

DRAGON BALL

THE ROLEPLAYING GAME



VERSION 0.52

SPECIAL THANKS!

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TOURNAMENT GUY AND THE TOURNAMENT CHAT

ALL OF THE PEOPLE RESPONSIBLE FOR BEING AWESOME, BEING EXCITED
WITH US AND FOR US, AND FOR FUELING US WITH THE BURNING POWER OF
HOTBLOODED FRIENDSHIP

AND READERS LIKE YOU! <3

WRITTEN BY **BASED REGALIA !DGEYRYGIVS** AND **EPICMASTERMIND**

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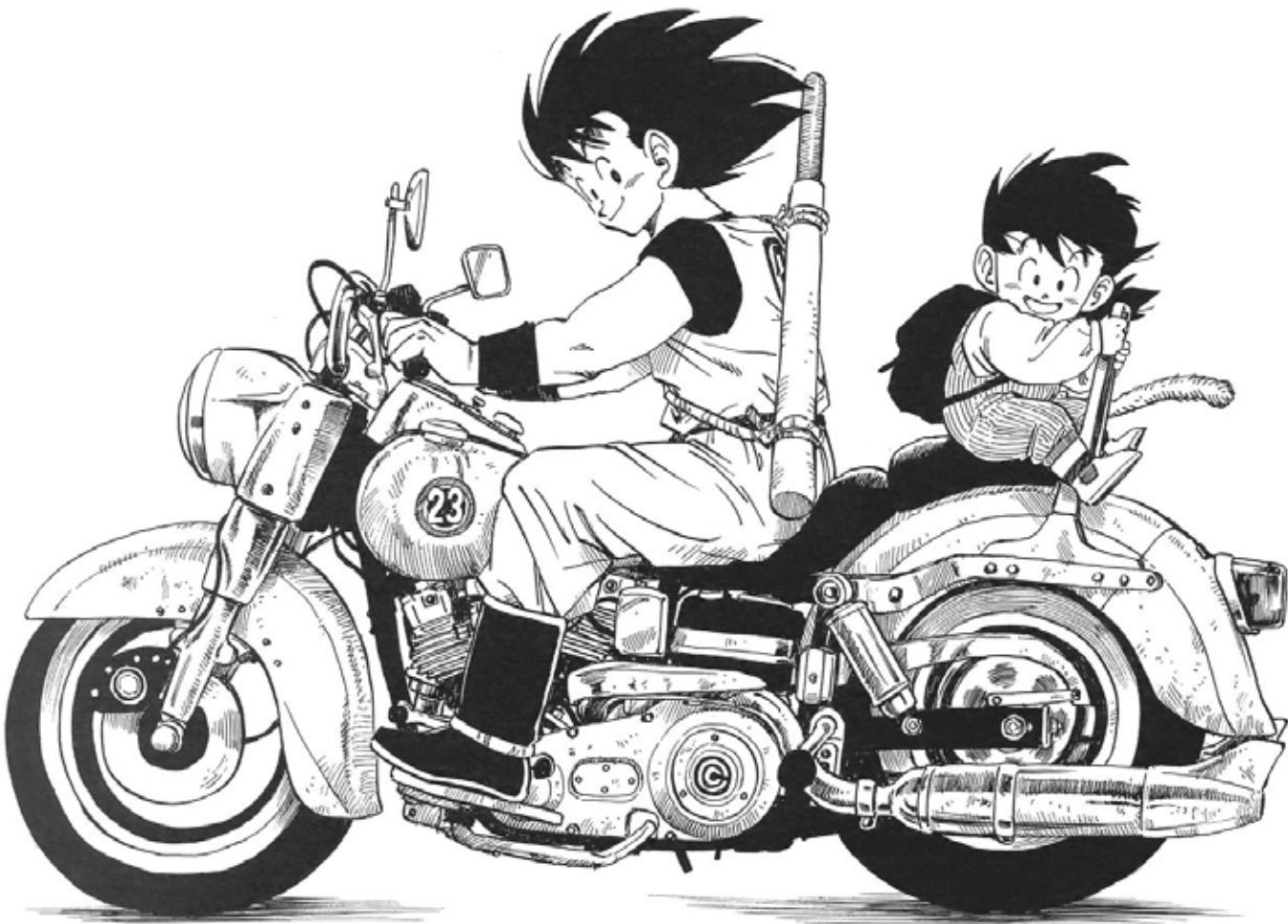
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CHAPTER 1

THE PROLOGUE TO BATTLE! WELCOME TO DRAGON WORLD

"LONG, LONG AGO, IN A DEEP, DARK FOREST FAR FROM CIVILIZATION, BEYOND A TOWERING RANGE OF... WELL, YOU GET THE IDEA. IT'S THE PLACE A STORY LIKE THIS HAS TO BEGIN..."





WELCOME TO THE WORLD OF DRAGON BALL Z!

Remember when you'd run home from school every day so that you could finish your homework in time to watch Toonami? Tenchi Muyo, Gundam Wing, Outlaw Star - it was the American golden age of Anime. Of all of the shows Toonami aired, the one that absolutely defined it was Dragon Ball Z. In this game you get to take on the role of a character in the Dragon Ball Z universe, one that you know or one of your own making, and fight through the stories you know or ones that are entirely original.

