



DAIKAIJU ARCHETYPES

CREDITS

WRITTEN & DESIGNED BY Sean Tait Bircher, Robin English-Bircher

ADDITIONAL MATERIAL BY Shane Hensley

PLAYTESTING BY Michael McNeal, Steve Todd, Tom Wisniewski, Al Bohannon, & Norm Hensley, Scott Crosson, Koji Goto, Robin Schwarz, Daulton Whitehead, Crystal Conner, Mike Schwarz, Ted Pick Jr., Erin-Lee Fitzpatrick-Johnson, Jarrod T. Pancoast, Allie Zapata, Bill “teh ebil bunneh” Keyes, Nancy Friultz, Matthew D Orwig, Aryn Orwig, Wes Selken, Ian Porter, Collin Parker, Ron Blessing, Eric Tree

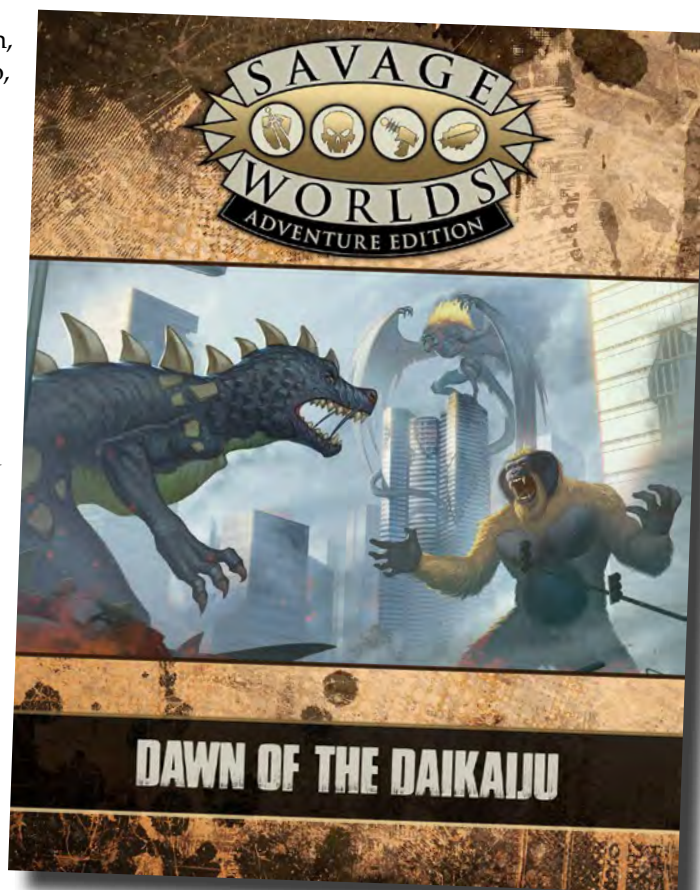
EDITING BY Shane Lacy Hensley & Jessica Rogers

INTERIOR GRAPHIC DESIGN BY Karl Keesler

LAYOUT BY Shane Hensley and Jessica Rogers

COVER ART BY Christian Schob

INTERIOR ART BY Alida Saxon, Angel Alonso, James Denton, Mircea Nicula, Oh Wang Jing, Tania Kerins, Twinscale Studio, & Rick Marcks



LOOK FOR THE DAWN OF THE DAIKAIJU RULES
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REIGN OF THE DAIKAIJU

DEFENDERS OF THE EARTH!

An evil alien invasion threatens the entire planet. With all its weapons, the empire of man cannot stand against them. Only the daikaiju, giant monsters from the depths of the ocean, subterranean bowels of the Earth, fiery volcanoes, or secret laboratories can stand against them! But in saving the world, will they destroy humanity?

Dawn of the Daikaiju is a new sourcebook for *Savage Worlds* where YOU get to play the monsters! It has everything you need to create kaiju, a host of foes to fight, and even a full Plot Point Campaign against the evil alien Protostomian Consociation!

This electronic book contains pregenerated archetype monsters you can use to hop straight into the action, or use as examples to create your own! It also includes Figure Flats to represent the heroic kaiju and the major threats they'll face in the Plot Point Campaign.

As always, our files are created in layers so you can turn off the backgrounds for easier home printing.

It's time to save the world — and crush anything that gets in your way!

