aiding the Pacific Nations, turn a profit, leading to a boom in Europe and Scandinavia and the accumulation of massive war debt in North and South America, Japan and China.

The sacrifice extends to the common man with rationing in many nations, including the USA, and hard work in mining, smelting and construction pouring into the Anti-Kaiju walls and Jaeger construction. The cost becomes too much for nations to bear though, and as Jaegers start to lose and the UN begins to withdraw support for it the cheaper solution – the Anti-Kaiju Wall, goes ahead.

It is only through Pentecosts stubbornness that a small unit of surviving Jaegers remains operational and able to enter the breach between the worlds and to destroy the invader's staging ground, bringing the war to an apparent close.

A close-up portrait of Stacker Pentecost, a Black man with a mustache, wearing a dark suit, light blue shirt, and dark tie. He has a serious, determined expression. The background is dark with a faint, large, light-colored star emblem.

PPDC MARSHAL
**STACKER
PENTECOST**

THE INTERWAR PERIOD (SPECULATION)

The war may be over but once the victory champagne wears off there's a considerable hangover to deal with. China, Russia and the USA are worn out, much as Europe was after WWII. They have crippling war debts to the European, African and Scandinavian nations and even with some nations, like the UK and France, forgiving as much debt as they can afford too much is owed to ignore. It would take ten years for rationing to end, finally coming to a close with an end to meat rationing in China in 2035.

From 2035 onwards there was a boom as the Pacific nations were finally able to rebuild their cities and economies and to reap the technological and economic benefits from the Jaegar program and the examination of the Kaiju bodies and organic technology. The USA, Canada and Mexico bound together in economic union as the 'North American Union' while a similar alliance (USAN) emerged in South America. War comrades and economic necessity pushing much of the rest of the world the way the European Union had gone, becoming a fully federal following the end of the First Kaiju War. The Pacific nations additionally formed a broader trading group, similar to the old EEC, the Pacific Economic Area or 'PEA'.

Research in many areas had stopped save where it was applicable to the war, but advances in powerplant manufacture for Jaegers made fusion and cleaner nuclear power a more practical proposition. Advances in muscle fibre technology made prosthetics far more effective and allowed the created of construction Jaegers, powered suits and loaders.

Kaiju remains, long valued for their supposed 'medicinal' value, contained secrets of new painkillers, antibiotics, enzymes and organic chemistry – many with unusual effects on human physiology. Many of these discoveries were toxic but others have advanced medicine and solved many of the problems of cloning – though many are distrustful of using enemy technology or 'playing god'.

The Drift and neural connectivity to operate machinery and technology has now made it into the civilian sphere, including a rudimentary by growing 'driftnet' in which people can record and share experiences and memories, though privacy is a major concern.



THE SECOND KAIJU WAR (SPECULATION)

The Precursors (the alien species attempting to colonise the Earth) have failed twice. Once in the triassic, when our planet was not suitable for them – and once now. Surprise failed to carry the day but they are not so quick to give up at a single setback. In the intervening twenty years they have been plotting, scheming and probing, licking their wounds, improving their Kaiju and revising their tactics.

As 2045 rolls around The Second Kaiju War begins, starting with surreptitious establishment of forward bases through other breaches, stepping up to scouting and then attacks.

The Precursors have established new portals at various deep points in the sea and have infiltrated to build bases and Kaiju production facilities at each of them, from which they can prosecute an all out war:

- Mariana Trench: Site of the original Breach, now abandoned.
- Tonga Trench: Close to Fiji and Samoa.
- Philippine Trench: East of the Philippines.
- Kuril-Kamchatka Trench: Close to northern Japan and Sea of Okhotsk.
- Kermadec Trench: North of New Zealand, close to Raoul Island.

A depth of 10,000 metres – around 1,000 atmospheres of pressure – is necessary to establish a breach.

The Precursors are now attempting to establish themselves, make themselves hard to root out and to breed and generate enough 'native' Kaiju to engage in unit tactics against human defences – and beyond the Pacific.

TIMELINE

2013

- August 10: The Breach Opens
- August 15: August 21st First Attack – K-DAY - San Francisco experiences a 7.1 scale earthquake and in the panic that follows the first Kaiju, codenamed 'Trespasser' attacks the city, destroying the Golden Gate Bridge and rampaging for 35 miles over six days and devastating Sacramento and Oakland. Mass evacuation took place while US/UK combined military forces tried to engage the creature. In the end it was only brought down by the use of three tactical nuclear weapons, deployed in Oakland - weapons that have - combined with the Kaiju blood - rendered the bay area uninhabitable. It is now known as the San Francisco Exclusion Zone (SFEC). Tens of thousands of people had been killed in the rampage, comparable to a major natural disaster.

2014

- February 5th: Second Attack - The Kaiju Hundun attacks Manila in the Philippines. Conventional military attack fails - once more. A fresh tactical nuclear strike is used and the creatures blood and excrement, combined with the nuclear strikes creates a new exclusion zone. The Manila Exclusion Zone (MEZ)
- February 8th: Kaiju Emergency Alert System is established. This system, similar to those used to detect earthquakes and tsunamis, is deployed in the sea and via satellites in space. It is meant to identify and alert to Kaiju attacks, allowing evacuation and rapid response.

- June 1st: Third Attack - The Kaiju Kaiceph emerges and attacks Cabo San Lucas, Mexico. It has to be destroyed with a tactical nuclear strike, though a lower yield device is used. Its remains are recovered and removed for study by aircraft carrier - the first and only time this is done though samples were taken of Trespasser. Cabo San Lucas is still rendered 50% (CSLEZ) uninhabitable, though the Mexican government is unable to stop people returning there.
- September 2nd: Fourth Attack - The Kaiju Scissure attacks Sydney. Engaged off shore it is wounded by a low-yield nuclear strike but still manages to get to the city. Lured away to Garigal National Park a second device kills it, but drops it dead and contaminates the site. (GEZ). Global panic is setting in as the attacks seem unending and with every attack more of the planet is rendered uninhabitable. Professor Jasper Schoenfeld comes up with and sketches out the Jaeger concept.
- September 15th: South Korea Conference - A conference in South Korea is held to address the Kaiju crisis and to try and pool resources and efforts. The conference establishes the Pan Pacific Defence Corps - a multinational military force dedicated to the Kaiju threat - and is also presented with the Jaeger concept by Professor Schoenfeld. Desperation, more than anything, has him listened to.
- November 9th: Jaeger Program Begins - Construction of the first Mkl Jaeger - Brawler Yukon - begins and the neural control system (Pons, or bridge) necessary to control it is also designed and examined in earnest.
- December 1st: Proving grounds for experimental PPDC weapons are established on Kodiak Island off Alaska.

2015

- January 30th: Brawler Yukon is launched. Test pilot, USAF Captain Casey, dies from a seizure while trying to pilot the Jaeger.
- February 18th: Brawler Yukon tested again. Sergio D'onofrio attempts to pilot Brawler Yukon and, while surviving, experiences seizures. Doctor Lightcap manages to alleviate the issue by entering the neural bridge with him and spreading the load. They experience The Drift.
- April 23rd: Fifth Attack - The Kaiju Karloff attacks Vancouver, Canada. Brawler Yukon engages with and destroys the Kaiju, driving it from the city and scoring a vital victory.
- July 24th: The PPDC and its paymasters fully fund the Jaeger program and begin hiring pilots.
- August 20th: Russian MkI Jaeger - Chernobyl - goes into active service.
- September 22nd: Australian Jaeger - Tango Tasmania - goes into active service.
- November 25th: Hong Kong Shatterdome is established.
- December 6th: Japanese Jaeger - Tacit Ronin - goes into active service.
- December 15th: American Jaeger, Romeo Blue - goes into active service.
- December 22nd: First Chinese Jaeger - Horizon Brave - goes into active service.
- December 30th: Japanese Jaeger - Coyote Tango - goes into active service.