Grab some friends, con a guy in to GMing a campaign for you, and relive one of the coolest parts of your childhood.

WHAT YOU NEED TO PLAY

Here's what you'll need to start playing the Dragon Ball Z roleplaying game:

- This book, for one, which contains all of the rules in order to create a character and play the game
- A copy of the character sheet (found at the back of this book)
- A pencil and some scratch paper
- Lots of ten sided dice

DICE

The DBZ roleplaying game uses a dice pool system that uses ten sided dice to resolve actions

during gameplay. References to dice and pools refer to the ten sided dice (d10s) you're rolling. Roll 3d10, for instance, refers to rolling three ten sided dice.

MODIFIERS

Modifiers in the DBZ RPG typically refer to either **Bonus Dice** or **Penalty Dice**. A Bonus Die is a die that you add to your pool. A Penalty Die is a die that is removed from your pool. **Gobble Dice** or **Nullification Dice** refer to the same thing - the removal of successes after you've already made your roll. We'll expand upon this here in a minute.

USING THIS BOOK

The best way to read this book depends on whether or not you're going to be GMing a campaign or oneshot of Dragon Ball Z or if you're going to be a player in a campaign. If you're GMing you're going to want to read the entire book and maybe run a few combats using some of the pre-made characters just to get a feel for things. If you're a player, you really only need to read the introduction and character creation sections.

BEHIND THE SCENES

Throughout this book you'll find some **Behind the Scenes** boxes (like this one right here). These take a look at the logic behind some design decisions and rules as well as offer advice on how to handle common problems or issues that might show up. Be sure to take a look at these when they show up, especially if you're a GM.

THE BASICS

This game provides a framework of sorts that you can use to bring out that kick ass story you've had up in your imagination since you were like twelve years old. With it, you'll be able to tell amazing stories of heroes clashing with villains to save the world, the universe, or all of space and time itself. If you want to do it, you can do it.

THE MOST IMPORTANT RULE

Rule number one, the first and most important rule, is: **Do whatever is the most fun for your game.** While we've made a great deal of effort to ensure that this game and the systems within are as complete as possible, there's no way that we've covered every possible situation that you could encounter. In addition, some of the solutions provided may be ones that you don't like. In those situations, feel free to ignore our rules and substitute your own to maintain the spirit of your game. It's your game broheim, run it how you want to.

THE CORE MECHANIC

So you're a page in and probably wondering how in the hell to play this thing. It's okay, when we were a page and a half in we were wondering the same thing too, so we wrote the rest of the book so we could find out.

The DBZ RPG uses a single, standard mechanic to resolve nearly every single action. Whenever a character attempts to perform an action that has some chance of failure, this should happen:

- The player adds the values of the relevant Attribute and Skill
- Add any relevant modifiers (Bonus Dice and Penalty Dice).
- When under **Passive Opposition**, compare the number of successes to a number called a **Difficulty Number** (DN).

- When under **Active Opposition**, compare the number of successes to a the number of successes achieved by the opponent.

Passive Opposition means that the obstacle the players are attempting to overcome is static. These can be forces of nature (flying against strong winds or looking through fog) or otherwise unchanging obstacles (making a long jump or tossing a frog in the way of an oncoming beam). **Active Opposition** means that the obstacle is a threat that is actively rolling against a player, such as an enemy combatant.

SUCCESS

Oh man, what's a success? Success is a value by which you judge how well a character performed an action. When you roll a pool of dice, the following values correspond to successes and failures:

VALUE ROLLED	SUCCESS
10	Counts as a success and adds a bonus die to the pool.
9-6	Counts as a success.
5-2	Is not a success.
1	Counts as a failure, gobbling or nullifying a success starting with the highest rolled die and working down. If a 10 is gobbled then you do not gain its bonus die. If you roll a 1 as a bonus, then it doesn't nullify. If you roll more failures than successes then you have failed.

"Well, how should I interpret these successes?" Well, it depends on the situation. When your players are overcoming passive opposition then you should reference the chart on the next page.

NUMBER OF SUCCESSES	FIGHTING GAME-ESQUE COMBO METER VALUE
10+	SPARKING!!
10	Unstoppable!
9	Epic!
8	Amazing!
7	Incredible!
6	Wonderful!
5	Stylish!
4	Excellent!
3	Good!
2	Solid!
1	You did it exactly well enough to quantify having done it.
0	Nice one Yamcha.
<0	Go cry in to the shoulder of your disappointed mom, you failure.

When rolling against passive opposition the player must meet or succeed the DN of the obstacle.

FOR EXAMPLE

Turabaga has managed to find the approximate location of a Dragon Ball using a Dragon Radar. After searching the canyon for some time, he pinpoints the position to be just under some incredibly large boulders. The DN for lifting the boulders would be 4 (in Dragon Ball Z that'd be a relatively simple task). Turabaga adds his Brawling to his Strength, coming to 5 as his total. He rolls 5d10 and gets a 3, 5, 6, 8 and 10. The 10 grants him a bonus die, which comes out to 7. That makes four successes, so Turabaga just barely lifts the boulder over the Dragon Ball!

