

# ***WORLD OF TITANS***



World of Titans is a play-by-post game system centered around creating giant monsters, allowing them to evolve and interact with a world, then do battle and achieve dominance over one another.

Due to the open-ended and freeform nature of this game, a GM is required, and it's inadvisable for the GM to play their own Kaiju character.

## **Creating a Kaiju:**

To join, players come up with a concept for their Kaiju. Maybe it's an ancient egg that's just hatched due to a nuclear explosion, an animal mutated from an experiment, or even an alien invader. Whatever it is, it's weak and fresh, with room to grow before it can truly gain the power of a god. Providing a visual reference for a Kaiju is optimal.

## **Stats:**

A Kaiju begins with F in all stats. They have two points to increase stats by upon character creation, excluding Size.

### **Sheet Template:**

# Name

**Health:** Y/Y (X Size + X Stamina)

**Energy:** 0/4

[ **Siz:**F || **Str:** F || **Sta:** F || **Spd:** F || **Spl:** F ]

**Milestones:**

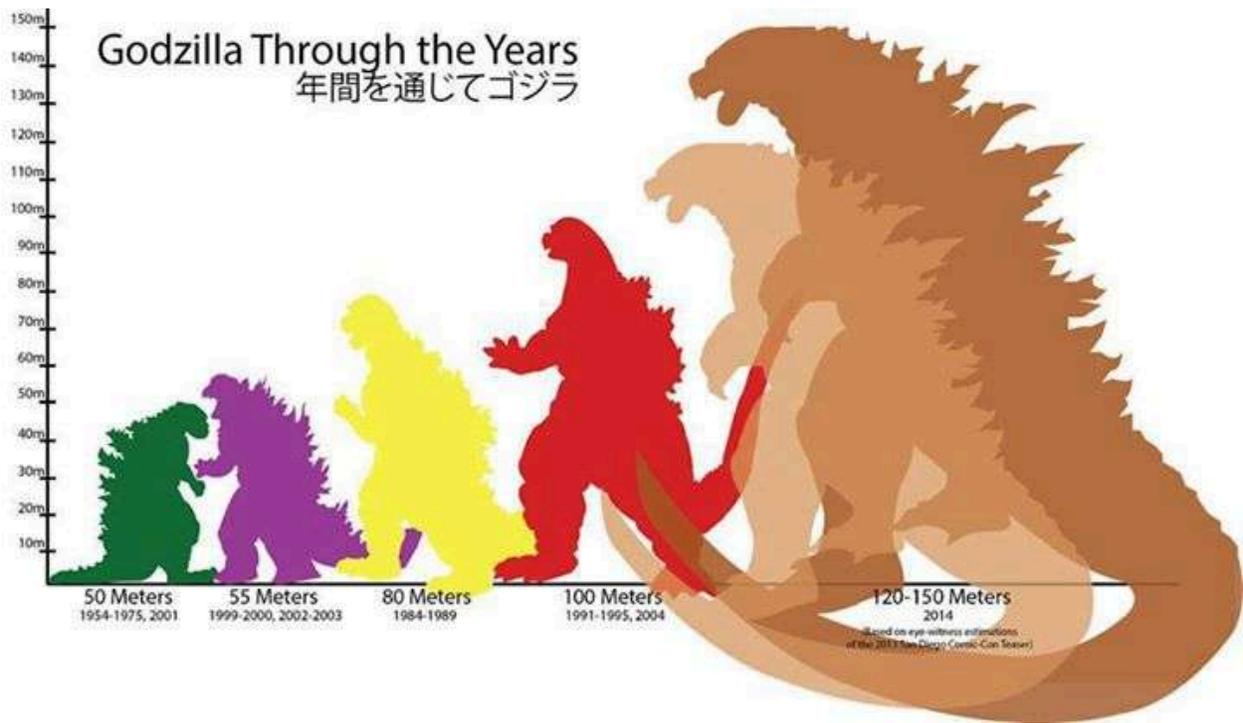
Players are suggested to maintain their own sheet and paste it during their turns, so they can keep track of their own statistics and health status.

