

Introduction

Pacific Rim, the preeminent kaiju vs. mecha movie, requires very little work to adapt into the Savage Worlds rule format. The world in which Pacific Rim takes place is already a savage one, and director Guillermo del Toro drew inspiration from many of the same things that inspire other Savage Worlds stories. This guide presents only a few new rules, while recommending certain situational rules that already exist to add to your game. Also here are a handful of new Edges and Hindrances, to better integrate your characters into the world of Pacific Rim. Finally, we have random generators for both kaiju and jaegers, with hundreds of possible options to add to your larger-than-life combats. With these additions, you'll be ready to cancel the apocalypse!

Setting Rules

Drift Compatibility

Drift compatibility is the only new addition to the Savage Worlds ruleset needed to fully adapt a Pacific Rim game. In the film, drift compatible individuals use their ability to pilot jaegers together, fully accessing each other's memories, thoughts, and emotions in order to move as one being.

For the purposes of our game, any given player character may only be drift compatible with one other character (whether a PC or an NPC), and this should be determined at the time of character generation (whether or not the characters know that they're drift compatible is up to you and your GM). A character can become drift compatible with a new person when both partners succeed on a series of five Spirit rolls. These rolls cannot be assisted by anyone or anything else. Each failed roll imposes a -1 penalty on the next roll. Characters with the Edge "Drift Compatible" do not have these limitations.

Initiating the drift while inside a jaeger, or using external drift technology (as used by Newt and Gottlieb in the film), is considered an action. While in the drift, both partners have several advantages. They receive a +1 to all Spirit and Vigor rolls, as well as a +1 to Fighting tests. However, neither character can keep any kind of secret from another while in the drift. All memories, all thoughts, all feelings are laid bare. This provides an excellent opportunity for drama and roleplaying in an otherwise combat-heavy game, especially when two characters who have never drifted before enter each other's minds.

When two drift compatible partners are making attacks in their jaeger while in the drift, both pilots make attack rolls on each of their turns. If neither partner succeeds, the attack fails. If only one succeeds, regardless of which partner succeeded, the attack hits. If both succeed, the attack hits with an additional d6 of damage. Raises are only counted for the partner whose turn it is. Piloting a jaeger uses the Piloting skill. Combat in a jaeger uses the Fighting skill. A jaeger

can move on both pilots' turns. Successful attacks made against a jaeger do not Shake or Wound their pilots until until the jaeger has "wrecked" and taken its fourth wound.

If one or more pilots is unexpectedly removed from the drift, they are immediately shaken, or wounded if they are already shaken. If this kills one of the pilots, the other gains the Hindrance "Drift Scarred". If attempting to pilot a jaeger alone, the lone pilot immediately takes a level of fatigue. They gain an additional level of fatigue every 30 seconds (five rounds). If attempting to pilot a jaeger with someone the character is not drift compatible with, both are immediately shaken, and they both gain a level of fatigue every 1 minute (ten rounds).

Recommended Rules

Fear

New jaeger pilots and people who've never experienced kaiju attacks before should make a Fear check (a Spirit roll) when the kaiju first appear. After their first combat, they no longer need to make Fear checks when new kaiju arrive.

Bumps and Bruises

Piloting a jaeger is likely to induce minor injuries, often from being thrown around the cockpit of the jaeger. After each combat, pilots should make a Vigor roll to see if they suffer fatigue.

Radiation

The film establishes that the cockpit of a jaeger is a low-level radioactive environment. After each combat, pilots should make a Vigor roll to see if they suffer fatigue. Those on the ground, or outdoors during kaiju attacks should consider that a high radiation environment, and make these Vigor rolls every minute.

High Adventure

Pacific Rim is nothing if not a world of the unexpected. Players may take advantage of this rule to display sudden skills and abilities not seen before.

Vehicles

For the purposes of this game, jaegers are considered vehicles. Use both the Out of Control and Critical Hits tables when applicable.

New Edges

Drift Compatible

Requirements: Novice

You drift with others easily. You do not suffer the penalties of drifting with someone other than your usual partner. Your fellow drifter still suffers the penalty if they do not also have this edge. You may also switch your compatibility with only three Spirit rolls, rather than five.