If the player fails to meet the proper number of successes then the action was a failure, and the outcome that the player desired doesn't occur. For particularly horrible failures it's recommended that the GM penalize the player in some way, such as rolling negative successes. That's not just a failure, it's a goddamned travesty. I mean, we'll run those numbers for you. Just believe us, it's bad.



With that example fresh in your mind, you're probably wondering how difficult these challenges should be. Luckily, we crunched those numbers for you homeboy.

Assuming that you manage to get 10d10 in your pool (the maximum), your probability of getting successes looks something like this:

NUMBER OF SUCCESSES	PROBABILITY	SUGGESTED DIFFICULTY
10+	0.09%	Almost Absolutely Impossible
9+	1.07%	Very Nearly Impossible
8+	5.46%	Absurdly Difficult
7+	17.18%	Very Difficult
6+	37.69%	Certainly Difficult
5+	62.30%	Probably Difficult
4+	82.81%	Potentially Difficult
3+	94.53%	Laughably Easy
2+	98.92%	Absurdly Easy
1+	99.90%	Absurdly Laughably Easy
0	0.09%	Why would you do this?

Of course, your players won't always have 10d10 at their disposal. Typically, players will have between four to seven dice in their pool for any given check. That doesn't account for bonus dice,

penalty dice, gobble dice or any other bonuses. That chart looks slightly different. Take a gander at the numbers for a pool of six dice:

NUMBER OF SUCCESSES	PROBABILITY	SUGGESTED DIFFICULTY
6+	1.56%	Very Nearly Impossible
5+	10.93%	Very Difficult
4+	34.37%	Certainly Difficult
3+	65.62%	Probably Difficult
2+	89.06%	Laughably Easy
1+	98.43%	Absurdly Easy
0	1.56%	Why would you do this?

With this information in mind the GM should plan on making most checks require between three to four successes depending on the build of the party. This, again, doesn't include bonus or penalty dice. Given all of the absurd bonuses that your players can accrue during their adventures, it's recommended that you make checks more challenging. On principle, a check or test shouldn't occur when the action in question

is mundane. There should only be a test when failure could not only potentially occur, but that failure matters to the events currently unfolding.

SITUATIONAL MODIFIERS

Sometimes the character in question is at an advantage or a disadvantage to complete an action or pass a test. Maybe the weather is rough, or the character prepared for this action way

ahead of time. In those situations the GM may grant penalties or bonuses in the following ways:

- Grant additional dice to the player, representing conditions improving performance.
- Remove dice from the player's pool, representing conditions hampering performance.
- Reduce the DN to represent circumstances making the task easier.
- Increase the DN to represent circumstances making the task harder.

Generally speaking adding or removing dice is representative of the performance of the character themselves (preparation, training, expertise, ect) whereas modifying the DN represents a change in the circumstances around the test or check (hurricane force winds, gravity increasing, the planet exploding).

OPPOSED TESTS

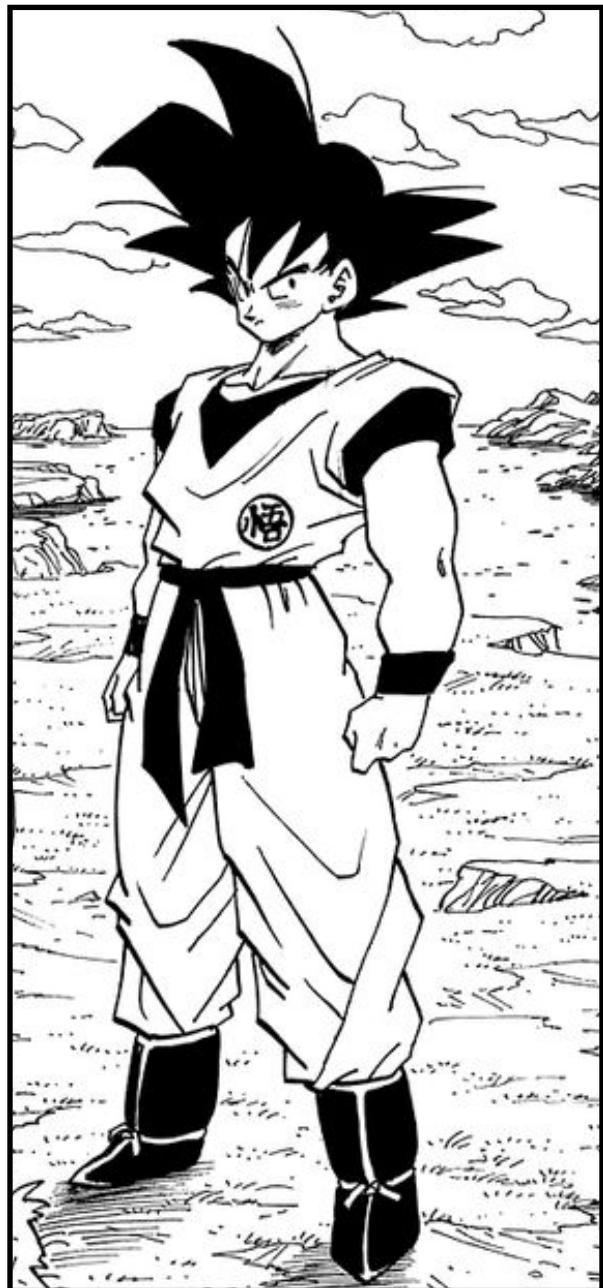
Opposed tests and checks result when your character is making a test against another character or active opponent. In these situations you don't test against a DN, but against the number of successes that the opponent rolls to ensure that your action fails.