2016

- May 15th: The Kaiju Onibaba attacks Tokyo, killing millions. It is ultimately killed by Coyote Tango, piloted solo by Stacker Pentecost.
- May 17th: Lima Shatterdome construction agreed.
- August 9th: Lima Shatterdome established and first South American Jaeger - Diablo Intercept - the prototype MkII Jaeger is launched. This is rapidly followed by a generation of MkII Jaegers: Solar Prophet, Puma Real, Eden Assassin.
- October 20th: The Kaiju Reckoner attacks Hong Kong. The Jaeger Lucky Seven destroys it.

- November 23rd: Anchorage, Alaska Shatterdome, "The Icebox", is established.
- December 4th: Vladivostok, Russia Shatterdome is established.
- December 15, 2016: Tokyo, Japan Shatterdome is established.

2017

- February 20th: Mark-3 Chinese Jaeger, Shaolin Rogue, is launched. Mark-3 Australian Jaeger, Vulcan Specter, is launched.
- Mark-3 Canadian Jaeger, Chrome Brutus, is launched.
- May 25th: Sydney, Australia Shatterdome is established.
- July 10th: Mark-3 American Jaeger, Gypsy Danger, is launched.
- July 11th: Los Angeles, California Shatterdome is established.
- September 14th: Mark-3 Mexican Jaeger, Matador Fury, is launched.
- October 17th: The Kaiju Yamarashi attacks Los Angeles and is engaged by Gypsy Danger and another Jaeger. Gypsy Danger beheads Yamarashi with a crane wire. The body is later dumped into the sea.
- November 19: Panama City Shatterdome is established.

2018

- May 20th: Unnamed Kaiju attacks Puerto San José, Guatemala and is destroyed by Gypsy Danger.
- August 22: Third Chinese Jaeger, Mk IV Crimson Typhoon is launched.
- September 15th: Mark-4 American Jaeger, Hydra Corinthian, is launched.
- October 20th: Mark-4 American Jaeger, Mammoth Apostle, is launched.
- November 6: Raythe attacks the Okhotsk Sea and is destroyed by Cherno Alpha.
- November 25th: Mark-4 Korean Jaeger, Nova Hyperion, is launched.
- December 30th: Mark-4 Japanese Jaeger, Echo Saber, is launched.

2019

- July 22: Kaiju Clawhook attacks San Diego and is destroyed by Gypsy Danger.
- November 2nd: The first Mark-5 Jaeger, Striker Eureka, is launched.
- December 16th 2019: Unknown Category IV Kaiju attacks the Manila zone. Lucky Seven, Horizon Brave and Gypsy Danger destroy it.

2020

- February 29th: Category III Kaiju, Knifehead, emerges from the breach in Anchorage. Romeo Blue is deployed in Anchorage, but is unable to prevent Knifehead from crossing the ten mile mark. Gypsy Danger is deployed from the Anchorage Shatterdome to defend the Miracle Mile. Yancy Becket is killed in battle against Knifehead. Gypsy Danger is severely damaged but finishes Knifehead before collapsing. It is taken out of service.
- April 7th: Oblivion Bay - SFEZ - is designated a dumping ground for broken and decommissioned Jaegers.
- April 17th: Pan Pacific Defense Corps. Works to build the Anti-Kaiju Wall. United Nations begins cutting funds to the Jaeger Program.
- November 10th: Atticon attacks Seoul, South Korea. Cherno Alpha deployed in Seoul. Atticon is killed by Cherno Alpha.

2021

- October 9th: Ceramander attacks Hawaii. Coyote Tango & Striker Eureka are deployed in Hawaii and destroy it.

2022

- January 31st: Spinejackal attacks Melbourne, Australia. Striker Eureka is deployed in Melbourne and kills it.
- July 24th: Taurax attacks Mindanao, Philippines. Striker Eureka is deployed in Mindanao and destroys it.
- November 6th: Unnamed Kaiju attacks St. Lawrence Island and Coyote Tango is destroyed before being brought down by additional deployments.

2023

- Budgetary cuts lead to Gypsy Danger being removed from Oblivion Bay and prepared for restoration.

2024

- April 7th: Unnamed Kaiju attacks Kamchatka Peninsula, Chernobyl is deployed and destroys it.
- July 5th: Insurrector attacks Los Angeles, California. Striker Eureka is deployed in Los Angeles and destroys it.
- July 30th: Bonesquid attacks Port Moresby, Papua New Guinea. Striker Eureka is deployed in Port Moresby and destroys it.
- August 28th: Hound attacks Auckland, New Zealand. Striker Eureka is deployed and destroys it.
- September 9th, 2024: Gipsy Danger begins reconstruction at the Anchorage Shatterdome.
- September 14th: Taranis attacks the Queen Charlotte Sound. Chernobyl is deployed and destroys it.
- September 25th: Rachnid attacks Brisbane, Australia. Striker Eureka is deployed in Brisbane and destroys it.
- October 4th: Unnamed Kaiju attacks Kuching, Malaysia. Striker Eureka is deployed in Kuching along with Mammoth Apostle. Mammoth Apostle is destroyed but the Kaiju is killed.
- October 12th: The Anchorage Shatterdome is shut down and Gipsy Danger is relocated to the Hong Kong Shatterdome.
- October 18th: Lima, Peru Shatterdome is shut down.
- October 19th: Tokyo, Japan Shatterdome is shut down.
- October 31st, 2024: Fiend attacks Acapulco, Mexico. Striker Eureka is deployed in Acapulco and destroys it.
- November 9th: Panama City Shatterdome is shut down.
- December 11th: Vladivostok, Russia Shatterdome is shut down.
- December 20th: Los Angeles, California Shatterdome is shut down.[18]
- December 29th: Sydney, Australia Shatterdome is shut down.

2025

- January 2nd: Category IV Kaiju, Mutavore, breaks through Anti-Kaiju Wall and is destroyed by Striker Eureka.
- January 8th : Double Event Newton Geiszler drifts with a Kaiju brain. Category IV Kaiju, Leatherback and Otachi, emerge from the breach and attack Hong Kong. Crimson Typhoon, Chernobyl Alpha, and Striker Eureka are deployed to engage it and Chernobyl Alpha and Crimson Typhoon are destroyed.
- January 12th: Triple Event Category IV Kaiju, Scunner and Raiju emerge from the breach. Stacker Pentecost launches an assault on the breach. Category 5 Kaiju, Slattern, emerges from the breach.
- Raiju is killed by Gipsy Danger. Striker Eureka self detonates thermonuclear bomb near the breach. Scunner is killed by Striker Eureka. Slattern is killed by Gipsy Danger. Raleigh Becket destroys the breach via Gipsy Danger self-detonation.
- The First Kaiju War is over. VK Day



PLACES

The world has been changed in many ways by the Kaiju War. Politically, economically, physically, environmentally. Deep scars, more than in any other conflict in human history, have been left on the planet. Humanity might have recovered – to a degree – but the planet most certainly has not.