Drift Native

Requirements: Seasoned, Drift Compatible

You receive an extra benny when you enter the drift.

Kaiju Expert

Requirements: Novice

You have a +2 to Smarts checks relating to kaiju, their habits, their biology, and their combat styles.

Jaeger Expert

Requirements: Novice

You have a +2 to Smarts checks relating to jaegers, their mechanisms, power sources, and construction. You also are considered to have the Repair skill when it pertains to jaegers.

Emotional Control

Requirements: Seasoned

When you are in the drift, you are able to withhold information, feelings, etc. from your partner. You also receive an additional +1 to Spirit rolls made while in the drift.

New Hindrances

Drift Scarred (Major)

You've suffered a great tragedy in the drift. You receive no bonuses while in the drift with a compatible partner or otherwise. You have a -1 to Spirit rolls while made in the drift.

Kaiju Blue (Minor/Major)

You've suffered horrific effects due to exposure to kaiju blood and parts. This may manifest as mere ugliness or as a severe physical health problem. Choose one:

- -1 to Charisma (Minor)
- -1 to all Strength rolls (Major)
- -1 to all Agility rolls (Major)

Jaeger Stats and Generation Tables

There are five "classes" of jaeger, each progressing in technological advancement and power. This ruleset treats them as vehicles, with built-in weapons and special abilities available to the pilots. Below is an explanation of their stats and abilities.

Acc/TS: This lists the jaeger's Acceleration in inches per turn based on tactical tabletop rates (1 inch = 2 yards), and its Top Speed, which is the maximum number of inches a jaeger may move per turn on the tabletop.

Handling: Some jaegers are more maneuverable than others. This might be due to their design, their construction, or the advanced knowledge of the architects. Handling adds directly to the pilot's Piloting total.

Toughness: The jaeger's total Toughness. The number in parentheses is the jaeger's Armor, which is already figured into the listed Toughness. Note that all jaegers have Heavy Armor.

Base Attack Damage: This is the amount of damage done by an attack made using a pilot's Fighting skill, like punching or kicking a kaiju. This does not include any special attacks, which are listed separately.

Mark 1 Jaeger

Early jaegers, "scraped together in fourteen months", with limited capabilities and poor radiation shielding.

Acc/TS: 3/12, Toughness: 12 (3), Handling: -1, Base Attack Damage: d4+d12

- Special Abilities: Select or randomly roll for two Level 1 special attacks on the table below

Mark 2 Jaeger

Somewhat improved from the originals, though still put together as quickly as possible.

Acc/TS: 3/10, Toughness: 14 (4), Handling: 0, Base Attack Damage: d6+d12

- Special Abilities: Select or randomly roll for one Level 1 special attack and one Level 2 special attack on the tables below

Mark 3 Jaeger

The most prolific sort of jaeger, made primarily during the height of the kaiju war.

Acc/TS: 3/12, Toughness: 16 (4), Handling: 0, Base Attack Damage: d8+d12

- Special Abilities: Select or randomly roll for two Level 2 special attacks on the table below

Mark 4 Jaeger

An impressive specimen, capable of taking out kaiju all day long.

Acc/TS: 4/12, Toughness: 18 (4), Handling: 0, Base Attack Damage: d10+d12

- Special Abilities: Select or randomly roll for one Level 2 special attack and one Level 3 special attack on the tables below

Mark 5 Jaeger

The top of the line, only a few ever made. Doom to the kaiju who dare face it.

Acc/TS: 4/12, Toughness: 20 (5), Handling: +1, Base Attack Damage: 2d12

- Special Abilities: Select or randomly roll for two Level 3 special attacks on the table below

Level 1 Special Abilities

#	Ability	#	Ability
1	Gatling Chest	6	Incinerator Turbines
2	Ballistic Mortar Cannons	7	Quad Rocket
3	Energy Caster	8	Tsunami Cannon
4	Fang Blades	9	Force Spray
5	Tesla Fists	10	M-Pulse Thrower

Level 2 Special Abilities

#	Ability	#	Ability
1	Sniper Cannon	6	Laser Sword
2	Double Gatling Fists	7	Triad Chaingun
3	Heavy Flamethrower	8	Thunderbolt
4	Shoulder Pikes	9	Speed Rocket
5	Plasma Cannon	10	Energy Talons