FIGURE FLATS

This file contains “Figure Flats” that can be printed on cardstock to use in place of traditional miniatures. There are two ways to use them:

- 1) If you have miniature stands, cut out one colored panel and one black panel (the “back”), glue them together, and insert them in a stand.
- 2) If you don't have stands, cut out the entire character “strip” and bend along each border. Glue the label tab to the back of the first colored image to make a triangle, and it will stand on its own.



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GENBU

ANCIENT DEFENDER OF THE EARTH!

Released from the Siberian permafrost by Soviet nuclear testing in 1965, Genbu attacked military and petroleum sites in and around the North Pacific for several months before coming ashore in Hokkaido. There the terrifying daikaiju shocked the world by befriending young Kenichi Tanaka, instilling a fascination with kaiju in the boy that he passed down to his daughter, UN DTF Director Emiko Tanaka.

After its initial rampage, Genbu began defending humans from the attacks of other daikaiju. Scientists believe the giant turtle was actually programmed to bond with and protect the Earth's dominant intelligent species. Genbu even shows up in pre-human Lemurian ruins, discovered in the 1990s.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d12+16, Vigor d12

Skills: Athletics d6, Fighting d8, Healing d6, Intimidation d4, Notice d6, Stealth d6, Survival d6, Taunt d6

Pace: 4 KS; **Parry:** 5; **Toughness:** 67 (40)

Hindrances: Driven (Major—Protect the Earth), Dependent (Major—Director Tanaka)

Edges: Alertness, Calculating

Special Abilities:

- **Aquatic:** Pace 6" KS.
- **Armor +10:** Genbu has a turtle-like shell and thick scaly hide, increasing his Armor to 40 in total.
- **Bite/Claws:** Str+2d12, AP 26.
- **Cannot Speak:** Genbu hisses and wags its head and tail to communicate.
- **Environmental Resistance:** Seiryu ignores 4 points of damage from cold-based attacks adds +4 to rolls made to resist their effects.
- **Environmental Weakness:** Seiryu takes +4 damage from fire-based attacks and subtracts 4 from rolls made to resist their effects.
- **Flight:** Pace 12" KS. Genbu is a flying turtle!
- **Poor Parry:** Due to his bulky form, Genbu suffers a -1 to Parry.
- **Ranged Attack:** Genbu breathes a cone of icy death! Cone Template, 4d10, AP 24. Uses Athletics.
- **Reduced Agility:** The turtle's form reduces his Agility rolls by 1.
- **Reduced Pace:** Genbu's Running die is a d4, Pace is reduced by 2, and Athletics and rolls to resist Athletics where movement and mobility are integral to the challenge (GM's call) are made at -2.
- **Size 16 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp.
- **Toughness +3:** Genbu's flesh is dense and muscular.



SEIRYU

THE PRINCE OF POWER!

The eldest scion of Ryujin, Seiryu hatched on Ogasawara in 1967. Ryujin's tender nurturing of his child proved to kaijuologists the pack-oriented nature of the giant monsters. Unfortunately for Seiryu, this also meant being frequently hunted by rival alphas such as Orochi. The juvenile daikaiju spent most of its youth hiding in the waters of the Bonin Islands, inspiring the UN to begin scouting the archipelago for use as a daikaiju sanctuary.

Seiryu matured in 1995, right as the UN began international efforts to contain the daikaiju. On the run for almost a decade, Seiryu was finally captured in 2004 when he attacked an Antarctic UN base and succumbed to the cold.

Seiryu's atomic powers are only slightly less intense than those of Ryujin. The younger daikaiju displays much of the durability and cunning of its parent, but less of the unbridled rage. Seiryu could potentially grow into being a greater Monarch of the Monsters than its parent.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+16, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d6, Taunt d6

Pace: 6 KS; **Parry:** 7; **Toughness:** 53 (30)

Hindrances: Arrogant, Enemy (Minor—Orochi the Eight-Headed Dragon), Vengeful (Minor)

Edges: Elan, Luck

Special Abilities:

- **Armor +30:** Seiryu is covered in armored scales.
- **Bite/Claws:** Str+2d12, AP 24.
- **Cannot Speak:** Seiryu stomps, growls, snorts, and postures to get his points across.
- **Combat Reflexes:** Seiryu's internal atomic energy keeps his blood pumping and adrenaline flowing. He adds +2 to Spirit rolls to recover from being Shaken.
- **Environmental Resistance:** Seiryu ignores 4 points of damage from radiation-based attacks and adds +4 to rolls made to resist their effects.
- **Environmental Weakness:** Seiryu takes +4 damage from cold-based attacks and subtracts 4 from rolls made to resist their effects.
- **Attack, Ranged:** Seiryu breathes a deadly "atomic typhoon using Athletics." Cone Template, Damage 5d10, AP 32.
- **Size 15 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp. Seiryu's Size is one less than usual—he's still young and hasn't reached his mature form yet.