SAN FRANCISCO EXCLUSION ZONE (SFEZ)

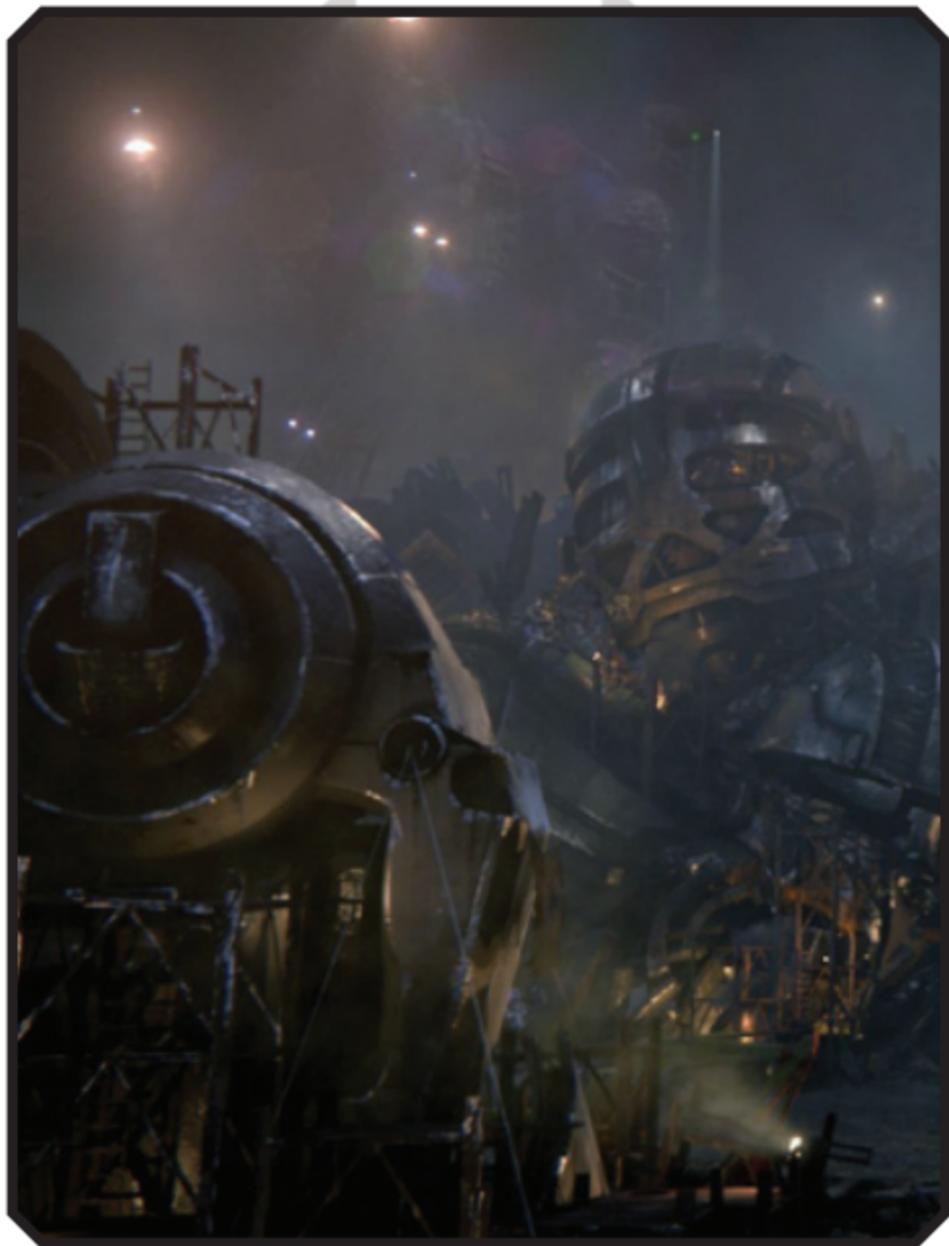
The San Francisco area suffered a triple disaster in 2013. First it was heavily damaged by a magnitude 7.1 earthquake, then it hosted a pitched battle between the US military, the Royal Air Force and the first Kaiju 'Trespasser' before finally suffering catastrophic damage when atomic weapons were resorted to in order to destroy the Kaiju. The combination left around 600,000 people in the Bay Area dead and rendered the three cities – particularly Oakland where the creature was nuked (three times) uninhabitable.

The area is now forced exclusion zone, the perimeter patrolled by PPDC forces. A small area, shielded against the radiation, is set up as a research station, studying the aftermath of Trespasser's death even though the remains were dissected, removed and put on display the effects of the radiation and Kaiju Blue – long term – still need to be studied.

Despite the radiation, toxicity and guards, many scavengers enter the zone in search of valuable scavenging materials, canned food stocks (rationing creates a thriving black market) and Kaiju parts. Radioactive, these supplies are a huge danger to everyone they are sold to and scavenging in this area carries a stiff penalty.

Post War: During the interwar period, effort is put into cleaning up the zone as much as is possible. It is still uninhabitable but a great deal of toxic waste has been scrubbed from the dirt and some particularly radioactive hotspots have been identified and sealed off. Nature does not care about radiation however, and has recolonised the three cities in the exclusion zone. Mutations are common in the plants and

animals found in the zone, more so than was noted in the Fukushima or Chernobyl areas. It is suspected that – on some level – Kaiju Blue is also causing mutations. By the time of the Second Kaiju War the San Francisco Exclusion Zone's protection is lax and its outer fringes are being recolonised by the poor, raising the spectre of mutated human children in the near future.



OBLIVION BAY

Oakland, as the most radioactive and toxic area of the Exclusion Zone, was chosen as the resting place for destroyed and catastrophically damaged Jaegers. The majority of MkI-MkIII Jaegers lost in combat against the Kaiju have been dumped here. Their radioactive power cores and toxic machinery, as well as Kaiju attacks, meant that this was a relatively safe place to dump them – an already messed up area. Scavengers often make a concerted effort to get to the Jaegers. They contain a great deal of high-tech and expensive material and electronics, but are also heavily protected and watched by remote cameras and satellite surveillance. It's a high-stakes gamble for them to go after the Jaeger remains, but for a scavenger it's the 'big haul'.

Post War: The Jaeger remains were piled together and sealed within a shielded concrete dome, graven with a stylised Jaeger and designated as a memorial to the Kaiju War. During the Second Kaiju War the dome could be breached to recover the materials and technology within. While primitive by the standards of the 2040s the material would still allow for relatively rapid construction of new, basic Jaegers.

MANILA EXCLUSION ZONE (MEZ)

Manila suffered the indignity of being attacked twice. Once in 2014 and once in 2019. The first attack – the second Kaiju attack ever – led to the city being contaminated by toxic excrement and radiation, but people refused to leave the city, despite the starvation, death, cancer and poisonings that lasted for years. Half the city was designated an Exclusion Zone but this was studiously ignored by much of the population. The second attack was held off the shore and only contaminated the sea but the blow tipped the balance for the city, the exclusion becoming enforced by economic and medical necessity, rather than enforcement. The zone is still laxly defended making the MEZ a magnet for scavengers, even though by this point there is little left to pick over.

Post War: The sea based contamination passed relatively quickly and Manila is being resettled in earnest. The half of the city nearer the coast remains the most contaminated, housing the poor and the destitute, almost a Kaiju Slum. Kaiju scales and rotting, fish-nibbled pieces of Kaiju flesh, still – occasionally – wash up on the shore. As the second Kaiju War comes about much of the population of Manila as a whole, chooses to move away, causing something of a refugee crisis in the rest of the Philippines. Two attacks having hit the city, few people want to risk a third.

CABO SAN LUCAS EXCLUSION ZONE (CSLEZ)

Cabo San Lucas was the site of the third ever Kaiju attack, by the Kaiju designated 'Kaiceph'. The military attempted to divert the Kaiju off-shore to attack it, but failed – the creature being intent upon the city. Unable to kill it using conventional weapons they were forced to engage it with tactical nuclear weapons, killing it, but rendering half the city uninhabitable through radiation and Kaiju toxicity. The remains were removed on the carrier John C. Stennis but this did not prevent the city being declared an Exclusion Zone.

The Mexican military was uninterested and unable to prevent scavengers and the impoverished moving into the abandoned and damaged city areas. The CSLEZ rapidly became a haven for criminals, drugs smugglers, arms dealers, perverts, rebels and terrorists.

Post War: Attempts to clean up – in both senses – the CSLEZ have met with violent resistance from the inhabitants. The relationship between the social and physical contamination renders both immune to being fixed. While the exterior is patrolled – and fenced – it does no good and the area continues to be a headache. The military occasionally stages raids into the area to target particular people but otherwise it is left as a lawless area.