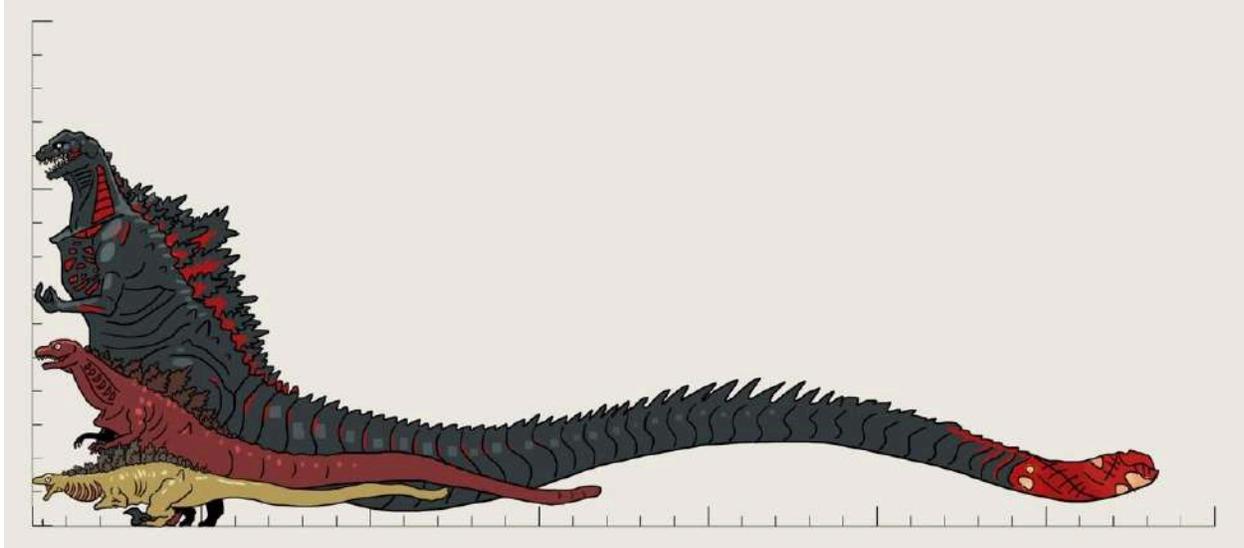
**Description:** Describe your Kaiju's concept, origin, and some potential abilities. This determines the sort of actions you may take during turns. For example, a reptilian Kaiju cannot randomly attempt to construct a web using its Special stat, while a giant spider may.

**HP:** Size + Stamina (F=1, A=6). HP being depleted results in a defeat. Whether you immediately resurrect or not, being reduced to 0 HP in the first place means your Kaiju has fallen once.

**Size:** The size of your Kaiju in its current iteration. Cannot be increased at creation, gained upon reaching Milestones. GMs should assign milestones to Kaiju at roughly equivalent rates, so long as they're achieving goals that have an external effect on the world. For example, beating another Kaiju in a fight, destroying a city, mind-controlling a large amount of people, or repelling an army. Milestones do NOT stack, and progress towards the next milestone is halted once you have an unused one.

Size F is roughly 30 metres, RP-wise. E should be 50 metres, D 80 metres, and the rest of the grades scaled upwards from there. Feel free to change this depending on the setting.





Size gives the following effects:

- Large Kaiju deal 2 damage to smaller Kaiju. This does not stack.
- When a Kaiju increases its size, it can move 1 extra tile during a single move action. The larger it grows, the more move actions it can apply this to at once. Please note that Speed does not affect tile movement.