FOR EXAMPLE

Seleri suppresses her ki and attempts to tip-toe through the ship unseen. She deftly maneuvers her way through a few rooms, most of them littered with exposed piping where maintenance is being performed. She gingerly drops to a knee near a Planet Trade Organization rejuvenation chamber. She makes a Search check to find the maintenance panel and begins harvesting data. A worker happens by, forcing her to make a Stealth test. She has two dice in Sneak and two in Agility, bringing her to a total of four dice. The worker has three in Intelligence and two in Perception. Seleri rolls her dice, and

winds up with 1, 4, 6, 6. Her 1 gobbles her 6, leaving her with one success. The GM rolls for the worker, and he winds up with 2, 4, 4, 6, 10. The additional bonus die is a 7, leaving him with three successes. She tries to shrink in to the corner to hide her silhouette, but her movement gives her away. The worker sprints off screaming for help and raising the alarm.

Combat in this game is based almost entirely upon opposed tests, but typically you need to have characters to fight. So let's go ahead and do that.



CHAPTER 2

BIRTH OF THE MIGHTIEST
WARRIOR!! THE STRONGEST UNDER
THE HEAVENS ARRIVES





CHARACTER CREATION

Creating a character in the Dragon Ball Z RPG follows a series of relatively simple steps and the entire process can be done using the information presented in the next few chapters of this book. You'll need a copy of the character sheet and will almost certainly need some scratch paper.

1. CHARACTER CONCEPT

Before you get knee deep in lists and numbers you're going to want to consider what kind of character you want to create. What are your character's basic abilities? What are their awesome powers? Peruse a few of the next chapters. Anything jump out at you? Use that concept and run with it. Maybe you want to base a character off of your favorite character from another television show, comic book, anime or manga. Just jot down some notes and refer to them along the process.

2. CHECK WITH YOUR GM

After coming up with the character concept make sure to run it by your Game Master to see if it's appropriate for the game. Maybe you want to play as an alien but the campaign will be a pulp kung-fu affair. Maybe you're using powers that don't exist in the setting the GM has created. You might be sending Yamcha to Namek alone. Make sure that isn't happening, talk to your GM.

3. POWER LEVEL

Consult your GM to determine what the power level for the campaign should be. Generally GMs will want to start out at around 500 EXP. For balancing purposes we recommend that at character creation a character use no more than 150 EXP for Ki Attacks.

4. RACE AND APTITUDES

Your race will inform the traits and aptitudes of your character, your aptitudes in turn help determine how your character will develop by making some attributes and skills easier to purchase.

5. BASIC ATTRIBUTES

Determine what your character's basic attributes are. They're the framework for your character's actual abilities in-game, so be careful when you pick them!

6. SKILLS

Specialize your character by picking up some skills to fortify your attributes with.

7. Z-SOULS

Time for some abstract shenanigans. Pick a Z-Soul for your character, breathing some life into them!

8. FINISHING TOUCHES

Determine your health points, Power Level, Ki Pool and Power Up stats.

POWER LEVEL

Power Level (*Sentō Ryoku*; literally "combat power" or "fighting strength"), also referred to as Battle Power, is an approximate measurement of the combat abilities of a character. In the world of Dragon Ball, Power Level can either be discovered through sensing ki or through the use of a Scouter, a sensory device used by Freeza's Planet Trade Organization that converts that sense into a numerical reading.

In the DBZ RPG Power Level is an approximate measurement of a character's combat ability that is determined by the amount spent on their attributes, skills and feats.

Players are awarded **EXP/Experience** after every session that the GM deems necessary. For every point of experience spent the character's Power Level increases.

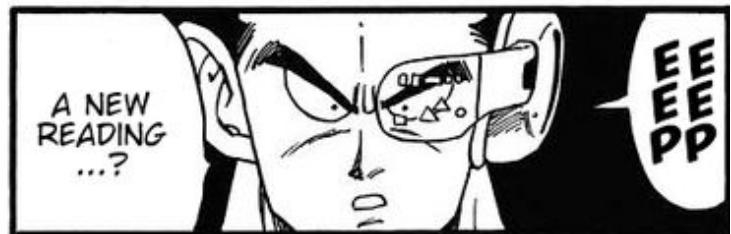
DETERMINING STARTING POWER LEVEL

The starting power level for a campaign is honestly up to the discretion of the GM. Obviously, the higher the power level the stronger everyone will be.

RACES

One of the largest factors that decides how your character interacts with the world around it is the race that you choose to give them.

Determining your race will determine how easy it will be for you to progress in certain areas through Aptitudes, which make purchasing some Attributes and Skills much easier. Each player begins with their two aptitudes and may choose any single additional aptitude. They also have specific racial traits which only they have access to that can affect how they play.



APTITUDES
AGILITY
CHARISMA
DEFENSE
INTELLIGENCE
KI
OFFENSE
SOCIAL
STRENGTH
TOUGHNESS

HUMANS

Earthlings are the main inhabitant of planet Earth. With the exception of some funky hair and whatever is happening to Tenshinhan and Chaotzu, they are completely identical to their real life counterparts. While Humans might not be the strongest race outright, they are certainly the most resilient and determined. Their sheer tenacity in some cases has been known to completely make up for their lack of raw strength.