GARIGAL EXCLUSION ZONE (GEZ)

Scissure was the last Kaiju to be engaged with nuclear weapons and to create an exclusion zone, the Garigal Exclusion Zone (GEZ) north of Sydney, Australia. The destruction of the Kaiju annihilated the national park but this was considered a victory at the time because the metropolitan areas were relatively untouched and the casualties – at least human casualties – relatively low. In the aftermath Australia refused, point blank, to refer to it as the Sydney Exclusion Zone as this would have condemned the city in the eyes of the world. Australian pride and toughness lead to the city – and the nation – toughing it out and even taking it as a point of pride that the city had faced down the Kaiju.

Part of the Anti-Kaiju Wall was built around the GEZ during the Kaiju War, though it was heavily damaged when Mutavore breached it to attack the city before being taken out by Striker Eureka. Mutavore's body, fallen in the vicinity of the Botanic Gardens, is one of the last Kaiju Slums to be created, though it is not such at the time of the end of the Kaiju War.

Post War: Frenzied harvesting takes place on Mutavore's body, both by the stretched PPDC science corps and by smugglers and scavengers. The site – or at least its fringes – is also the site of a massive protest against the shutdown of the Jaeger program. By the time of the Second Kaiju War, the gardens and nearby skyscrapers are a Kaiju Slum with some of the highest toxicity levels of any Kaiju slum in the world. The haunt of junkies and illegal immigrants the slum presents a huge problem for the Australian authorities, especially as the skyscrapers – lacking maintenance and full of slum dwellers – are under huge threat from fire and degeneration.

KAIJU SLUMS

Kaiju Slums are found... (in chronological order) in:

- Vancouver
- Tokyo
- Hong Kong – An international kaiju ‘medicine’ trade hub.
- Puerto San Jose
- San Diego
- Manila
- Seoul
- Hawaii
- Melbourne
- Mindanao
- St Lawrence Island – Rather than a slum, the Kaiju remains stand alone here. The native Yupik people have carved much of the Kaiju’s bones in traditional, tribal patterns – but on a huge scale.
- Los Angeles
- Port Moresby
- Auckland
- Brisbane
- Kuching
- Acapulco
- Sydney

Kaiju Slums are areas in which Kaiju have fallen. Kaiju are too huge to move or destroy without monumental effort and their flesh and body fluids contaminate the ground. These areas are no good for crops, hard to build in and few people – if any – want to live in them. Once the flesh is rotted or harvested away the bones are left, along with cheap or free land, into which criminals, the impoverished and political rebels and activists usually move – along with Kaiju Cults, black and grey market dealers, freaks, whackos and the homeless. The slums are vibrant and dangerous places to live.

Post War: The Vancouver, Tokyo, Puerto San Jose and San Diego Kaiju Slums have been gentrified by the time of the advent of the second Kaiju War. They have become bohemian, artistic areas that suddenly have a certain value, driving up prices and driving out the ‘original’ inhabitants.

KAIJU REEFS

Kaiju Reefs, in chronological order, include:

- Los Angeles
- Ohkotsk
- Queen Charlotte Sound

A Kaiju Reef is what happens when a Kaiju is killed at sea. The Kaiju Blue is dispersed rapidly through the sea and the remains rot, leaving gigantic bones upon which a huge variety of sea life can affix itself. Weeds, barnacles, limpets, coral, all grow rapidly and fish and other species – initially wiped out by the Kaiju's death – rapidly return. Crustaceans, particularly isopods, seem to do especially well and mutations are common.

Post War: Kaiju Reefs are popular, if not entirely legal, dive destinations for tourists.



SHATTERDOMES

Shatterdomes that were established included, in chronological order:

- Hong Kong
- Lima
- Anchorage
- Vladivostok
- Tokyo
- Kyushu
- Sydney
- Los Angeles
- Panama City
- Nagasaki

All of these other than the Hong Kong shatterdome were shut down or mothballed by the end of the Kaiju War.

A shatterdome is a storage, construction and repair centre for Jaegers as well as bases for PPDC troops, helicopters, scientific research Ranger training and housing. They are gigantic fortresses, their construction in part inspiration for the make-up of the Anti-Kaiju Wall program.

Hong Kong was the largest, theoretically capable of supporting and launching up to thirty Jaegers from its six bay.

Post War: After the war, in case of future attacks, several shatterdomes were refitted and reopened and the rest were sealed and mothballed. At the start of the Second Kaiju War the following shatterdomes are operational and staffed.

- Hong Kong
- Los Angeles
- Vladivostok
- Tokyo
- Sydney
- Panama City

ANTI KAIJU WALL

The Anti-Kaiju Wall was a replacement for the Jaeger program, which was suffering massively from its high cost and increasing casualty rates, Jaegers being destroyed faster than they could be built. An enormous macro-engineering project the wall was intended to border the Pacific coastal region, preventing the Kaiju from getting access to the rest of the world. The plan seemed foolish to everyone, though it provided enormous amounts of work and employment, albeit mostly for rations rather than actual money.

The wall didn't work, as was shown in Sydney with the breach by Mutavore, triggering massive global protests.

Conspiracy theories abound about the wall, that it was meant as busy work and false hope, that it was meant to contain the Kaiju so they could be nuked – from afar – with relative impunity and that it was a distraction from the construction of advanced Kaiju shelters inland and in the world that does not border the Pacific.

Post War: The wall was no longer needed, and had been shown to be useless. The project was abandoned leaving a partially constructed, enormous wall in several countries. The wall still stands, visible from space, in sections and chunks. Parts of it have been repurposed as ports and storage, others as cheap housing. Still other sections are carved with the names of people who died in the first war and others are being slowly deconstructed for the steel that they contain.

ANTEVERSE

The Anteverse is a grandiose name for the homeworld of the Precursors. A strange planet, it appears to be dying. Its biosphere is – by Earthly standards – a polluted mess, high in carbon dioxide and monoxide, hydrocarbon tainted seas of thick fluid and relatively high in radiation from its dying sun. This may not be their first homeworld, or indeed their only world. Drifting with a segment of kaiju brain suggested to Doctor Geizler that the Precursors had moved from world to world several times in their history, destroying native life, terraforming and taking over the planet until they exhausted it.

The current Anteverse is in its death throes and Earth is the only truly viable target for Precursor conquest. Two failures in a row mean desperation on the part of the Precursors and the Second Great Kaiju War may be the last. The sky of their world is a tortured, multicoloured swarm of chaos, locked in permanent storms. Their sun is dimming and occluded by another planet in the system at all times. Great 'coral' towers house the precursors and their biomechanical machines, lining pools of glutinous liquid that form their seas.

Travelling through a breach, a human being would find themselves caught in an anti-gravity net that feels similar to floating in water. The Precursors have a mastery of anti-gravity, but it requires a great deal of power and is only viable in their settlements. As they colonise areas of the deep sea on Earth they may be able to construct large enough biomechanical power stations to begin using it here.



PEOPLE

Pacific Rim is character driven, emotion and investment is as important – via the drift – as skill and knowledge. Organisations, enemies and people play a hugely important role in the new world created by the Kaiju Wars.

PRECURSORS

Spindly creatures resembling aquatic insects, such as water spiders or, or some Lovecraftian elder race, the Precursors are an ancient race of creatures that use advanced biomechanics to prolong their life, to build kaiju and to construct their homes. They share a hive mind and, on an individual level, are unsympathetic and sociopathic. They cannot help but think on the scale of 'race'.

The precursors face extinction as the viability of their own world to sustain their life diminishes and as they fail – as they have failed twice – to invade and terraform the Earth. In dire straits they gather themselves for one last, all out assault – the Second Kaiju War.

PPDC

Founded in 2014 the PPDC was created and established under the auspices of the United Nations. Twenty-one pacific nations formed part of the group alongside heavy involvement by the British. Commonwealth links with Australia and Canada as well as the 'special relationship' with the US and a desire to have access to Jaeger technology meant that the British participated heavily in pre-Jaeger kaiju attacks and participated in monitoring and research via the Pitcairn Islands. The PPDC started out as a military alliance and became a Jaeger support system, training pilots, providing security, transportation, supply, command and control for Jaeger operations.