SUZAKU

PHOENIX OF THE RISING SUN!

Emerging from volcanic Mt. Naka only two years after Ryujin's first appearance, the Living God called Suzaku is the first daikaiju named after the Four Guardian Beasts of Asian astrology. Because the embers from her feathers both healed the sick and lit ground-clearing forest fires, Suzaku was inducted into the local shrine as an incarnation of the bride goddess, a manifestation of the beneficence and danger of nature.

Suzaku emerged from her volcano time and again to calm Ryujin in his rages or battle malevolent daikaiju. Despite the eruptions that accompanied her appearances, the citizens of the surrounding communities formally protested her relocation to the UN Daikaiju Sanctuary. The daikaiju went peacefully, however, somehow sensing what was best for all.

Whether literally a goddess or not, Suzaku nevertheless enjoys the respect of humanity. People trust the benevolent scarlet firebird more than any other daikaiju. New Age religions embrace her as a symbol of peace and transformation — though some new religions see her flames as heralding the apocalypse.

Suzaku's Healing skill works as usual, but rather than tending to Wounds, she lands beside her ally and sings a strange and entrancing song.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+16, Vigor d10

Skills: Athletics d10, Fighting d8, Healing d6, Intimidation d6, Notice d6, Stealth d4, Taunt d6

Pace: 4 KS; **Parry:** 6; **Toughness:** 53 (30)

Hindrances: Heroic, Loyal, Mean

Edges: Healer, Rabble-Rouser

Special Abilities:

- **Armor +30:** Suzaku is protected by an aura of flame.
- **Attack, Ranged:** Suzaku can emit a blast of intense, fiery plasma. Range 12/24/48, Damage 4d10, AP 26, Large Blast Template.
- **Bite/Claw:** Str+2d12, AP 26
- **Cannot Speak:** Suzaku communicates with chirps and screeches.
- **Environmental Resistance:** Suzaku ignores 4 points of damage from fire-based attacks adds +4 to rolls made to resist their effects.
- **Environmental Weakness:** Suzaku takes +4 damage from cold-based attacks and subtracts 4 from rolls made to resist their effects.
- **Flight:** 24" KS.
- **Reduced Pace:** Suzaku moves slowly on land. Her Running die is a d4, Pace is reduced by 2, and Athletics and rolls to resist Athletics where movement and mobility are integral to the challenge (GM's call) are made at -2.
- **Size 16 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp.



BYAKKO

ENGINE OF DESTRUCTION!

Since the emergence of the daikaiju, disturbing archaeological discoveries indicate some of these creatures are the results of deliberate engineering by pre-human civilizations — and that they left behind the instructions to make more. In 1967, a metal-eating daikaiju called the Bulgasari rampaged across the Korean peninsula. Afterwards, the North Korean government recovered the corpse. Working with China to crack the code of some Muvian relics, the Koreans were able to resurrect the creature as the metal-skinned Bioweapon Byakko.

Byakko fought Ryujin several times in the 1970s before being captured by the Japanese Self-Defense Forces. Japan reworked the mechanical monster into a piloted robot weapon, a precursor to the UN Hunter Killer robots and the automaton constructs designed to protect the UN Daikaiju Sanctuary.

Byakko was instrumental in corralling Seiryu during the 2000s, but the bioweapon's organic brain eventually repaired itself and took control! Though it is a construct, Byakko has the instinct and personality of its original, organic brain, and can no longer be controlled by humans.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+16, Vigor d12+1

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Repair d8, Shooting d6, Stealth d6, Taunt d4

