

DISRUPTORS

AGENTS OF CHANGE

K A M O U

Kyju

TIER V MONSTER
CONFLICT TEMPLATE

SPECIAL ABILITIES:

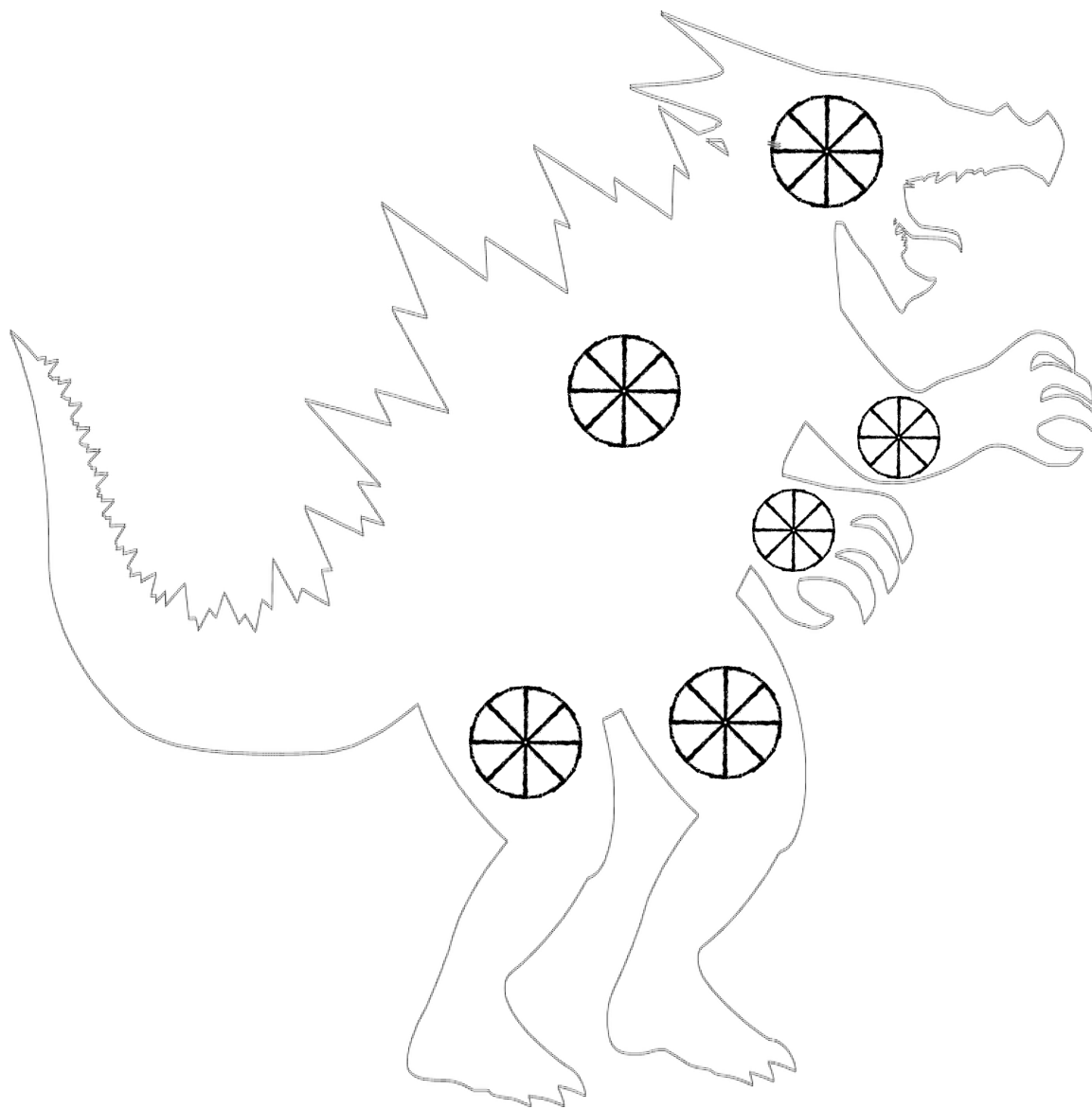
Energy Bolts (two per Action, from independently-tracking eyes)
Nigh-Invulnerability (See Below), **Scale Change** (Tier VI, permanently Upscaled), **Superhuman Strength [Supreme]** (Can engage up to 100 individuals at once), **Unkillable** (See Below).

NIGH-INVULNERABLE & UNKILLABLE:

Nigh-Invulnerable: Immune to Physical Harm (Only with a Greater Critical) and Resistant to Energy Harm (Only with a Greater Result); In order to drive off, must fill in at least 20 clocks total or fill in a single clock. The tail has no clock; if hit severely enough, it simply falls off.

NOTES:

Kyju have only one serious Flaw: They only have Animal Intelligence. If injured enough, they will turn and return to Kyju Island, not to be seen again until Next Time. If you were to somehow fill in all clocks, the individual Kyju will not return for decades.



~ Each Round the Beast Reacts to Player Action ~