APTITUDES

DEFENSE
CHARISMA

RACIAL TRAITS

GIFTED

- Humanity as a race has shown that they are incredibly talented. They have managed to become one of the most powerful races in the universe through their mastery of skills. When purchasing skills, humans may spend EXP as though they have one aptitude relevant to that skill if they would otherwise pay full price.

TOUGH AS NAILS

- Humans are incredibly resistant to damage. When burning a fate point to survive a fatal wound, roll 1d10. On a 10, the fate point returns to the character at the end of the session.



SAIYANS

Saiyans are a naturally aggressive warrior race that made their home on Planet Vegeta after wiping out the native Tuffles. They were eventually found by Freeza and employed by his Planet Trade Organization. Freeza used the

Saiyans to conquer planets, subjugating or eliminating their native populations and then selling them to the highest bidder. Their natural strength is almost unrivaled.

Their Saiyan blood and warrior culture has molded them into some of the strongest fighters in the universe. The entire race was eventually wiped out by Freeza when he destroyed Planet Vegeta.



APTITUDES

STRENGTH
OFFENSE

RACIAL TRAITS

SAIYAN BLOOD

- Saiyans get stronger every time they fight. For every level of fatigue induced by damage, this character gets an additional 10% EXP boost.

SAIYAN TAIL

- Saiyans possess a tail that is instrumental to bringing out their full power. If a Saiyan has their tail they are able to transform by absorbing Blutz Waves - a form of light that is reflected by a planet's moon. When a Saiyan looks at a full moon or any other object capable of producing Blutz Waves they transform into an Oozaru - a Giant Ape with immense strength. This character also gains the **OOZARU** transformation.

HALF SAIYANS

With the physiology of Saiyans and Humans being so similar, it was eventually discovered that they were biologically compatible. Partial-blooded Saiyans are the offspring of Saiyans and Humans that exhibit the strengths of both races without nearly as many weaknesses. While they are capable of competing with the strongest and most skilled of fighters, they typically lack the ferocity of Saiyans, instead boasting the drive and ingenuity of humanity and backing it with the absurd strength and potential of Saiyans.

As they are part Saiyan and part Human, Half-Saiyans may choose any two aptitudes from the list below and may take any single racial trait from Saiyans or Humans in addition to their own.

APTITUDES

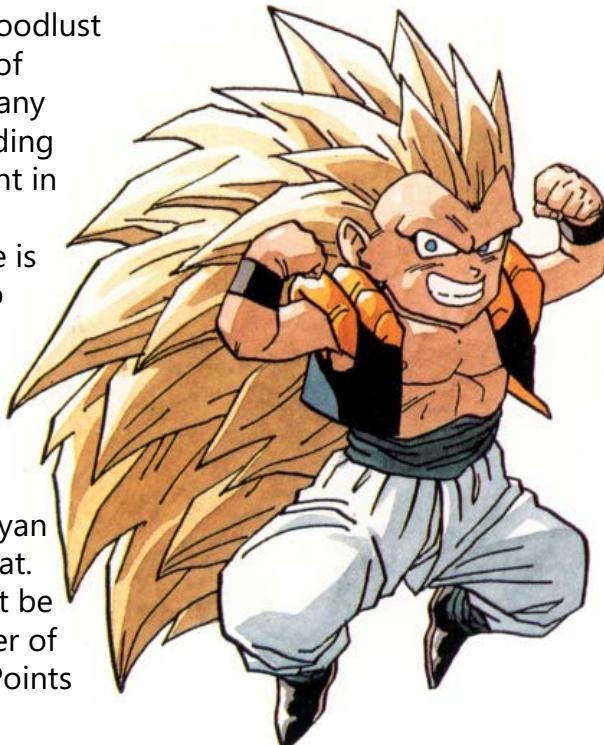
STRENGTH
OFFENSE
DEFENSE
CHARISMA

RACIAL TRAITS

UNCONTROLLABLE RAGE

- Half-Saiyans don't typically share the bloodlust of their Saiyan brethren, but are capable of intense outbursts of strength and fury. If any character in the Half-Saiyan's party, including themselves, are forced to burn a Fate Point in order to recover from a fatal injury, or if a similar act of violence against a loved one is witnessed, the Half-Saiyan may choose to spend the remainder of their Fate Points (to a minimum of 1) to enter a state of uncontrollable rage.

For a number of rounds equal to the number of Fate Points spent, the Half-Saiyan is granted two consecutive turns in combat. During these rounds the Half-Saiyan must be in combat. The Saiyan also gains a number of bonus dice equal to the number of Fate Points spent for the duration of their outburst.



BEASTMEN

Some animal species were able to evolve past their meager beginnings and achieve sentience on par with even the most intelligent of races. We think. Maybe. No one knows how or why, but for some reason there are animal people walking around on Earth that appear to share equal rights with humans and other races. The President of Earth is a dog, remember? It's pretty progressive all things considered. Cats, dogs, tigers, wolves, pigs. You name it, it's probably been anthropomorphized.