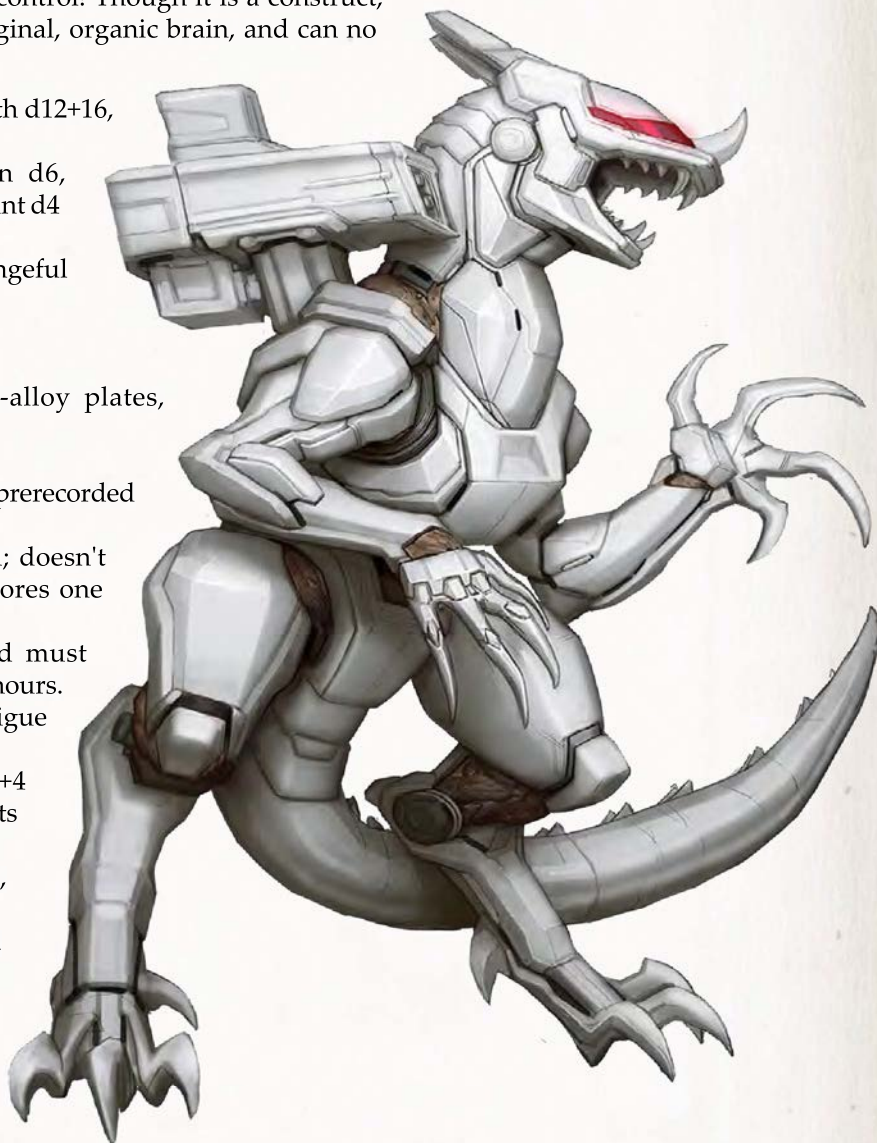
Pace: 6 KS; **Parry:** 5; **Toughness:** 60 (36)

Hindrances: Overconfident, Ruthless (Minor), Vengeful (Major)

Edges: Alertness, Menacing

Special Abilities:

- **Armor +6:** Byakko is covered in titanium-alloy plates, bringing his total Armor to 36.
- **Bite/Claws/Horn:** Str+2d12, AP 24.
- **Cannot Speak:** Byakko communicates with the prerecorded sounds of other creatures.
- **Construct:** +2 to recover from being Shaken; doesn't breathe; immune to disease and poison; ignores one point of Wound penalties.
- **Dependency:** Byakko is solar powered and must spend an hour recharging in sunlight every 25 hours. Without sunlight, Byakko gains a level of Fatigue each day until he becomes Incapacitated.
- **Environmental Weakness:** Byakko takes +4 damage from electric-based attacks and subtracts 4 from rolls made to resist their effects.
- **Ranged Attack:** Range 12/24/48, Damage 5d10, AP 24.
- **Reduced Attribute:** Byakko subtracts 2 from all Agility rolls.
- **Size 16 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp.



EMPEROR WUKONG

THE APE WONDER OF THE WORLD!

When originally spotted in 1933, Emperor Wukong was assumed to be an unusually large orangutan. The expedition leaders named the elusive creature in honor of the protagonist of the Chinese classic Journey to the West.

Wukong was later reclassified as a living fossil of the newly discovered *Gigantopithecus blacki*. Decades would pass before anyone realized he was a juvenile Superspecies daikaiju.

Finally captured in 1962, the near-adult Wukong was transported to Japan where he escaped and battled Ryujin. Bested by the more powerful daikaiju, Emperor Wukong returned to the South Pacific, before an expedition in 1976 finally captured the beast.

