

**TABLE ONE: KAIJU TYPE**

D20	
1-2	AQUATIC
D4	1 LAMPREY
	2 SHARK
	3 WHALE
	4 MANTA RAY
3-5	AVIAN
D4	1 CROW
	2 HAWK
	3 OWL
	4 VULTURE
6-9	REPTILE
D4	1 TORTOISE
	2 SNAKE
	3 LIZARD
	4 ALLIGATOR
10-13	MAMMAL
D4	1 PRIMATE
	2 RHINO
	3 BAT
	4 RODENT
14-15	PLANT
D4	1 MUSHROOM
	2 MOLD
	3 CACTUS
	4 FLYTRAP
16-17	CRUSTACEAN
D4	1 CLAM
	2 CRAB
	3 LOBSTER
	4 BARNACLE
18-19	INSECT/ARACHNID
D4	1 MOTH
	2 BEETLE
	3 SPIDER
	4 SCORPION
20	HYBRID
	ROLL TWICE, REROLL ON A '20' RESULT.



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MECHA VS KAIJU: KAIJU NAME GENERATOR  
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TABLE TWO

1	A1 A5
2	A3 A1
3	A2 A4
4	A2 A5
5	A3 A4
6	A3 A5
7	A3 A6
8	A1 A2 A4
9	A1 A2 A5
10	A1 A3 A4
11	A1 A3 A5
12	A2 A4 A6
13	A2 A5 A6
14	A3 A4 A6
15	A3 A6 A6
16	A1 A6 A2 A4
17	A1 A6 A2 A5
18	A1 A6 A3 A4
19	A1 A6 A3 A5
20	A6 A3 A5

# RANDOM KAIJU NAME GENERATOR



Use the following tables to name your Kaiju! Roll a d20 and consult **TABLE ONE** to determine the components of the Kaiju's name. Then roll a d20 for each column indicated on **TABLE TWO**. For more results you can reverse the order of the columns indicated.

**Example:** I roll a 16 on Table One which gives me A1, A6, A2, and A4.

I roll a 11 on column A1: King

I roll a 13 on column A6: Shadow

I roll a 3 on column A2: Batt

I roll a 10 on column A4: Lak

Giving me *King Shadow Battlak*. We can further jumble those up to get *King Battlak the Shadow*, or *Shadow King Battlak*, or even *Kinglak the Shadowbat*.

TABLE THREE

	A1	A2	A3	A4	A5	A6
1	ALIEN	AGRA	AGORA	AOS	ALIOS	BEAST
2	CYBORG	BARA	BARADA	CHI	ARGILAS	EVOLVED
3	DARK	BATT	CRYPTO	DA	ASARI	G
4	DEATH	CTHU	DAIGU	ER	AUROS	JIN
5	FINAL	DAGA	DRAGO	ERA	BOROS	LEO
6	FLYING	DAI	GERUGA	GA	EGON	MARU
7	GIANT	EVO	GOROS	GON	EROS	MAX
8	GOLDEN	GAI	GROTO	KA	GORAS	O
9	GRAND	GAM	HEDOR	KO	GURA	OMEGA
10	KAISER	GOD	HYDRON	LAK	JIRO	Q
11	KING	HEDO	KABUT	LAR	LICUS	S
12	MECHA	JIR	MITSU	LU	LION	SATAN
13	MEGA-	KRA	MOGUR	ON	MAJIN	SHADOW
14	NEO	KYO	OBSIDI	RAH	MURA	STAR
15	HYPER	MEPH	PYROGA	RAX	ORAH	TITAN
16	SATAN	NERO	REGUL	RYU	OSAU	ULTIMATE
17	SPACE	ORO	REPTI	TAI	TRON	V
18	STAR	SHAI	SHADORA	UMA	UIRUS	X
19	SUPER	XAN	TELES	US	ULLA	Z
20	ULTRA	ZAI	ZUROGO	ZON	ZILLA	ZERO

TABLE FOUR: KAIJU QUIRKS



D20		
1	FIERY FORM	The Kaiju can be perpetually wreathed in flame, or it may be activated by anger or injury.
2	ICY FORM	The Kaiju may have a coating of ice, or may "ice up" when threatened.
3	HORNS	In addition to any horns or antlers the Kaiju may normally have, it also has additional horns or other bony or chitinous protuberances.
4	METALLIC EXTERIOR	The Kaiju has metallic plates on its exterior or its skin or hide is made of metal.
5	EXTRA LIMBS	The Kaiju had d6 extra arms or legs.
6	PREHENSILE TONGUE	The Kaiju has a long tongue that can constrict around opponents or be used as an attack.
7	EXTRA EYES	The Kaiju has d6 extra eyes on its head or other body parts.
8	STINGER	The Kaiju has a poisonous stinger on an appendage or in an orifice.
9	EXTRA HEAD	The Kaiju has a duplicate head somewhere on it's body. This head may be cooperative or uncooperative.
10	TENTACLES	The Kaiju has d4 tentacles on its body.
11	SUCTION CUPS	The Kaiju has suction cups on its extremities allowing for grappling and/or wall crawling.
12	TRANSPARENT EXTERIOR	The Kaiju organs and internal processes are visible beneath its skin or hide.
13	WINGS	The Kaiju has wings allowing for flight. If it already has wings, it gains another complimentary set affording it greater maneuverability.
14	ZOMBIE	The Kaiju is undead, reanimated by magic or scientific means.
15	METAMORPHOSIS	The Kaiju can undergo a metamorphosis allowing it to take on a larger and more powerful form.
16	ROCKY EXTERIOR	The Kaiju has a rough and hard exterior that may be chipped away over time.
17	TELEPORTER	The Kaiju can either teleport a number of times a day or will do so when under threat.
18	ROBOTIC COMPONENTS	The Kaiju has been modified with cybernetic components to replace damaged body parts or upgrade its abilities.
19	TAIL	The Kaiju has a tail or additional tail that can be used for extra locomotion or attacking.
20	FOG	The Kaiju can emit a thick fog at will or when under threat.