APTITUDES

INTELLIGENCE
SOCIAL

RACIAL TRAITS

NATURAL WEAPONS

- Many Beastmen have some form of claw, talon, beak or what-have-you that assist them in combat. When electing to attack with any natural weapon, Beastmen use the Martial Arts skill to reflect that weapon as being a part of them.

This weapon has the following stats:

NATURAL WEAPON	
BONUS DAMAGE	2
MAXIMUM SUCCESSES	5

INSTINCT

- Beastmen owe several of their advantages to their animalistic heritage. A Beastman may choose to reroll any non-ki based Sense test due to their powerful senses.

In addition to this, they gain a bonus die against detecting hidden or sneaking opponents.

NAMEKIANS

Namekians are the predominant form of intelligent life on the planet Namek. They are among the most important race in the universe due to their apparently unique ability to create Dragon Balls and the dragons they summon, allowing for wishes to be made. They are traditionally a peaceful species, but due to the horrible strife that has plagued their planet since the discovery of the Dragon Balls they have had to adapt. Namekians have since created a cast of warriors whose sole duty is to protect the people of Namek and to ensure the Dragon Balls don't fall in to the wrong hands ever again.

APTITUDES

INTELLIGENCE

KI

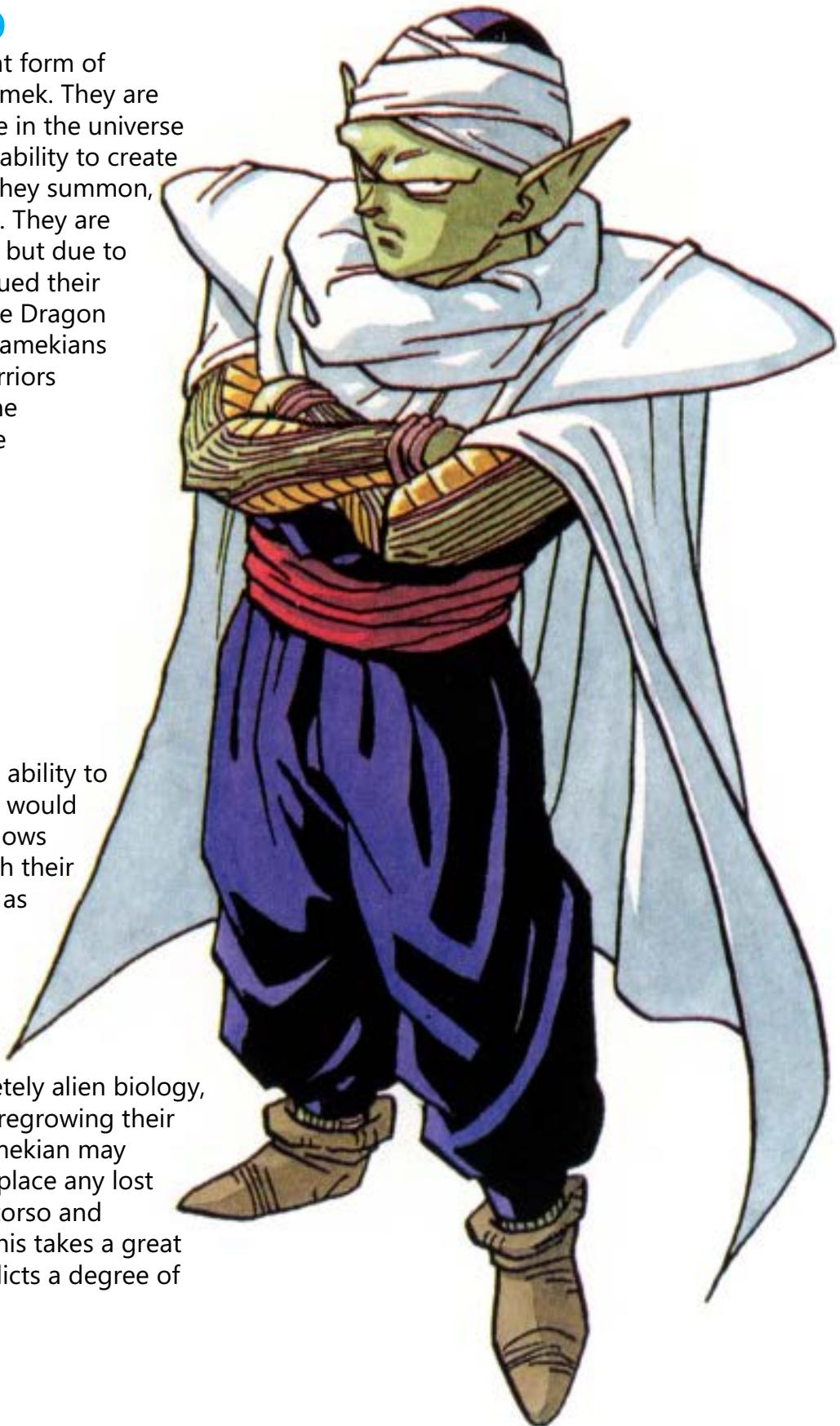
RACIAL TRAITS

EXTENDING ARMS

- Namekians have the unique ability to extend their arms beyond what would seem naturally possible. This allows them to manipulate objects with their hands at long distances as well as attack opponents with single standard attacks or grapples at range.