Emperor Wukong was detained in a US facility for ten years in an attempt to train the daikaiju primate. During this time, he learned American Sign Language and became more proficient with tool use, eventually allowing for his escape. He returned to his island home after many harrowing adventures, but was recaptured two decades later and relocated to the UN Daikaiju Sanctuary.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+16, Vigor d10

Skills: Athletics d10, Fighting d8, Healing d4, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Pace: 6 KS; **Parry:** 10; **Toughness:** 57 (30)

Hindrances: Arrogant, Impulsive

Edges: Bruiser, Brawler.

Special Abilities:

- **Armor +30:** Wukong's sinewy flesh acts like armor.
- **Berserk:** When Emperor Wukong is Shaken or Wounded, he must make a Smarts roll or go Berserk (increase Strength one die type; all Fighting rolls are Wild Attacks; +2 Toughness; ignore one point of Wound penalties; Critical Failure on a Fighting attack hits a random target). Wukong takes Fatigue after five rounds of Berserker rage, and another after ten rounds—then it ends. He may also choose to end his rage by making a Smarts –2 roll as a free action.
- **Cannot Speak:** Wukong beats the ground, pounds his chest, howls, or laughs excitedly to communicate with others.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Fists:** Wukong attacks with his fists for Str+2d12+d6*, AP 24 damage. (*For his Bruiser and Brawler Edges.)
- **Hardy:** Wukong doesn't take a Wound when Shaken twice.
- **Leaper:** Wukong can jump 2" KS horizontally or 1" KS vertically, and adds +4 damage when leaping as part of a Wild Attack.
- **Parry +3:** Wukong is a clever and dextrous fighter!
- **Size 16 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp.
- **Tool User:** Wukong may make use of giant Improvised Weapons.
- **Toughness +2:** Beneath that fur is a mass of muscles and rage!
- **Wall Walker:** Wukong can climb any rough surface, such as buildings, at his full Pace.



DOCTOR IRWIN

THE THING THAT CANNOT DIE!

This horrid blob was once a man. Dr. Irwin hoped to find a biological deterrent for daikaiju, a semiochemical to keep them away from populated areas. Instead, his experiments with hydrolyzed daikaiju peptides turned *him* into a monster.

Dr. Irwin panicked during his initial transformation and ran amok in the small Pennsylvania town where his government laboratory was hidden. Put on ice for 30 years, he was eventually thawed in an experiment to determine if the amoeboid Dr. Irwin possessed any of his faculties. To the surprise and relief of his peers, Dr. Irwin was able to fold his body into an effective replica of lungs and a vocal tract and speak again.

Since then, the seemingly immortal blob has done his best to contain daikaiju and research them. Dr. Irwin accepted confinement in the Daikaiju Sanctuary as the cost of science. Being able to live among them gives him a significant advantage in observing and reporting daikaiju behavior, though something about him still keeps the beasts from entirely accepting him as one of their own. Perhaps he simply holds back, trying to keep caged the monster that nearly devoured an entire town.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d12+16, Vigor d12

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Repair d6, Science d6, Stealth d6, Taunt d4

Pace: 4 KS; **Parry:** 6; **Toughness:** 57 (30)

Hindrances: Cautious, Curious, Outsider (Minor)

Edges: Calculating

Special Abilities:

- **Armor +30:** Dr. Irwin's mucous layer acts like armor.
- **Bite:** Str+2d12, AP 24. The blob doesn't actually have teeth, but his acidic "mouth" causes damage as bad as any carnivore's maw.
- **Environmental Resistance:** Dr. Irwin ignores 4 points of damage from fire and radiation-based attacks adds +4 to rolls made to resist their effects.
- **Environmental Weakness:** The blob takes +4 damage from cold-based attacks and subtracts 4 from rolls made to resist their effects.
- **Fully Sapient:** Dr. Irwin can form lungs and vocal folds to speak, though it comes out haunting, wailing groans that scares humans, so he doesn't do it often.
- **No Vital Organs:** Called shots do no extra damage to a blob.
- **Reduced Pace:** The blob's Running die is a d4, its Pace is reduced by 2, and Athletics and rolls to resist Athletics where movement and mobility are integral to the challenge (GM's call) are made at -2.
- **Size 16 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp.
- **Tentacles:** Dr. Irwin has 3 acidic tentacle actions. Each causes Str+2d12, AP 24, and has a Reach of 3. Tentacles add +2 to a character's grappling rolls.
- **Tool User:** Dr. Irwin may make use of giant Improvised Weapons.
- **Toughness +3:** The blob is incredibly thick and viscous, and many attacks go right through its malleable body.