Level 3 Special Abilities

#	Ability	#	Ability
1	Vortex Cannon	6	Meteor Fists
2	Lightning Blades	7	Nuclear Saber
3	Plasma Catapult	8	Heavy Sting Blades
4	Jet Kick	9	Chest Artillery Launcher
5	Nova Launcher	10	Supercell Brass Knuckles

Gatling Chest - The jaeger can fire a barrage of small missiles from a gun embedded in its chest. Use the pilot's Shooting skill rather than their Fighting. Range 30/60/120, Damage 1d8+2.

Ballistic Mortar Cannons - The jaeger has two cannons embedded in its shoulders, which fire simultaneously. Use the pilot's Shooting skill rather than their Fighting. The shots can have separate targets. Each shot explodes on impact. Range 24/48/96, Damage 1d10+2.

Energy Caster - The jaeger has a pure energy weapon in one arm (decide right or left when designing this jaeger). Use the pilot's Shooting skill rather than their Fighting. Range 12/24/48, Damage 2d6+1.

Fang Blades - Each arm of the jaeger is equipped with a long, sharp blade to hack and slash at kaiju. Each attack is considered a separate action. Damage Str+d6.

Tesla Fists - When the jaeger punches a kaiju, it attacks with an additional electrical charge. Each punch is considered a separate attack. Damage Str+d6.

Incinerator Turbines - The jaeger can use its engines to emit a blast of heat that will damage all biological creatures within a medium burst template centered on the jaeger. Other jaegers and their pilots are immune to this heat. Allow all kaiju within the burst template to make contested Agility checks against this pilot's Agility. If they fail, Damage d12+1.

Quad Rocket - The jaeger can temporarily launch itself into the air using a pair of rockets embedded in its legs. It leaps to a height of 120 ft. in the air and can remain there for no more than 30 seconds (five rounds).

Tsunami Cannon - The jaeger can fire a propulsive force that pushes all creatures and obstacles away from it. Allow all creatures within a medium burst template centered on the jaeger to make contested Strength checks against this pilot's Strength. If they fail, they are pushed back 60 ft.

Force Spray - The jaeger makes a melee attack against a kaiju using one of its fists. The kaiju takes 1d8+2 damage and is pushed back 20 ft.

M-Pulse Thrower - The jaeger can throw a bomb of electrical energy to a spot within 120 ft. All creatures within a medium burst template of that spot must make contested Agility rolls against this pilot's Agility. If they fail, Damage 2d6+2.

Sniper Cannon - The jaeger is equipped with a long range missile within its chest. Use the pilot's Shooting skill rather than their Fighting. Range 50/100/200, Damage 2d8+1.

Double Gatling Fists - The jaeger can fire a barrage of small missiles from its fists. Use the pilot's Shooting skill rather than their Fighting. These attacks are not at a disadvantage or penalty if fired into melee. Range 30/60/120, Damage 2d10+2.

Heavy Flamethrower - The jaeger can launch a spray of fire out of its chest using a cone template. Jaegers and their pilots are immune to this fire spray. Damage 3d6.

Shoulder Pikes - The jaeger is equipped with long-range missile spears stored in its shoulders. Use the pilot's Throwing or Shooting skill. Range 24/48/96, Damage Str+d10.

Plasma Cannon - The jaeger has a plasma weapon in one arm (decide right or left when designing this jaeger). Use the pilot's Shooting skill rather than their Fighting. These attacks are not at a disadvantage or penalty if fired into melee. Range 12/24/48, Damage 3d6+2.

Laser Sword - The jaeger has an extendable blade with a laser edge in one arm (decide right or left when designing this jaeger). This weapon cauterizes wounds as it creates them. Damage Str+d8+d4.

Triad Chaingun - This jaeger has a ballistic weapon that fires three shots at once - each can have a separate target. Range 20/40/80, Damage 2d10.

Thunderbolt - The jaeger can fire a blast of concentrated electric energy from one hand (decide right or left when designing this jaeger) in a cone template. All creatures in the template, even other jaegers, must make contested Agility checks against this pilot's Strength. Damage 5d4+1.

