

YOU are a teenage girl who has to deal with all the regular worries of people your age - getting good grades at school, the expectations of the adults around you, falling in and out of love, and staying abreast of all the latest news about your friends. And as if that's not enough, when you get too stressed, you transform into a skyscraper-sized monster and start demolishing the city! Can you be happy, excel at your academic pursuits, AND rescue citizens from the insidious attentions of giant alien robot invaders?

SCHOOLGIRL FORM

Create 3 talents based on each of the following things: your favourite subject at school, your hobby, and the thing you do that your parents/guardians wish you wouldn't. *For example: Physical Education, Photography, and Sneaking Into Abandoned Buildings.* Also: you have a name, a best friend, dreams, insecurities, and all that good stuff.

KAIJU FORM

Pick (or roll randomly) three of the following monstrous abilities that you gain access to when you transform into a giant monster:

1. Bio-plasma projectile
2. Bone Sword
3. Chitinous Carapace
4. Deafening Shriek
5. Dizzily Tall
6. Eight-limbed
7. Fiery Breath
8. Flame-Wreathed Horns
9. Great and Terrible Wings
10. Laser Eyes
11. Lightning Shroud
12. Malevolent Hovering
13. Nightmare Spores
14. Psychic Blast
15. Rows Upon Rows of Teeth
16. Scything Claws
17. Short-range Teleport
18. Spiked, Leathery Skin
19. Venomous Sting
20. Writhing Tentacles

Your abilities will inform what you're capable of doing in your kaiju form, but in general: you can smash up buildings, chew on helicopters, withstand machine gun fire, and so on. What do you look like when you transform?

RULES

When you attempt an action and the outcome is in doubt, roll a D6. Roll an additional D6 for each of your talents (schoolgirl form) or monstrous abilities (kaiju form) that would help you achieve your aims.

The GM determines the Challenge rating of the action - 1 for simple tasks, all the way up to 10 for truly epic feats. For each dice that shows 5 or more, reduce the Challenge rating by 1. When the Challenge rating is 0, the task is complete. Every time you roll dice, the situation evolves and develops - it doesn't stay static. (Multiple characters can team up to tackle the same challenge.)

When you attempt an action but none of your dice show 5 or more, add a red **stress** dice to your pool. When you make a roll, roll all your stress dice as well and treat them as regular dice - but if you roll a 1 on a stress dice, once the action is resolved, you shift into whichever form you're not currently in and remove all stress dice from your pool. You can voluntarily put Stress dice into your pool if you want to have a higher chance of succeeding at a task.

When you shift from kaiju to schoolgirl - usually as the result of battle damage - you're exhausted and play no further part in the scene unless rescued.

NON-PLAYER CHARACTERS

Human-sized friendly NPCs have one trait - **Survivability** - rated from 5+ to 3+. The more important they are, the lower the number.

Every time an NPC interacts with something dangerous - which definitely includes your kaiju form - the GM rolls Survivability; on a result equal or higher than their score, they're unharmed. On a result lower, they're placed in Danger. NPCs in Danger that fail a subsequent Survivability roll are badly hurt, upset with you, leave town, killed, or otherwise removed from the story unless you do something dramatic.

Anything that provides a challenge to you - military vehicles, power-armoured soldiers, monsters from outer space, incoming missile barrages - has a Challenge rating as described in the rules section.

DRAMA

Roll on the SCHOOL table for each character; if you roll the same as another player, you share the drama. Roll twice on the KAIJU for the group as a whole - one problem is obvious, the other is hidden. Many of these events are somehow connected.

SCHOOL DRAMA

- 1: A new transfer student wins all the sporting medals
- 2: Your rival is sabotaging your culture festival exhibit
- 3: You're tutoring your crush, but they're really dumb
- 4: You want your first kiss to be as special as possible
- 5: Your new English teacher is an absolute nightmare
- 6: You have to sneak out at night if you want to spend time with your friends, thanks to mum and dad

KAIJU DRAMA

- 1: A seven-headed beast sleeps under the city streets
- 2: In three days the Moon Door will open
- 3: Dimensional rifts are popping up all over the city
- 4: Government agents are trying to capture kaiju
- 5: Crystalline aliens seek to plunder the world's most valuable resource: human brains!
- 6: A journalist is connecting your human forms to your kaiju forms