Size	Action 1	Action 2	Action 3
E	>Move 2 tiles	-	-
D	>Move 2 tiles	>Move 2 tiles	-
C	>Move 2 tiles	>Move 2 tiles	>Move 2 tiles

- Upon upsizing, a Kaiju's energy meter grows. At size E, the energy meter goes from 0/4 to 0/6. This allows them to store more energy at once for special effects, but also means they need more energy to increase stats. At the moment, not enough balancing has been done to determine whether this number needs to grow higher at larger sizes.
- Upsizing increases your max HP due to the calculation formula. Unlike Stamina upgrades, upsizing FULLY HEALS your Kaiju at the end of the turn, no matter what is done to them.

**Strength:** The fighting ability of your Kaiju. Affects hit success rate. In battles, Strength is rolled against Stamina to determine whether you wound the enemy. As a general rule, active and specific actions win ties, so that means that if you meet the Stamina grade of your opponent, you deal damage.

Strength is meant to represent all forms of fighting ability, rather than purely physical. This encompasses any attacking action you take that does not require energy.

**Stamina:** The resilience of your Kaiju, covering how much damage they can tank and their capacity for recovery between battles.

Stamina is the passive toughness of your Kaiju. It automatically serves as your threshold for damage. However, you can also actively try to block or defend against an attack by using Stamina. In this case, it becomes an active action and will win when tied against an attack roll.

**Speed:** How agile your Kaiju is, and their ability to avoid attacks. Despite the name, it does not affect the movement rate of Kaiju when traveling across the map.

Speed can be used to avoid attacks by actively dodging. The benefit to this, over stamina, is that you can compare your speed to the opponent's, rather than contending with a high Strength stat. The downside is that doing so requires an active action, which reduces your action economy.

**Special:** Your Kaiju's special abilities. They may have breath attacks that are more likely to wound than their physical attacks, or the ability to create nests and birth minions. Requires Energy to utilise in most situations.

Actively consuming energy to use a special will give you a higher degree of success. This could let you hit opponents that would be mathematically impossible to wound using Strength, or be used to receive a boost of energy that lets you dodge a hit. It's a generalist stat that can be applied to unique actions and trigger effects through roleplay, but costs precious Energy that could be used for evolution.

**Energy:** All Kaiju begin with 1/4 units of concentrated bioenergy, increased by consuming sources of radiation or other energy forms. This allows your Kaiju to utilise their Special stat to achieve effects that their other stats don't cover.

Energy is obtained by spending actions to gather it from applicable locations. These can include nuclear waste sites, power plants, solar radiation spots, or other Kaiju.

---

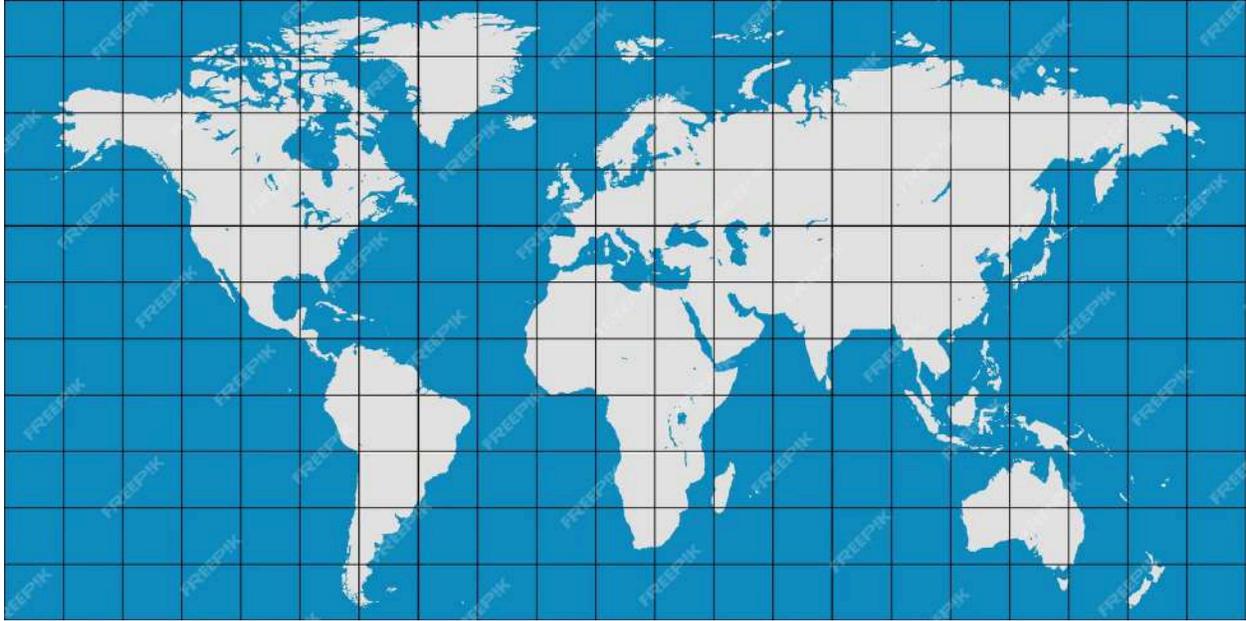
Once you're done with character creation, select a starting location on the world map and mark it out or list the coordinates. Kaiju may not start within a 1-tile radius from one another.