REGENERATION

- Namekians, having a completely alien biology, are able to heal themselves by regrowing their limbs, much like reptiles. A Namekian may make a DN 5 Healing test to replace any lost limbs or non-vital organs. The torso and head cannot be regenerated. This takes a great deal of energy and, as such, inflicts a degree of fatigue when used.



ARCOSIANS

They have been called many things: Arcosians, Changelings, Frost Demons, Glaeris, Evil. No one for sure knows where they come from or what they are called, leading many to mistakenly call them by the name for the largest organized clan of their race in the known universe: Freeza Clansmen. Arcosians are a race that is simply naturally stronger than any other known race.

They are so powerful that they are forced to develop transformations to conceal their uncontrollable power. As such, by default they remain in their first form and have access to a 2nd, 3rd and Final Form.

They own and operate the Planet Trade Organization, responsible for the subjugation and genocide of thousands of peoples.



APTITUDES

AGILITY
CHARISMA

RACIAL TRAITS

PRODIGIOUS SKILL

- Arcosians are so absurdly strong that they have no need to train in order to hone their skills. When purchasing skills, pay as though you had one less aptitude than you actually have. When purchasing attributes or feats, pay as though you had one more.

SUPERIOR SURVIVAL

- Arcosians have evolved in order to deal with a myriad of harmful environments. As such, they cannot suffocate in space and cannot be poisoned.

MAJINS

The Majins are a growing race of beings that coexist with humans on the planet Earth. They are easily distinguished by their unique amorphous bodies and bizarre morphology. A Majin can, temporarily, mold itself into almost any form and take on new physical aspects at will. With an elastic consistency that is able to absorb almost any blow and the ability to quickly regenerate lost mass, the average Majin is extremely resilient to damage. Though possessing a great deal of natural power, the Majins are a capricious race at heart who can find fun in almost anything, though it may be difficult to hold their attention for any longer than a few minutes at a time. Prone to releasing bursts of steam through small puncture-like vents that ride their arms and shoulders, especially during particularly intense moments of emotion.

APTITUDES

DEFENSE KI

RACIAL TRAITS

AMORPHOUS BODY

- By spending a Fate Point, a Majin may temporarily redistribute the points invested in their physical Attributes: Strength, Toughness, and Agility. This change lasts for a number of minutes equal to the sum total of the physical Attribute Points they possess. Afterwards the Majin returns to their original Attribute Scores. A Majin may also choose to revert to their original Attribute scores at anytime before that limit is reached.

RAPID RESILIENCE

- Anytime a Majin takes damage, they may instead choose to incur a single point of fatigue in order to subtract that damage from their Ki Pool instead of their Health Pool. Any overflow of damage is inflicted on their Health.



ANDROIDS

Androids (or cyborgs or bio-androids) are a form of artificial fighter pioneered by the Red Ribbon Army's Dr. Gero. The programs have since been picked up and expanded upon by many black market organizations and defense contractors. They come in a wide variety of models. Due to the differences in these models, players may only receive one of the Racial Traits listed below.



APTITUDES

OFFENSE
DEFENSE

RACIAL TRAITS

INORGANIC CONSTRUCT

- These types of androids are made completely from artificial parts. Their purely mechanical nature means that they are unaffected by fatigue. They have no Ki, and as such they cannot use the "Charge Ki" action and cannot be sensed. On a successful grapple, inorganic androids may use one Willpower to use the "Charge Ki" action using the target's attributes and skills instead of their own, inflicting one level of fatigue on the target.

CYBORG

- Cyborgs are androids created by mechanically modifying a human. Their semi-mechanical nature means that they are unaffected by fatigue not directly related to the loss of health points. They have no Ki, and as such they cannot be sensed or use the "Charge Ki" action. Since they were once human, they may pick either of humanity's racial traits in addition to this one.

BIO-ANDROIDS

- Bio-Androids are synthetic fighters composed using the cells of organic materials. On a successful grapple, bio-androids may use one Willpower to use the "Charge Ki" action using the target's attributes and skills instead of their own, inflicting one level of fatigue on the target. They may also pick a racial trait of any other race in addition to this one, save for **Saiyan Tail**.

ALIENS

The world of Dragon Ball is home to hundreds of different sorts of alien races, many of which were mentioned once or twice in the series proper but never heard from again. What is Zarbon? Jeice? Burter? How can you play as a Kanassan? What about those creepy Arlian guys?

In the interest of simplicity, we won't supply you with the rules to play as each individual race. Rather, we've created a catch-all class that you can use to create any weird alien you'd like to play as.

Ask the GM which two aptitudes and which two Racial Traits your character should have. If you want to make a character of a race that was depicted in the show, see if they have a premade character in the back of the book and reference that.

APTITUDES

AGILITY
CHARISMA
DEFENSE
INTELLIGENCE
KI
OFFENSE
SOCIAL
STRENGTH
TOUGHNESS



RACIAL TRAITS

ALIEN BIOLOGY

- As an alien your body may look similar to that of any other humanoid race, but its composition is anything but. Your body is able to contort in freakish and hilarious ways! You gain a bonus die to all acrobatics tests and may extend your limbs as described in the Namekian **Extending Arms** feat.