MARSHALL

Head of Jaeger operations and effectively head of the PPDC as a whole, the Marshall answered to the PPDC council only (member state representatives in the UN) and otherwise had great latitude in deciding what to do and how to go about it.

RANGER

The best of the best, Rangers are Jaeger pilots, with much the same social status as astronauts or test pilots in the 1950s and 60s.

FIGHTMASTER

A training officer, drill sergeant and counsellor, all in one. Fightmasters train PPDC troops in weapons and hand to hand combat as well as providing assessments on potential drift compatibility. Fightmasters are rare, elite, insightful, empathatic warriors.

ASSAULT SPECIALIST

Provided with the best possible and most up to date information possible from the science division, assault specialists are tasked with analysing kaiju data and coming up with plans of attack. Assault specialists train Rangers and perform background research and computer modelling during encounters in order to try and expose enemy weaknesses.

PSYCH ANALYST

Psych analysts work from data provided by Fightmasters and their own insights to try and pair up drift-compatible Ranger pilots and to help them work through the stress of the joining, the shared memories and the radical honesty that entails.

CONN-POD CONTROL

A Jaeger's conn-pod houses the drift machinery and the various command and control systems that allow a Jaeger to operate from its 'head'. Conn-Pod control are technicians and engineers who work hard to maintain and improve a Jaeger's controls day after day.

K-WATCH

There are many low-ranking officers and technical experts monitoring the kaiju warning system at all times. They can help coordinate attacks and tactics, plot the best intercepts and estimate a kaiju's power and bulk from the readings in the warning network.

KAIJU BIOHARVESTER

Licensed and trained kaiju scavengers who are part of the official operations, rather than black market ones, kaiju harvesters lack much formal, academic training but remain some of the foremost experts on carving up and preserving kaiju parts.

HAZMAT OFFICER

PPDC soldiers include experts whose job it is to clean up the toxic waste left behind when a kaiju or a Jaeger falls. Hazmat officers throw a perimeter around the body and begin to clean up the affected area. Typically the problem is kaiju blue but many kaiju also have toxic excrement, acidic substances and other toxic materials as part of them.

CRYPTOZOOLOGIST

Cryptozoology has changed meaning to become an accepted academic term for the study and understanding of kaiju and their masters, the Precursors, along with their biological technology. Much as alien encounter scenarios for the Whitehouse and Pentagon were informed by Science Fiction writers, so the scientific study and anticipation of kaiju was informed by fringe scientists and 'kooks', at least until it became more established as a field of study.

WEAPONS SPECIALIST

Maintenance engineers, loaders and masters of the patch-and-pray school of engineering, weapons specialists look after Jaeger and personal weapons and try to ensure that they're all ship-shape and in good order. Weapons specialists in the PPDC are encouraged to come up with their own ideas and modifications, though not to implement them without permission.

JAEGER ENGINEER

Jaeger hardware is an eclectic mix of different cutting edge disciplines from power production and materials science to weapons technology. Every Jaeger has its own particular flaws and strengths, every one is a 'couture' engine of destruction that must be learned individually. Jaeger Engineers have their own specialities (outside of weapons which require their own specialities) but each is also subject to a rigorous program of training in other engineering disciplines. Experienced engineers join the Jaeger design teams for their respective nations, producing the next generation of Jaegers.

BATTLE PROGRAMMER

The Jaeger interfaces are a mixture of the crude and the high tech. Interior to the conn-pod are screens, buttons and levers along with the haptic interface for the two pilots and the neural bridge. All of this is held together by millions of lines of code that acts as a necessary shortcut and macro system that moves the whole Jaeger intuitively and allows gestures and thoughts to make complex changes. Programming a Jaeger for battle is as important as any other aspect of maintaining the machines and with every adjustment and modification thousands and thousands of lines must be altered. Jaegers can even be reprogrammed during a fight, not that this is an easy feat. Battle programmers tend to be 'hotshots', recruited from innovative game studios or directly from universities and colleges. Many of them are insufferable.

NEURAL BRIDGE OPERATOR

The neural bridge is one of the most complex and temperamental pieces of technology in a Jaeger and has to be constantly adjusted and calibrated to make the best link possible between the two pilots. This is as much art as science and the neural bridge operator needs to have a good relationship with the pilots to better anticipate how they can link together.

SHATTERDOME MARSHALL

Local operations chief and ranking officer for a particular shatterdome, they answer to the Marshall and to the PPDC council (which includes the British). Shatterdome Marshalls have local combat authority and during kaiju battles are the final authority in a local area.

LOCENT MISSION CONTROLLER

Mission controllers take in, process, prioritise and present combat information to Jaeger pilots and the rest of the control team during combat encounters. Live analytics throw up combat options, suggest tactics and allow Jaeger pilots to minimise – or maximise – collateral damage to the city around the fight.

JUMPHAWK PILOT

Jumphawks (the concept version) are quad-rotor, heavy-lift aircraft used to deploy Jaegers into combat zones and to provide intelligence and observation during kaiju engagements. They are deployed in teams of eight, four to each Jaeger shoulder. They are huge, powerful, but ungainly helicopters capable of lifting 300 tons each. This is only possible due to powerfully over-charged engines, finely tuned ready for every sortie. Jumphawk pilots are second only to Jaeger pilots in their elite status. A jumphawk pilot must be able to handle a temperamental aircraft in all conditions, to fly in formation and to enter a combat zone in an unarmed and vulnerable vehicle.

PPDC STRIKE TROOPER

Strike troopers are the standard 'grunts' of the PPDC but in any other fighting force they would likely be considered special forces. Strike troops cordon off and evacuate combat zones during kaiju engagement, escort civilians to kaiju shelters and work alongside conventional forces in an attempt to contain kaiju attacks until a Jaeger can be deployed. A strike troopers chief requirement over and above any training is courage. Kaiju can induce a primal terror in most people, especially when they don't have the protection of a giant robot suit.

SCAVENGERS

Scavengers work outside the law, unlicensed, uncontrolled, unregulated. There is a fortune to be made from kaiju parts both to the collectors market outside the Pacific Rim and the remedies market within it – especially Asia. Scavengers descend on kaiju corpses the moment they're defeated, tearing into them while PPDC forces secure the area and withdraw the Jaeger. Scavengers carve into the corpses using power tools, construction jaegers and even explosives. They enter the body itself to harvest the particularly high value organs such as the glands, secondary brain and nervous tissue. Organised gangs, scavengers often know more about kaiju anatomy than PPDC experts who are left with kaiju corpses that have already been picked over.



DESIGNING KAIJU

SCALE

With both Jaegers and Kaiju the most important factor is scale. Jaegers and Kaiju are enormous, the size of aircraft carriers. They might also engage in combat with fighter jets, tanks and ships – not to mention units of soldiers. It's important, then, to know how scale affects things and alters the normal level of play.

Pacific Rim uses a scale of 1-5, 1 being human scale and 5 being Jaeger/Kaiju scale. You can extrapolate higher, large buildings – for example – might be scale 6 and whole small towns scale 7.

- Human Scale: 1
- Vehicle Scale: 2
- Tank Scale: 3
- Jumbo Jet Scale: 4
- Carrier Scale: 5

For anything larger than people, keep the following in mind:

Scale adds to physical Stress. A scale 5 kaiju, before considering armour or skills, is going to have seven stress boxes.

If you're attacking something bigger than you, the difference in scale counts as extra armour for them. If you're attacking a tank with a handgun – for example – that would be +2 armour ($3-1=2$) on top of whatever armour the tank already has (probably 3). The chances of you hurting it at all are pretty slim. The other way around, the difference in scale is added to damage so a tank shooting a person with its main gun would get +2 damage.