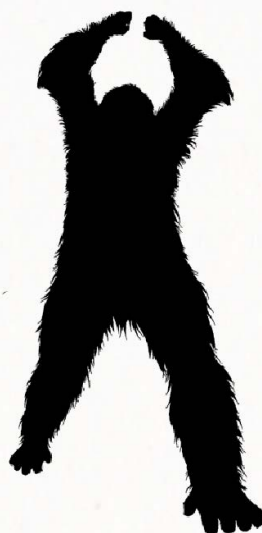
SEIRYU



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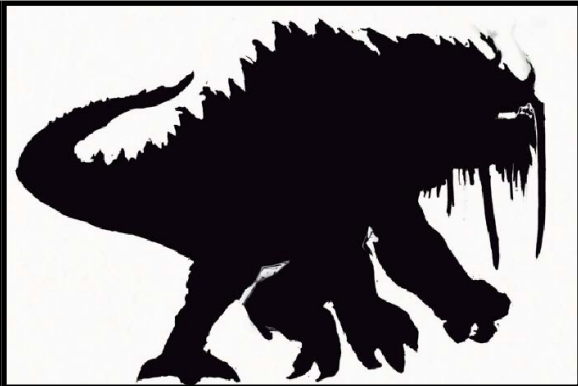
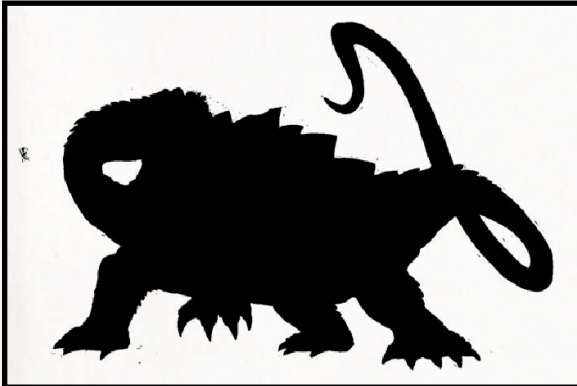
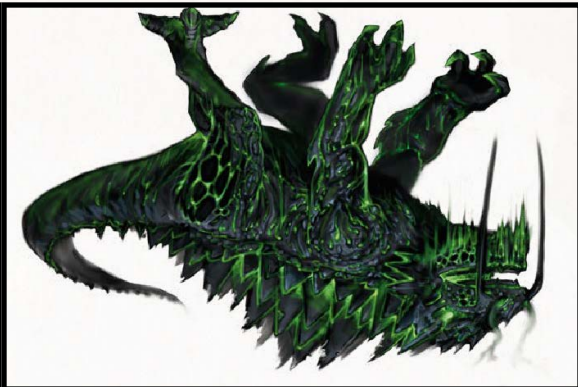
EMPEROR WUKONG



DR. CHARLES IRWIN



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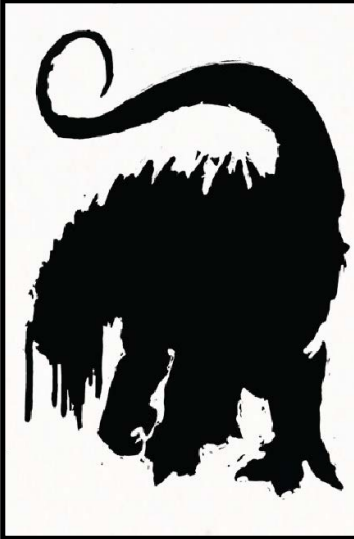