## Starting Guide:

GMs will need to consult this guide before running the game.

### Map:

A gridmap will be necessary to run this game. The setting that requires the least work for a GM is a modern day real-world map, as information on various countries can be referenced directly.



[Sample map](#)

### **Turns and Actions:**

Each turn, a Kaiju receives 3 actions. Ideally, when not fighting, they'll want to be establishing their own goals. For example, spending actions to make a lair, or an action search for nuclear sites to subsequently feed from.

Some possible actions are:

- Building a lair
- Moving by 1 tile
- Gathering Energy from a power plant
- Attacking another Kaiju
- Dodging a hit
- Attacking a human city or army

The range of actions a Kaiju can perform depends on the description they've invented. Players are recommended to remain true to their theme and not invent new moves or capabilities solely for a mechanical advantage.

Every turn should be accompanied by **3 d3 dice rolls**. These determine the 'degree of success' of each action. Certain actions are completely unaffected by this. For example: Evolving, moving, or simply gathering energy. Other actions such as fighting or defending are dependent on this roll for bonuses or penalties.

- 1= Reduced degree of success**
- 2= Neutral**
- 3= Increased degree of success**

Below is a sample sheet used to track turns and Kaiju stats.

Turn 1

Kaiju Name	Hp	Size	Strength	Stamina	Speed	Special	Energy	Turn Done?
	/						1/4	<input type="checkbox"/>
	/						1/4	<input type="checkbox"/>
	/						1/4	<input type="checkbox"/>

**Action Order:** When Kaiju fight, the order of their actions may come into question. In general, actions take place in the exact posting order they're listed out in, with the exception of Defensive actions. Attempting to guard or dodge generates a 'shield point'.

Kaiju with higher speed will execute their actions first, beginning from Action 1. Their first action is compared against an opposing Kaiju's first one. The order goes:

Defensive Action > Higher base Speed > Higher Roll

If two Kaiju are completely tied in their speed and roll, their actions happen simultaneously. Defeating a Kaiju cancels their remaining actions by default, unless they're under special effects.

**Action Examples:**

Listed are some examples of possible actions, and suggestions for handling them.

**Searching for Energy:** Kaiju need to be aware of energy sources in order to start harvesting from them. Depending on your GM style, you may allow or encourage players to use real-world information to detect sites of nuclear activity, but it's advisable to provide purely in-game methods as well.



*A sample map highlighted with Energy-rich and Depleted zones*

When a Kaiju attempts to locate energy, highlight adjacent sources to them, or indicate the nearest tile that you've determined to contain an energy source. Unless you make it extremely public (locations such as Chernobyl, Fukushima, or known and notorious radiation zones), information should remain usable only by whoever acted on them. This prevents a Kaiju from just leeching off someone else's search without spending any action tax.