Speed Rocket - The jaeger has a pair of rockets embedded in its feet that allow it to double its total speed for one round. This ability must recharge for three rounds before it can be used again.

Energy Talons - The jaeger has four mid-size blades in each fist that can be extended or retracted at will. Each fist is treated as one attack. Damage 2d8+d4.

Vortex Cannon - The jaeger can fire three shots to any spot within 60 ft. Each spot creates a small burst template. All creatures within these spots must make contested Agility rolls against this pilot's Strength to avoid the effects. Damage 4d6.

Lightning Blades - This jaeger has two large swords embedded in its arms that can be extended or retracted at will. The pilot can make a second attack with these weapons at no penalty to hit. Damage 3d8.

Plasma Catapult - The jaeger can launch a ball of plasma over its head to any point within 150 ft. It lands and creates a medium burst template. All creatures within the template are hit by a mass of heavy white-blue plasma. Damage 2d10+d4.

Jet Kick - The jaeger can kick a kaiju and expel a propulsive blast that pushes the kaiju back 20 ft. Damage $2d12+d4$. This ability can alternatively be used to increase the jaeger's movement that turn by 20 ft.

Nova Launcher - The jaeger can launch an enormous missile from its chest. It has only two of these missiles. Range 50/100/200, Damage $3d12$.

Meteor Fists - The jaeger can double punch without a penalty for the second attack. These fists burst into flame when about to strike. Damage $2d10+d6$.

Nuclear Saber - The jaeger's arms can fuse into one enormous heavy blade, which vents nuclear radiation from the jaeger's power core. Damage $3d8$.

Heavy Sting Blades - The jaeger can launch a series of spikes and spines from its back, creating a medium burst template area of effect. Creatures in the template should make contested Agility rolls against this pilot's Strength to avoid the spikes. Damage $2d10+d4$.

Chest Artillery - The jaeger can launch a series of four missiles from its chest that explode on impact. Each missile creates a small burst template. Range 24/48/96, Damage $4d6$.

Supercell Brass Knuckles - When the jaeger punches a kaiju, it transmits a jolt of plasma along with the strike. Damage, $Str+d12+d6$.

Jaeger Name Random Generator

d20	First Word	Second Word
1	Silver	Fiend
2	Dominion	Dragon
3	Hurricane	Jewel
4	Sentinel	Chief
5	Vengeance	Sapphire
6	Jaguar	Marine
7	Iron	Kraken
8	Alpha	Swarm
9	Whiskey	Wild
10	Nebula	Warden
11	Tidal	Devil
12	Arctic	Runner
13	Ace	Red
14	Champion	Flyer
15	Zulu	Bravo
16	Amaranth	Whip
17	Outback	Eagle
18	Samurai	Mariposa
19	Midnight	Heat
20	Frenzy	Leviathan

Kaiju Stats and Generation Tables

There are five categories of kaiju, roughly correlating with size, speed, and relative levels of toxicity. As kaiju adapted to the presence of jaegers, as humanity began to fight back, they themselves adapted, developing more and more powerful attacks. This ruleset provides basic statistics for each category, as well as random tables to help you develop unique foes.

Category 1 Kaiju

The earliest of the invaders, like Trespasser - crude beasts only.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+12, Vigor d6. Skills: Fighting d8, Notice d8, Swimming d6. Pace: 10; Parry: 6; Toughness: 12

- Gargantuan: Heavy Armor. Ranged attacks against it made by man-size creatures are made at +4. It's attacks are Heavy Weapons. Add Size to damage when stomping.
- Size +12
- Special Abilities: Select or randomly roll for two Level 1 special attacks on the table below.

Category 2 Kaiju

The next wave of kaiju, better prepared for resistance.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+12, Vigor d8. Skills: Fighting d8, Notice d10, Swimming d8. Pace: 12; Parry: 6; Toughness: 13

- Gargantuan: Heavy Armor. Ranged attacks against it made by man-size creatures are made at +4. It's attacks are Heavy Weapons. Add Size to damage when stomping.
- Size +12
- Special Abilities: Select or randomly roll for one Level 1 special attack and one Level 2 special attack on the table below.