If you're shooting at something smaller than you, the difference in scale is a penalty. If shooting at something larger, the difference in scale is a bonus. So a tank firing at a kaiju would get +2 on its attack roll, while a kaiju would suffer -2 to hit the tank. A person shooting at a kaiju is an idiot, and would only get +3.

KAIJU

Before you design your kaiju you need a strong concept. Is it modelled on a real world animal or fantasy monster? What are its schticks? Its signature attacks? What does it move like, look like, what is its mission? Sheer destruction? Scouting? Anti-Jaeger? Is it attacking alone or in a team?

Codename: Start with a codename for your kaiju. Something that sums it up in one go. The terms used for kaiju are usually pejoratives. The named kaiju provide good examples.

ASPECTS

Concept Aspect: The concept aspect should sum up, in a brief sentence, the central 'point' and distinguishing feature of the kaiju. Examples might include: "Force of nature," "Terrifying presence," or "It's eighty metres long, how could it disappear?".

Trouble Aspect: The trouble aspect is some weakness that the kaiju has, turned into a more descriptive term. This is something that should act as a vulnerability for the kaiju. Examples might include: "Easily confused," "Fixated pursuit," or "Soft underbelly."

Bonus Aspect: A bonus aspect is a free descriptor, allowing to personalise the kaiju a little more. This could be absolutely anything but it could include things like: "Surging with adrenalin," "Frenzied in battle," or "Tough as nails."

STUNTS

Kaiju get a single stunt and the capabilities and capacities of that stunt are, as usual, up to the Games Master. Examples of stunts might include things like: Building Smasher, +2 damage against inanimate objects and terrain.

EVERYTHING ELSE

Kaiju also have Skills, Armour and Attacks to buy. These come out of a pool of points determined by their Category (1 through 5). The category scale is a loose rating system, as much art as science, but primarily based on the level of rift disturbance and water displacement/turbulence that a kaiju creates.

- Category I: 10-14 points.
- Category II: 15-19 points.
- Category III: 20-24 points.
- Category IV: 25-29 points.
- Category V: 30+ points.

Skills: Kaiju have Athletics, Fight, Notice, Physique and Shoot skills. Buying them is 1/1. Don't forget to increase stress according to their Physique as per the main rule book.

Armour: Kaiju are naturally very tough, but some are tougher than others. 1 point of armour costs 1 point, 2 points of armour costs 4 points and 3 points of armour costs 9 points. Remember, for Kaiju armour also adds to stress.

Weapons: Kaiju's weapons must be natural, claws, teeth, biological acid vomit and so forth. Weapons cost one point per bonus point of damage, up to a maximum of +3. You can also buy aspects for a weapon for one point each.

Bonus Stunt: A kaiju can have a second stunt at a cost of 3 points.

Bonus Aspect: A kaiju can have additional aspects at the cost of one point each.

KAIJU BLUE

A quick note about Kaiju Blue, this is the blood and other body fluids of a kaiju which are rich in ammonia and other noxious elements. When a kaiju is killed the effect on the local environment is not unlike an oil spill combined with a nuclear accident. Exposure to blue-heavy environments causes birth defects, cancers and a variety of other conditions related to the toxic material. In the short term there's no, noticeable effect but in the long term it can be incredibly harmful.

KNOWN KAIJU

There were forty confirmed kaiju attacks in total, but far less than that number are described sufficiently to provide character sheets for.



TRESPASSER (CATEGORY I)

The first kaiju to clear the breach and to attack humanity, specifically the west coast of the United States.

Concept: Shock and Awe

Trouble: Fixated on collateral damage

Bonus: Unearthly Terror.

Stunt: Utterly Horrifying: When Trespasser causes stress to a person or vehicle, the occupants take a single point of mental stress as well.

Being 'taken out' on mental stress indicates fleeing in terror.

Athletics: +1

Fight: +3

Notice: +1

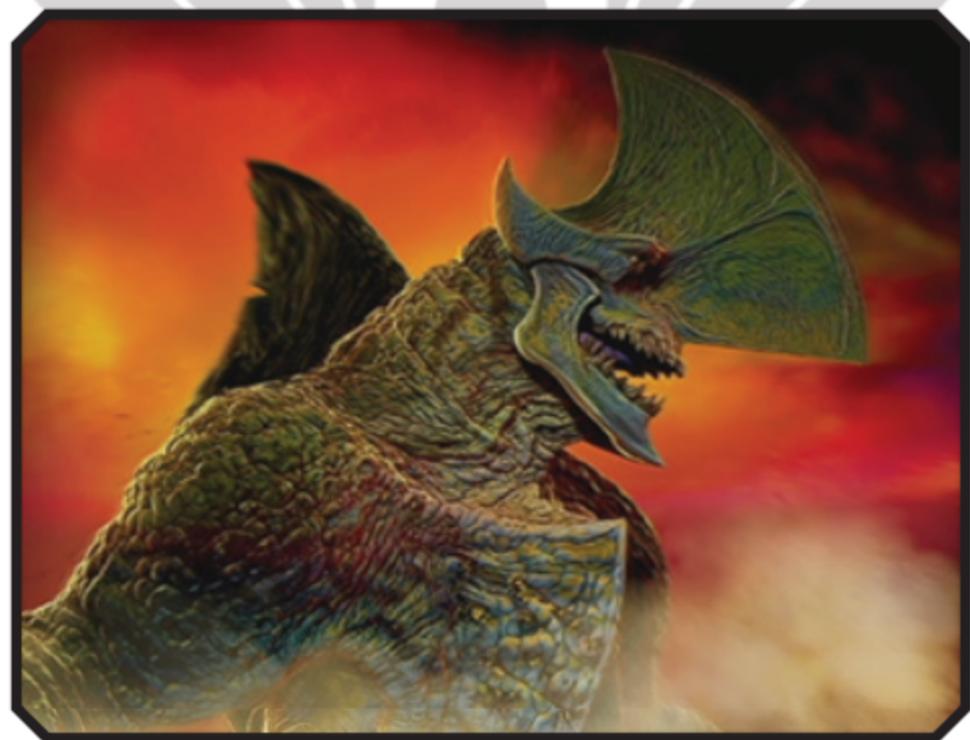
Physique: +3

Shoot:

Armour: 2

Weapons: +2 (Axe head)

Stress: OOOOOOOOOOOO



KARLOFF (CATEGORY I)

The first kaiju to be engaged and destroyed by a Jaeger while attacking Vancouver.

Concept: Slinking scout

Trouble: Slender as a snake.

Bonus: Quick on its feet

Stunt: Slippery Customer: +2 to defend against ranged attacks.

Athletics: +3

Fight: +2

Notice: +3

Physique: +1

Weapons: +1 (Bone spurs)

Stress: OOOOOOO



KNIFEHEAD (CATEGORY III)

The kaiju responsible for crippling Gypsy Danger and killing Yancy Beckett. Knifehead was one of the first kaiju to truly be able to tackle a Jaeger head to head.

Concept: Overwhelming brute.

Trouble: Attacks without reservation.

Bonus: Rending & tearing.

Stunt: Dismembering: Damage is counted as two higher when the target is spending consequences to reduce damage.

Stunt: Disappear: Knifehead can spend a FATE point to fade from the sensors of its attackers or to play dead, utterly convincingly, in preparation for an ambush attack.

Athletics: +1

Fight: +4

Notice: +1

Physique: +5

Armour: +3

Weapons: +3 (Massive horn), +1 (Claws)

Stress: OOOOOOOOOOOO (Additional mild consequence)



MUTAVORE (CATEGORY IV)

Mutavore is one of the last kaiju to attack humanity. Its attack on Sydney forces Striker Eureka to be reactivated to defend the city after the anti-kaiju wall catastrophically fails.

Concept: Living siege engine.

Trouble: Slow and solid.

Bonus: Demolisher

Stunt: Natural Disaster: +2 damage bonus against buildings.