Once they find a source, it requires an action to harvest energy. Unless it's specified beforehand that there are other conditions, the action of attacking a nuclear reactor for energy should be successful without stat contests.

Gathering energy is a major part of the gameplay loop, as Kaiju need it to use their Specials, and max out their energy cap to increase stats. Be careful of giving out means of generating energy that do not require looking for radiation sources. If you deem that a Kaiju's theme and abilities may let them freely make energy, try to balance it out with additional factors. For example: The energy takes the form of a lair, that other Kaiju can invade and harvest. Or the energy is created, then depleted on a single tile, requiring constant movement and high action tax.

**Upgrading Self:** In order to maintain a balance, and prevent the GM from having to vet individual traits, it's not recommended to permanently allow a Kaiju to upgrade themselves through actions. For example, it's inadvisable to accept multiple actions where a Kaiju attempts to make themselves hit harder or go faster through roleplay posts. In order to maintain the mechanical integrity of the game, arbitrarily letting a Kaiju ignore traits and stats of the opponents is highly discouraged.

Instead, upgrades could take the form of temporary buffs. For example, a defense-oriented Kaiju could spend a turn to pre-emptively harden themselves using Energy, raising their Stamina for the next hit that strikes them. Or a stored buff that lets them consume food to increase more Hp than usual. Or a buff that boosts their next attempt to build a lair.

**Building Lairs/Spawning Minions:** Creating a lair should take several actions. In general, an action provides 33% progress in creating or upgrading them, but you may opt to speed this up if they've justified themselves by obtaining resources or spending energy.

Lairs have stat blocks, similar to cities (covered below), and are the ideal means of providing permanent buffs. Some examples of lair effects are:

- Slowing enemy Kaiju who do not meet certain conditions
- Automatically attacking enemies
- Preventing the Kaiju from being attacked until the lair is destroyed
- Creating minions
- Storing energy

It's recommended for lairs to have decreased HP, and only obtain extra HP from size instead of Stamina. If a lair is damaged, it should lose its effect until the Kaiju takes time to repair it using actions.

Upon successfully creating a lair or raising a minion, their stats should then be maintained by the GM. Lairs and minions ought to have F in all stats, with an E in a single aspect. There are too many variations of such a mechanic to cover, and creating them is up to the GM. It's important to ensure that they make sense in general.

As action economy is highly important, lairs and minions should provide the advantage of being semi-autonomous while remaining far weaker than the base Kaiju in terms of stats. For example: Creating a lair that naturally generates energy up to a cap, which can then be harvested from. Or birthing minion-Kaiju that have been upgraded and made to naturally attack cities around them, but are easy enough for player Kaiju to take out.

**Healing:** Kaiju should be able to naturally heal themselves by spending an action. This restores 1 hp per action, and is unaffected by rolls. However, you may also let them consume Energy to increase the amount they recover by. Healing should not be allowed to take place in the middle of combat. If a Kaiju is attempting to heal itself, receiving an attack directed at itself should negate the healing attempt whether it can deal damage or not.



This means that Kaiju cannot simply attempt to outheal damage. They'll need to set up a pre-emptive dodge, or have an ally using speed to redirect attacks, or have some other means to extract themselves from direct combat.

#### **Evolving:**

Kaiju are able to grow stronger. They may do this through two methods: Milestones and Energy.

When a Kaiju achieves a great feat, such as scoring their first kill or razing their first city, they may be considered to have completed a milestone. This allows them to increase their size by consuming an entire turn (three actions), which naturally increases their HP and the impact of their stats. Milestones should not stack. Once a Kaiju obtains a milestone, they do not make further progress towards the next until they increase in size. This creates a balancing factor, where F-sized Kaiju may increase their stats easier using their lower cap, but are inherently vulnerable to larger Kaiju due to their higher damage.

Evolving size using this milestone will fully heal a Kaiju at the end of their turn. This essentially renders them immune to being eliminated from the game while they're powering up, though foes who defeat them still receive energy as a reward.