Category 3 Kaiju

The mid-level kaiju category and among the most common. Intimidating.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+12, Vigor d8. Skills: Fighting d10, Notice d10, Swimming d8, Climbing d6. Pace: 14; Parry: 6; Toughness: 14

- Gargantuan: Heavy Armor. Ranged attacks against it made by man-size creatures are made at +4. It's attacks are Heavy Weapons. Add Size to damage when stomping.
- Size +12
- Special Abilities: Select or randomly roll for two Level 2 special attacks on the table below.

Category 4 Kaiju

Faster, stronger, smarter, and better at adaptation. This is what brought down the jaeger army.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+12, Vigor d10. Skills: Fighting d12, Notice d10, Swimming d10, Climbing d8. Pace: 16; Parry: 6; Toughness: 16

- Gargantuan: Heavy Armor. Ranged attacks against it made by man-size creatures are made at +4. It's attacks are Heavy Weapons. Add Size to damage when stomping.
- Size +12
- Special Abilities: Select or randomly roll for one Level 2 special attack and one Level 3 special attack on the table below.

Category 5 Kaiju

A formidable enemy, only one ever recorded to date.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+12, Vigor d12. Skills: Fighting d12+2, Notice d10, Swimming d10, Climbing d8, Stealth d6. Pace: 18; Parry: 6; Toughness: 18

- Gargantuan: Heavy Armor. Ranged attacks against it made by man-size creatures are made at +4. It's attacks are Heavy Weapons. Add Size to damage when stomping.
- Size +12
- Special Abilities: Select or randomly roll for two Level 3 special attacks on the table below.

Level 1 Special Abilities

#	Ability	#	Ability
1	Iron Bite	6	Headbutt
2	Slam	7	Punch
3	Power Kick	8	Rock Throw
4	Spiked Barbs	9	Battering Ram
5	Viselike Grip	10	Toxic Breath

Level 2 Special Abilities

#	Ability	#	Ability
1	Electric Attack	6	Tail Slap
2	Piercing Bite	7	Tentacle Toss
3	Double Speed	8	Claw Kick
4	Poison Spray	9	Bone Punch
5	Spines and Spikes	10	Skull Spike

Level 3 Special Abilities

#	Ability	#	Ability
1	Electromagnetic Pulse	6	Dismemberment
2	Flight	7	Radioactive Spit
3	Acid Bite	8	Tidal Wave
4	Multi-Armed Punch	9	Tail Whip
5	Whirlwind	10	Regeneration

Iron Bite - Damage 2d6.

Slam - The kaiju charges and tackles the jaeger. Damage 1d8+3.

Power Kick - The kaiju lashes out with however many feet it has (2 is usual, but 3 and 4 are also common), all counted as one attack. Damage 1d8 + 1d4 for each additional leg the kaiju has above 2.

Spiked Barbs - The kaiju can shoot barbs out of either its tail or its back, creating an area of effect equal to a small burst template in front of it. Creatures in the area of effect should make contested Agility checks against this kaiju's Strength to avoid the barbs. Damage 1d10+2.

Viselike Grip - The kaiju can grab a foe of smaller size or up to one size larger. The grappled creature should make a contested Strength checks against this kaiju's Strength. If it succeeds, it breaks free of the grip. If it fails, it is held tightly by the kaiju and cannot act until released.

Headbutt - Damage 3d4.

Punch - Damage 2d6.

Rock Throw - The kaiju can find a rock (or debris, a ship, a building - whatever suits you) and throw it at its foe. Use its Fighting skill for this attack. Damage 1d8+2.

Battering Ram - The kaiju charges its foe and pushes it back, or pushes through obstacles like buildings. A jaeger or similarly sized foe is pushed back 15 ft. Damage 1d6+3.

Toxic Breath - The kaiju exhales a toxic mist, creating an area equal to a medium burst template. All creatures within the mist take 2d4 damage, including pilots within jaegers.

Electric Attack - The kaiju emits an electrical jolt through its hands (or claws, or paws, or talons).
Damage $2d6 + 2$.

Piercing Bite - Damage $3d6$.

Double Speed - The kaiju can move double its usual pace for one round with no penalty. This ability requires three rounds to recharge after use.