GENBU

RYUJIN



OROGHI



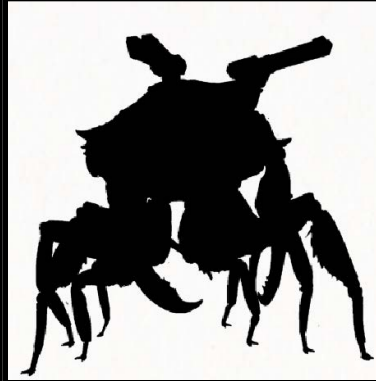




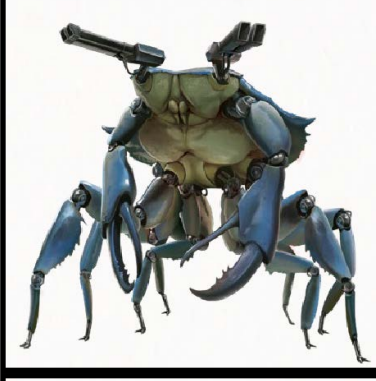
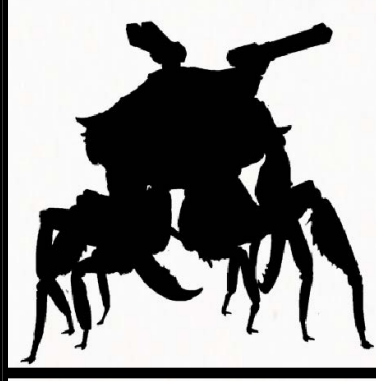
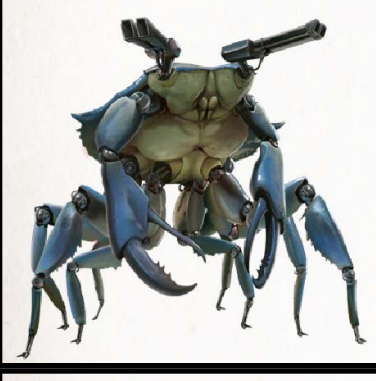

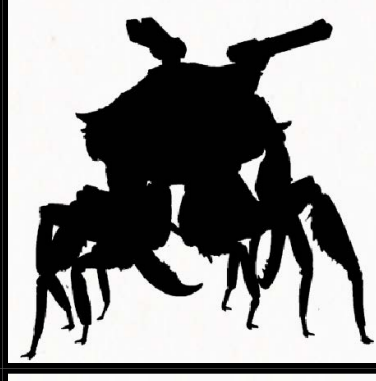



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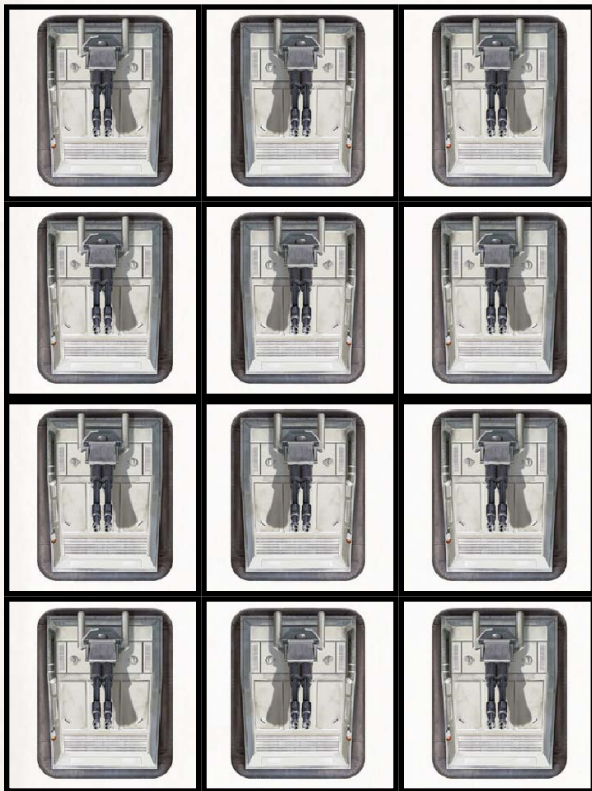
MEGHAGRUSTAGAPUS