Athletics: +2

Fight: +4

Notice: +2

Physique: +4

Armour: 3

Weapons: +2 (Tearing hooks) +2 (Chin spike)

Stress: OOOOOOOOOOOO



LEATHERBACK (CATEGORY IV)

Concept: Rampaging shock trooper

Trouble: Reckless attacker

Bonus: Insanely powerful.

Stunt: EMP Burst: Spend a FATE point to create an area-effect blast attack (shoot roll) that disables Jaeger's for success/turns.

Athletics: +3

Fight: +5

Notice: +3

Physique: +5

Shoot: +2

Armour: 3

Weapons: +2 (Fists)

Stress: OOOOOOOOOOOO (Extra minor consequence)



OTACHI (CATEGORY IV)

Concept: Terror from the skies

Trouble: Light and hollow bones

Bonus: Fast as lightning

Stunt: Flight: Otachi is capable of flight and can even carry a Jaeger or another kaiju.

Stunt: Baby Carrier: (Carries a scale 3 version of itself, pregnant)

Athletics: +5

Fight: +5

Notice: +3

Physique: +2

Shoot: +5

Armour: 1

Weapons: +3 (Claw Tail), +3 (Blue vomit, Aspect: Acidic)

Stress: OOOOOOOOO



SCUNNER (CATEGORY IV)

Concept: Surprise assault

Trouble: Fish out of water

Bonus: Accelerate to ramming speed!

Bonus: Team Player

Stunt: Aquatic: When swimming, Scunner receives a +2 bonus to move, dodge etc.

Athletics: +5

Fight: +4

Notice: +4

Physique: +2

Armour: 2

Weapons: +3 (Ram head), +1 (Claws)

Stress: 0000000000



RAIJU (CATEGORY IV)

Concept: Tsunami of claws and teeth.

Trouble: Predictable charge.

Bonus: Rapid acceleration.

Stunt: Headlong charge: +2 damage when charging, but -2 defence.

Athletics: +6

Fight: +4

Notice: +4

Physique: +2

Armour: 2

Weapons: +3 (Triple Jaw), +2 (Claw)

Stress: OOOOOOOOOO



SLATTERN (CATEGORY V)

The only Category V kaiju ever encountered, Slattern attempted to defend the breach from the PPDC final assault.

Concept: Weapon of Mass Destruction.

Trouble: Overconfident.

Bonus: Unstoppable force

Stunt: Ginormous: Slattern is Scale 6.

Athletics: +2

Fight: +5

Notice: +2

Physique: +5

Shoot: +1

Armour: 3

Weapons: +3 (Triple Tail) +2 (Hammerhead) +1 (Sonic Roar)

Stress: OOOOOOOOOO (Extra minor consequence)



JAEGERS

Jaegers are gigantic, mechanical, humanoid machines on the same size and scale as supercarriers. They use cutting edge technology and two brains linked together in tandem to handle a 'body' of such bulk. Jaegers are monstrously expensive, monstrously powerful and still only really capable of a holding action against the constant influx of kaiju.

CREATING JAEGERS

When creating a Jaeger you need a good, strong concept for it. You also need to keep in mind that a Jaeger requires two pilots. Ideally this should be another player and you should cooperate on the design of your Jaeger. Otherwise the Games Master can create your co-pilot or, if playing in the second war, a stunt could be taken to represent advances in neural technology allowing a cutting edge, second generation Jaeger to be operated single-handed – with a powerful AI back-up.

ASPECTS

Concept Aspect: The concept aspect should sum up, in a brief sentence, the central 'point' and distinguishing feature of the Jaeger. Examples might include: "Expensive prototype," "Modular design," or "Extensive line of merchandising".

Trouble Aspect: The trouble aspect is some weakness that the Jaeger has, turned into a more descriptive term. This is something that should act as a vulnerability for the machine. Examples might include: "Lacks safety apparatus," "Prime target," or "Dangerously overpowered."

Bonus Aspect: A bonus aspect is a free descriptor, allowing to personalise the Jaeger a little more. This could be absolutely anything but it could include things like: "Takes a kicking, keeps on ticking," "Re-route power," or "Easy to interface with."

STUNTS

Jaegers get a single stunt and the capabilities and capacities of that stunt are, as usual, up to the Games Master. Examples of stunts might include things like: **Death From Above:** Light and agile enough to climb larger and stronger buildings the Jaeger can make a leap attack at kaiju lower than it for +2.

EVERYTHING ELSE

Jaegers also have Skills, Armour and Attacks to buy. These come out of a pool of twenty points. While Jaegers come in 'Marks', these are not reflected in extra points, just as generations of new design philosophies and advances in technology.

Skills: Jaegers have Athletics, Fight, Notice, Physique and Shoot skills. Buying them is 1/1. Don't forget to increase stress according to their Physique as per the main rule book.

Armour: Jaegers are naturally very tough, but some are tougher than others. 1 point of armour costs 1 point, 2 points of armour costs 4 points and 3 points of armour costs 9 points. Remember, for Jaegers armour also adds to stress.

Weapons: Jaegers weapons are many and varied. Weapons cost one point per bonus point of damage, up to a maximum of +3. You can also buy aspects for a weapon for one point each.

Bonus Stunt: A Jaeger can have a second stunt at a cost of 3 points.

Bonus Aspect: A Jaeger can have additional aspects at the cost of one point each.

MKI BRAWLER YUKON

The first prototype Jaeger to be taken into combat and to successfully take down a kaiju one-on-one.

Concept: Crude and tough.

Trouble: Unreliable prototype

Bonus: Massively armoured

Stunt: Analog: Brawler Yukon is unaffected by EMP and other high-tech attacks of similar ilk.

Fight: +1

Shoot: +1

Armour: 1

Weapons: +1 (Blades) +1 (Rockets)

Stress: 00000000



MKI CHERNO ALPHA

The only Mki Jaeger to survive to the end of the first kaiju war, though then destroyed, Chernob Alpha was constantly updated and repaired throughout its career and its simple, robust design meant it was not outstripped by kaiju development.

Concept: Brutal brawler.

Trouble: Lumbering brute

Bonus: Tough as old boots

Stunt: Unbreakable: +1 Stress

Fight: +2

Physique: +5

Armour: 3

Weapon: +3 (hydraulic fists, Aspect: Shocking)

Stress: OOOOOOOOOOOOOO (Extra minor consequence)



MKI TACIT RONIN

The first Japanese Jaeger, Tacit Ronin represents a very different design aesthetic and focus on technology.

Concept: Wuxia fighter

Trouble: Eminently breakable

Bonus: Greased lightning

Stunt: Jet Pack: Tacit Ronin can use its jet pack to leap huge distances or to boost an attack by +2

Athletics: +1

Fight: +2

Armour: 0

Weapon: +1 (Fang Blades), +1 (Chest guns)

Stress: 0000000



MKI ROMEO BLUE

Concept: Vigilant sentry

Trouble: Sluggardly

Bonus: Protected Conn-Pod

Stunt: Full Auto: If Romeo Blue doesn't move it can make two ranged attacks.

Armour: 2

Weapon: +1 (Gatling Chest)

Stress: 000000000



MKI HORIZON BRAVE

Concept: Headstrong Brawler.

Trouble: Slow reactions.

Bonus: Cold-adapted

Stunt: Cold Killer: Any attack made by Horizon Brave has the aspect 'Freezing'.