Alternatively to milestones, a Kaiju may increase a non-size stat by consuming an entire filled-up energy bar and a full turn (Three actions). This allows them to permanently upgrade themselves over time, and is the primary method of growing stronger. Increasing Stamina does not fully replenish HP, but does grant them an additional point.

#### **Stat Contests:**



When a Kaiju attempts to use a stat against another Kaiju, or against an NPC, a stat contest occurs.

These stat contests are carried out using the 3d3 rolls that Kaiju make each turn. A 1 is a decreased degree of success, 2 is the expected degree of the stat, and 3 is an improved degree. For example, a Kaiju with F Strength attacking another with E Stamina will typically fail to wound it. However, by adding a degree of success, it may be possible to match that stat. This makes it possible for Kaiju to punch above their weight class through luck.

It's important to ensure that Kaiju use their associated stats fairly, for the sake of fairness. Players have the agency to pick and choose what stats to upgrade, and should thus use them as such. The exception to this is Special, which can fill in for other stats at the cost of energy. For example, it would normally be discouraged to let a player use Stamina as a form of attack, or Strength to block a hit. But when spending

energy, it may be possible to use Special to create a shield, or more commonly, fire off a Special attack with increased efficiency.

**Battles:**

Kaiju will, obviously, be doing battle against themselves and the human forces that they're invading. A battle involves making a series of Stat Contests. The most common will be actively rolling Strength against a passive Stamina stat to determine if the Kaiju receives an injury. However, alternative contests may be applicable. A speedy kaiju could attempt to actively roll Speed to evade an attack, or utilise Special in place of Strength to use a beam attack.

Defeating an enemy may count as a Milestone that strengthens your own Kaiju, and being defeated will either render your Kaiju unconscious or dead. Early-game deaths or defeats from NPCs may not be fatal, while brawling in the late-game will likely lead to death.

**NPCs and Lairs:**

Kaiju will regularly be interacting with human settlements. Attacking them and wrecking cities should contribute towards milestones.

Here are some sample statblocks for NPC settlements and armies. This isn't reflective of every possible structure, and you may make them up as appropriate, such as having All-F or All-G stats if a Kaiju attacks a tiny town or village.

Human Structure	Size	Strength	Stamina	Speed	Special	Completion	Other
Small City	E	F	E	F	F	NA	HP: 2/2
Medium City	D	F	E	F	F	NA	HP: 3/3
Large City	C	F	D	F	F	NA	HP: 4/4
Human Army	G	E	F	E	D	NA	HP: 1/1

**NPCs and Random Events:** NPCs should be reactive to things that a Kaiju does. When a city is attacked, they should mount a defense and attack Kaiju using military power. In order to maintain an ongoing narrative and keep the rest of the world feeling alive, there should be regular updates on how humanity is handling the appearance of Kaiju, geopolitical tensions, and potentially even NPC Kaiju emerging as a result of either player action, or as counters created by humanity. To the best of your ability, try to ensure NPCs don't steal the spotlight by attacking in ways that are guaranteed to kill, or having humans finish off weakened Kaiju without input from other players.

**Death:** A Kaiju is defeated when they reach 0 HP. Being defeated will either render your Kaiju unconscious or dead. Early-game deaths or defeats from NPCs may not be fatal, while brawling in the late-game will likely lead to death. It's recommended to be loose with penalties for dying early.

Upon death, a Kaiju should miss a turn, and be given the opportunity to respawn along an axis, depending on which option is safer for them. Ideally, the GM should try to prevent them from being spawn-camped, but in some cases this may be impossible.

Once the turn passes, they regain consciousness with 1 hp.

When killed, Kaiju automatically give 4 Energy to their killer. If killed by humans or some other neutral event, other Kaiju must spend an action to gather the energy, with the fastest one obtaining it. If they have an equal speed, consult the accompanying dice roll. When speed and the roll are both tied, the energy is split equally.