Poison Spray - The kaiju sprays a burst of poison from its mouth, creating three small burst templates. Creatures within those templates should make contested Agility checks against the kaiju's Agility to avoid the poison. Damage $2d8+2$.

Spines and Spikes - The kaiju can launch a series of spiky bursts at three targets of its choice, or launch three bursts at one target. Damage $1d6+3$ per target, or $3d6+3$ if launched at one target.

Tail Slap - Damage $4d4+2$.

Tentacle Toss - The kaiju grabs a foe with its tentacles and throws it to the ground. Damage $2d10$.

Claw Kick - Damage $2d8+1d4$ for each additional leg the kaiju has above 2.

Bone Punch - Damage $1d12+3$.

Skull Spike - The kaiju possesses a large spike on its head that can puncture even a jaeger's tough exterior. Damage $2d10$ (AP 3).

Electromagnetic Pulse - The kaiju emits a pulse of energy that temporarily disables all jaegers within a large burst template centered on itself. The jaegers are inoperative for the next three rounds.

Flight - The kaiju has wings with which it can fly for short bursts of time. Its flight pace is the same as its walking pace. It can fly for no more than ten rounds at a time before it needs to land.

Acid Bite - Damage $4d6$.

Multi-Armed Punch - Damage $1d12+1d6$ for each additional arm the kaiju has over 2.

Whirlwind - The kaiju makes three physical attacks against one foe. The second attack has no penalty, but the third has the standard -2 multi-action penalty. Damage per attack $2d12$. This ability cannot be used for five rounds after it has been used.

Dismemberment - The kaiju makes an attack targeting one of a jaeger's limbs. If successful, the limb is removed from the jaeger and is no longer able to be used. Damage 3d12.

Radioactive Spit - The kaiju emits a medium burst template of radioactive plasma that clings to whatever it touches. Creatures in the template should make contested Agility checks against the kaiju's Strength to avoid the plasma. Damage 2d10+d6.

Tidal Wave - The kaiju generates a massive wave that takes the form of a cone template in front of it. All creatures within the template take 2d12 damage and are pushed back 20 ft.

Tail Whip - Damage 4d6.

Regeneration - The kaiju can heal one wound that it has taken. Once this ability has been used, it cannot be used again for another five rounds.

Kaiju Body Types

d6	Arms	d6	Legs	d6	Tails
1	Tentacles	1	None	1	None
2	Two arms	2	Two legs	2	None
3	Two arms	3	Two legs	3	One tail
4	Two arms	4	Two legs	4	One tail
5	Three arms	5	Four legs	5	One tail
6	Four arms	6	Six legs	6	Two tails

d12	Animal Inspiration	d12	Animal Inspiration
1	Giant Squid	7	Alligator
2	Shark	8	Tiger
3	Wolf	9	Whale
4	Fish	10	Bird of Prey
5	Bear	11	Dinosaur
6	Rhinoceros	12	Dragon

Kaiju Name Random Generator

d%	Name	d%	Name
01-02	Airhead	51-52	Komodo
03-04	Ayarcachi	53-54	Kyrie
05-06	Azrael	55-56	Leviant
07-08	Baduhenna	57-58	Maharaja
09-10	Behemat	59-60	Mallak
11-12	Black Widow	61-62	Nightmare
13-14	Bloodcat	63-64	Omnidact
15-16	Bluebeard	65-66	Prohibit
17-18	Bulletmouth	67-68	Raptorack
19-20	Caligula	69-70	Ratseeker
21-22	Carnoscore	71-72	Recluse
23-24	Clawscab	73-74	Rictus
25-26	Cuttlebone	75-76	Ripjaw
27-28	Dropbear	77-78	Rockcutter
29-30	Dzacab	79-80	Serpenta
31-32	Flashbang	81-82	Skulling
33-34	Fortissimo	83-84	Spartan
35-36	Genghis	85-86	Talonrot
37-38	Greenteeth	87-88	Tiamat
39-40	Hacksaw	89-90	Tsundere
41-42	Hitodama	91-92	Tyrinar
43-44	Imperator	93-94	Vizier
45-46	Karakasa	95-96	Xolotl
47-48	Kerberos	97-98	Youkai
49-50	Kitsune	99-00	Zealot