Fighting: +1

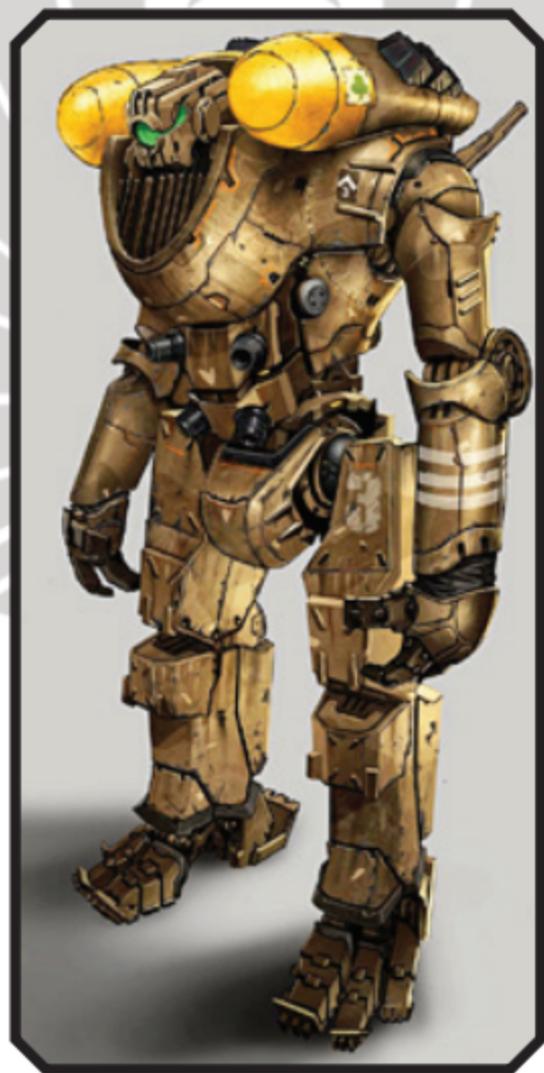
Shoot: +1

Physique: +1

Armour: 1

Weapon: +1 (Cryo Cannon)

Stress: 000000000



MKI COYOTE TANGO

Concept: Rapid Reaction Jaeger

Trouble: Highly radioactive

Bonus: Light on its feet

Stunt: Advanced Targetting: +2 bonus to ranged attacks.

Athletics: +2

Fighting: +2

Shoot: +2

Armour: 0

Weapon: +1 (Ballistic mortars), +2 (Energy caster)

Stress: 000000000



MKIII GYPSY DANGER (REFIT)

Concept: Canny Street Fighter

Trouble: Vulnerable subsystems

Bonus: Walking wounded

Stunt: Analog: Invulnerable to EMP and similar high tech attacks.

Stunt: Expose Reactor: Spend a FATE point to expose the reactor and make a 'chest beam' attack for +5 damage.

Athletics: +1

Fighting: +2

Shoot: +2

Physique: +2

Armour: 2

Weapon: +2 (Plasmacaster), +2 (Chainsword), +1 (Rocket Punch)

Stress: 0000000000



MKIV CRIMSON TYPHOON

A highly unusual three-armed design, piloted by Chinese triplets.

Concept: Aggressive martial artist

Trouble: Complex systems

Bonus: All-round Vision

Stunt: Triple Threat: Crimson Typhoon can make two attacks in a turn.

Athletics: +5

Notice: +1

Fighting: +5

Shoot: +1

Physique: +2

Armour: 1

Weapon: +3 (Plasma Caster), +2 (Disc claws)

Stress: 0000000000



MKV STRIKER EUREKA

The last – and most powerful – of this generation of Jaegers.

Concept: Bar brawler

Trouble: Complex systems

Bonus: All-round Vision

Stunt: Triple Threat: Crimson Typhoon can make two attacks in a turn.

Athletics: +3

Notice: +3

Fighting: +4

Shoot: +5

Physique: +2

Armour: 2

Weapon: +2 (Sting Blades), +3 (Chest Cannon)

Stress: 0000000000



MAKING CHARACTERS

Making characters is done as per usual, but there are some extra things to keep in mind for Jaeger pilots. Jaeger statistics are a little 'fluid' and depend on the interaction between the pilots, the Jaeger and the Drift.

If a character's skill is higher than the Jaeger's skill, then that skill counts as one higher. If the character's skill is lower, then the Jaeger's skill is reduced by one, and this is done for both pilots.

EG: Bulldog Argent has a Fighting skill of +3, its pilots have Fighting skills of +2 and +4 respectively. That drops it by one and boosts it by one, taking it back to +3, where it started.

EXTRA SKILL: DRIFT

The Drift skill is used to interface with the systems in a Jaeger in order to combine psyches and nervous systems with the other operator. The difficulty is set by how close the two pilots are and both roll their Drift skill, averaging the total and comparing to the difficulty. The end result gives them a number of temporary FATE points to use while piloting the Jaeger together. Failing to meet the difficulty means all attacks made by the Jaeger

Relationship	Difficulty
Lovers	1
Family	2
Neutral	3
Dislike	4
Hatred	5
Arch Enemies	6
Alien Mind	7

ARMS RACE

Kaiju and Jaegers are in a constant war of development and one-upmanship. Every development and tactic meets its counter over time. In effect, Jaeger's become weaker over time, needing constant repair, updates and innovations.

Kaiju encounters occur far enough apart – normally – for new kaiju to be bred, based upon what has been learned about the Jaegers and human defences.

Between each kaiju battle, roll four FATE dice and check the result.

0 or less: The Jaeger doesn't degrade.

1: The Jaeger loses a single point.

2-3: The Jaeger loses two points.

4: The Jaeger loses three points, and roll again.

WHAT'S LOST?

For this, you'll need some regular six-sided dice. If you roll something that already doesn't exist on the Jaeger or has been reduced to zero, nothing happens for that reduction. Simple Jaegers (like Cherno Alpha) can remain effective for longer because of this.

1-3: Mechanics

- 1 Reduce Notice
- 2 Reduce Shoot
- 3 Reduce Armour
- 4 Reduce Weapon
- 5 Reduce Fighting
- 6 Reduce Physique

4-6: Tactics

- Remove Concept Aspect
- Remove Bonus Aspect
- Reduce Athletics
- Reduce Fighting
- Reduce Physique
- Remove Stunt

In counter to this, the technical team working on a Jaeger can try to update its works to anticipate and counter the degradation in capabilities. They can make one roll between encounters. The normal difficulty is three and anything over that can be 'spent' as though designing the Jaeger at the start to increase skills, weapons, armour and so forth in order to compensate for the reduction in effectiveness.

EG: Jade Beast has taken a beating in recent fights against the kaiju. It needs adaptations in order to compete. Its technical team come up with a few ideas and set to work. Their combined efforts result in a total of eight, four points to spend. They could give it a new stunt, but instead they fix the armour back to level 2 (four points). Unspent points can be saved up for the next opportunity for updates, relating to long-term research.



NOTES

By the time the second kaiju war rolls around the unity humanity had has started to fray at the edges. Jaegers are maintained – just in case – but the he cost has started to be questioned. Meanwhile Jaeger technology – on a smaller scale – has gone to the private sector for construction and clean up, helping to rebuild the world after the damage of the kaiju war. The threat is that Jaegers may end up being used as weapons of war, having been shown to be able to take out creatures that can stand up, even to nuclear attack.

The following list shows the current state of Jaeger operations and capacity in the world at the start of the second kaiju war.

- Russia 1 - Economy to support 5
- Japan 1 - Economy to support 5
- South Korea 1 - Economy to support 3
- China/Vietnam 2 - Economy to support 25
- Taiwan 1 - Economy to support 1
- Phillipines 1 - Economy to support 1
- Thailand 1 - Economy to support 1
- Malaysia 1 - Economy to support 1
- Indonesia 1 - Economy to support 2
- Australia 1 - Economy to support 2
- Canada 1 - Economy to support 3
- USA 3 - Economy to support 30
- Mexico 1 - Economy to support 2
- Columbia 1 - Economy to support 1
- Central/South American Alliance 1 - Economy to support 2
- Island Alliance (Inc NZ and others) 1 - Economy to support 1
- North Korea claims to have one.
- United Nations 3 peacekeeper Jaegers.

PROLIFERATION

Israel 1

Iran 1 - Economy to support 2 (3 with support)

India 1 - Economy to support 8

Pakistan 1 - Economy to support 1



VICTORY



NOW IS THE TIME TO JOIN!

