

THE KAIJU-BOUND



TOWERING FORCE OF LIVING DESTRUCTION

CLASS CONCEPT

The Kaiju-Bound is a mortal host fused with overwhelming internal power. Their body houses an unnaturally large heart that converts vital energy into catastrophic force. When pushed too far, this power manifests as a towering Kaiju form—capable of shattering the earth, leveling cities, and annihilating foes at terrible personal cost.

The Kaiju-Bound is a **frontline striker/bruiser** with extreme burst potential, balanced by exhaustion, self-damage, and limited uses.

CLASS FEATURES

As a Kaiju-Bound, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per Kaiju-Bound level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Kaiju-Bound level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Strength

Skills: Choose two from Athletics, Intimidation, Perception, Survival, Acrobatics

EQUIPMENT

You start with the following equipment:

- A martial weapon of your choice
- Scale mail or leather armor
- An explorer's pack

THE KAIJU-BOUND TABLE

Level	Proficiency Bonus	Features	Kaiju Points
1st	+2	Kaiju Core, Soundwave Heart	2
2nd	+2	Kaiju Form	3
3rd	+2	Kaiju Path	4
4th	+2	Ability Score Improvement	5
5th	+3	Extra Attack, Giant Leap	6
6th	+3	Rapid Regeneration	7
7th	+3	Earth-Shattering Stomp	8
8th	+3	Ability Score Improvement	9
9th	+4	Acid Spit	10
10th	+4	Giant Roar	11
11th	+4	Mana Charge	12
12th	+4	Ability Score Improvement	13
13th	+5	Kaiju Bite	14
14th	+5	Flashlight Eyes	15
15th	+5	Improved Kaiju Form	16
16th	+5	Ability Score Improvement	17
17th	+6	Kaiju Ball	18
18th	+6	Titanic Presence	19
19th	+6	Ability Score Improvement	20
20th	+6	Apex Kaiju	22

CORE MECHANICS

KAIJU POINTS

You possess a pool of internal energy represented by **Kaiju Points (KP)**.

You regain all spent Kaiju Points after a **long rest**.

Some abilities cost KP. If you lack sufficient KP, you may still use the ability by gaining **1 level of exhaustion per missing KP**.

KAIJU CORE

1st-level feature

Your body is fundamentally altered.

- Your unarmed strikes deal **1d6 bludgeoning damage**
- You count as **one size larger** when determining carrying capacity, pushing, and lifting
- You may use **Strength** for Intimidation checks

SOUNDWAVE HEART

1st-level feature

Your enlarged heart can emit destructive shockwaves. As an action, you may spend **1 KP** to emit a concussive pulse.

Creatures of your choice within **10 feet** must make a **Strength saving throw** (DC = 8 + proficiency bonus + Constitution modifier)

- On a failure, they take **2d6 thunder damage** and are pushed **15 feet**
- On a success, they take half damage and are not pushed

Damage increases by **1d6** at 5th, 11th, and 17th level.

KAIJU FORM

2nd-level feature

As a bonus action, you may spend **2 KP** to transform for **1 minute**.

While in Kaiju Form:

- You become **Large**
- Your reach increases by **5 feet**
- You gain **advantage on Strength checks and saving throws**
- Your melee attacks deal **+1d6 damage**

When Kaiju Form ends, you must succeed on a DC 10 Constitution save or gain **1 level of exhaustion**.

KAIJU PATH

3rd-level feature

You choose a path that defines how your Kaiju power manifests (Rampager, Devourer, Cataclysm, etc.). Your path grants features at 3rd, 7th, 11th, and 15th level.

GIANT LEAP

5th-level feature

You may spend **1 KP** to jump up to **30 feet vertically or 60 feet horizontally** without provoking opportunity attacks.

If you land within 5 feet of a creature, it must succeed on a Dexterity save or fall prone.

RAPID REGENERATION

6th-level feature (Kaiju Form)

At the start of your turn while in Kaiju Form, you regain hit points equal to your **Constitution modifier** (minimum 1).

This regeneration ceases if you are reduced to 0 hit points.

EARTH-SHATTERING STOMP

7th-level feature (Kaiju Form)

As an action, you may spend **2 KP** to stomp the ground.

Creatures of your choice within **15 feet** must make a Dexterity saving throw:

- On a failure, they take **4d10 bludgeoning damage** and are knocked prone
- On a success, they take half damage and are not knocked prone

Structures take double damage.

ACID SPIT

9th-level feature

As an action, spend **1 KP** to spit acid in a **30-foot line**.

Creatures in the line must make a Dexterity save or take **6d6 acid damage**, half on a success.

GIANT ROAR

10th-level feature

As an action, spend **1 KP** to unleash a terrifying roar.

Creatures within **20 feet** must succeed on a Wisdom save or become **frightened** of you until the end of your next turn.

MANA CHARGE

11th-level feature

You overcharge your core.

As an action, spend **3 KP** to cause a **20-foot-radius explosion** within 60 feet.

Creatures take **8d10 force damage**, Dexterity save for half.

You take **2d10 force damage** that cannot be reduced.

KAIJU BITE

*13th-level feature *

Your jaw becomes a lethal weapon.

Your bite attack deals **2d10 piercing damage**, and you may:

- Grapple as part of the attack
- Automatically deal double damage to restrained objects or creatures

FLASHLIGHT EYES

14th-level feature

You emit blinding light from your eyes for **1 minute**, illuminating bright light in a 60-foot cone.

After use:

- You have **disadvantage on Perception checks relying on sight** for 2 hours

KAIJU BALL

17th-level feature

You condense your entire core into a glowing red sphere.

As an action, spend **5 KP** to create a Kaiju Ball and kick or throw it up to **120 feet**.

On impact:

- Creatures in a 30-foot radius take **20d10 force damage**
- Structures are automatically destroyed

After use:

- You gain **2 levels of exhaustion**
- You immediately exit Kaiju Form

APEX KAIJU

20th-level feature

You are a walking catastrophe.

- Your Kaiju Form no longer causes exhaustion
- You regenerate **10 HP per turn**
- Once per long rest, you may use **Kaiju Ball** without exhaustion