## Winning:



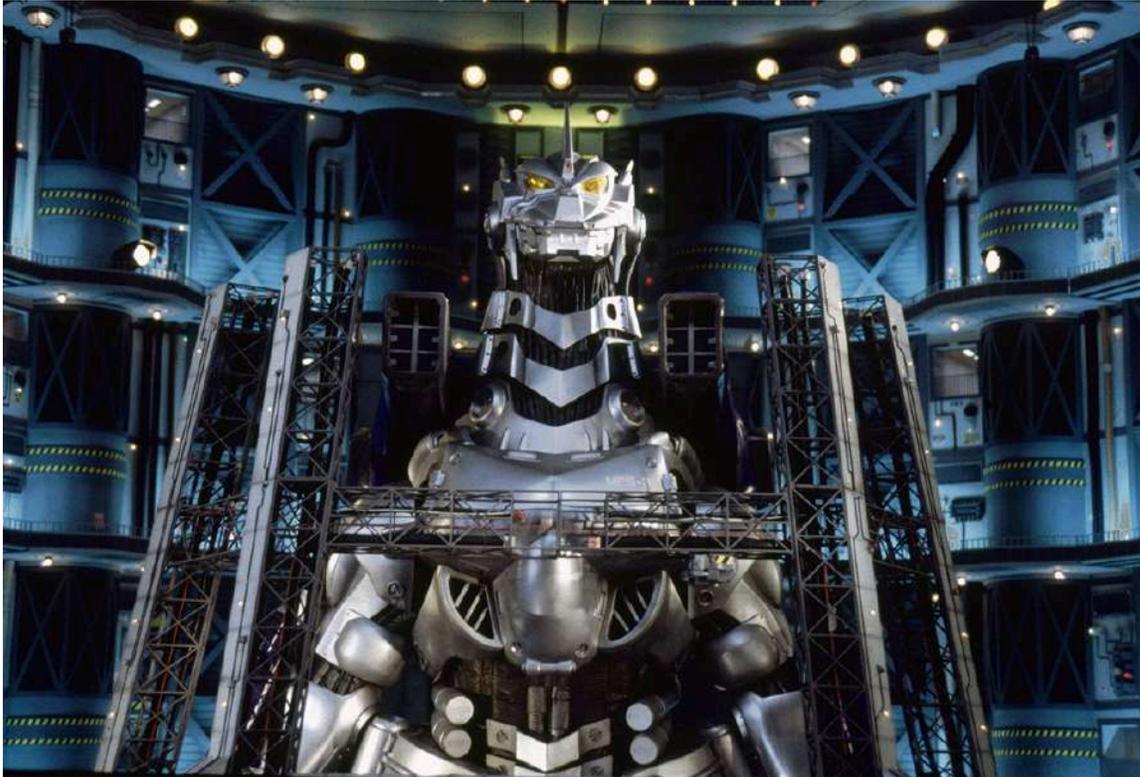
The conditions for a victory can be decided by the GM, and will most likely determine the playstyle of the players. Some possible endings are:

- **Turn Limit:** The game ends no matter what upon a certain amount of turns passing, with some form of metric determining the winner. This mode complements a competitive playstyle.
- **Status Quo:** The game ends upon no Kaiju putting up resistance. For example, a Kaiju may kill all its enemies but allow allies to live peacefully, thus creating no more need for actions to be taken. This mode is best suited for a story-focused game that's loose in interpretation and more

freeform.

- **Battle Royale:** The game only ends when there's one Kaiju left. Optimal for more cut-throat games, that may end up shorter due to early aggression.

## Disclaimer:



As a game system, World of Titans has not had large amounts of testing. Anyone running it will need to constantly make calls of their own, and there may be portions of this rulebook that end up outright wrong, frustrating, or unbalanced in future games. It's recommended that you adapt these mechanics and rules and create something that you're happy with.

Thank you for reading, and for taking an interest in my game!