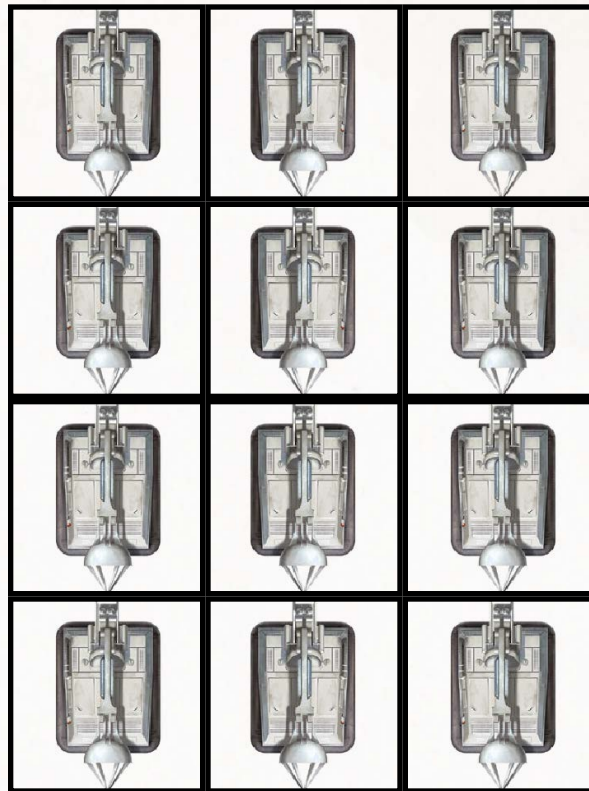
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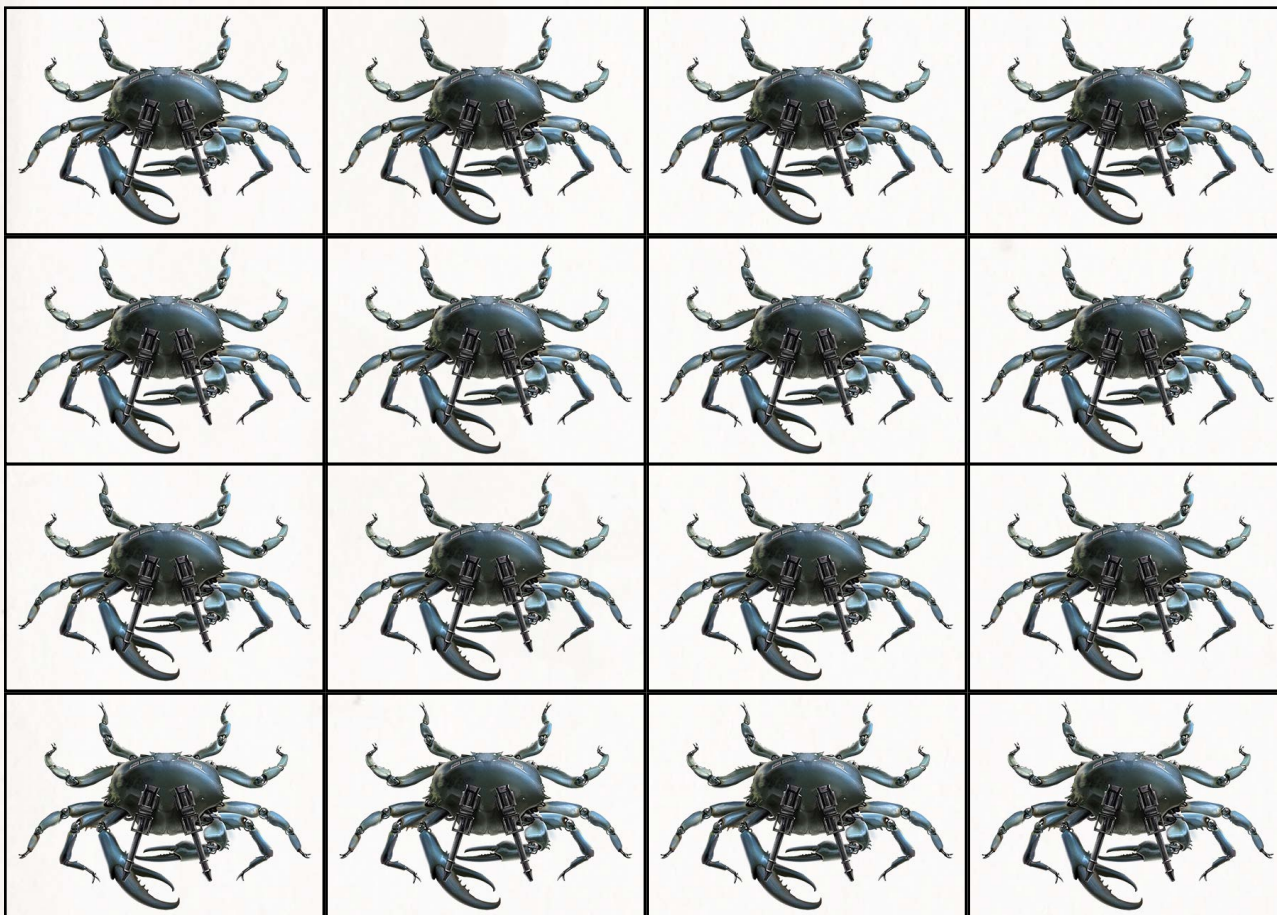
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UN LASER HOVER TANKS



UN MASER HOVER TANKS



PROTOSTOMION CRAB WALKERS