ATMOSPHERIC ADAPTATION

- You're used to a wide variety of harmful atmospheres and planetary conditions. Thin atmospheres, poisonous atmospheres, lava planets, high gravity planets, radioactive planets, and the like. When the state of the planet or atmosphere would nullify or gobble your dice, reduce the penalty by 1.

BIOLOGICAL ARMOR

- Parts of your body are actually an armored carapace created from your own tissue. Once per combat when you would take damage that would reduce your health to below zero your health is instead set to 0.

CELESTIAL

- You're not actually an extraterrestrial, but rather an agent of the Kaio. You're a divine being and as such begin the game with an additional die in Knowledge: Afterlife. Since your strength is derived from your divine status and not your Ki, your Ki cannot be sensed using the Ki Sense skill.

DEMONIC

- You're not actually an extraterrestrial, but a member of one of the numerous demon clans from the afterlife. When making a non-combat opposed test a Demon gains an additional bonus die for every vaguely evil Z-Soul the opponent has. Additionally, for every vaguely evil Z-Soul an opponent has a Demon takes one less damage and deals one more damage. However, you cannot burn fate points to recover from fatal injuries. When killed, you return to the demon realm from whence you came.

EXTRAORDINARY SENSES

- One of your senses is far more sensitive than those found in most other races. Not even the slightest change goes unnoticed to your superior senses. Pick one of your senses. For any Perception test where that sense would prove useful, add 2 bonus dice.

FISSION

- Your rapid regenerative ability doesn't function as a healing mechanism, but rather as a cloning mechanism. By incurring one fatigue you are able to split yourself in to two simultaneous physical manifestations of yourself. While split, each of you has exactly one half of your maximum Ki Pool and Dice Pool when calculating damage or making combat rolls. For every turn that this clone remains on the field, you incur one additional point of fatigue. When either of you take at least 10 damage from a single attack, you are returned to your standard form.

HEALING

- Some aliens have an acute ability to control mystical forces yet unknown to most of the universe. One such ability is the ability to heal others of their wounds. Free of charge, this character begins with the following Ki Attack:

NAME	HEALING BEAM
TYPE	BLAST
DAMAGE AMPLIFICATION	1
CHARGE	O
SIZE	STANDARD
KI USE	5
PIERCING	O
BURST VALUE/ MAGNITUDE	1
PROPERTIES	HEALING

ATTRIBUTES

In the Dragon Ball Z RPG, attributes form the foundation of your character's physical, mental and social capabilities. They are a quantifiable measurement of your character's inherent abilities. The six attributes are:

STRENGTH (STR)

APTITUDES: STRENGTH, OFFENSE

The physical might of your character. It determines how strong your character actually is - how much they can lift, how much they can push and, most importantly, how hard they can hit.

TOUGHNESS (TOU)

APTITUDES: TOUGHNESS, DEFENSE

How resistant your character is to both physical and energy attacks. With higher toughness you'll be more likely to block and parry attacks. When you do get hit, you'll take less damage.

AGILITY (AGI)

APTITUDES: AGILITY, DEFENSE

How quickly your character can move. Characters with higher agility can move faster than others,

allowing them to go first in combat and be more likely to dodge attacks.

KI (KI)

APTITUDES: KI, OFFENSE

The character's proficiency at using techniques that require Ki. This can be sensing someone else's ki, charging your ki, attacking with your ki, and the like.

INTELLIGENCE (INT)

APTITUDES: INTELLIGENCE, SOCIAL

The measurement of your character's knowledge and ability to think critically. Allows characters to more intelligently interact with the world around them.

CHARISMA (CHA)

APTITUDES: CHARISMA, SOCIAL

Traditionally charisma could be described as how well liked your character is, or how well your character interacts with others. Given the second definition, that doesn't entirely rule out the ability to manipulate through strength and terror.

PURCHASING ATTRIBUTES

MATCHING APTITUDES	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5
TWO	-	30	45	60	75
ONE	-	45	60	75	90
ZERO	-	60	75	90	105

Characters are able to purchase attributes using experience points during character creation and during their downtime. Consult your GM for how much experience you should start with and be sure to log how much you've had and how much you've spent either on a scratch piece of paper or on your character sheet. For each rank gained in that attribute the character adds a die to their pool when making a check that involves that attribute.

BEHIND THE SCENES

You'll notice that **RANK 1** for attributes doesn't have a cost in EXP listed here. That's because the first rank is entirely free and completely mandatory. Without at least one die in an attribute, the player would have no dice to roll and be completely unable to make any checks or tests related to that attribute.

SKILLS

Skills are a measurement of more specific abilities than those represented by attributes. Increasing a skill is a representation of training or practice in order to further your character's abilities in relation to that skill. Each skill is paired with the attribute that that skill is tested with. The skills are as follows:

ACROBATICS (AGI)

APTITUDES: AGILITY, GENERAL

Your character's ability to engage in physical activities and navigate physical obstacles.

BLOCK (TOU)

APTITUDES: TOUGHNESS, DEFENSE

Used to interrupt combo strings and to absorb damage. As a full round action the character may block any successful attack by testing block in addition to toughness when determining damage taken.

COMMAND (CHA)

APTITUDES: CHARISMA, SOCIAL

The ability of your character to proficiently organize and lead a group.

DECEPTION (CHA)

APTITUDES: CHARISMA, SOCIAL

Your character's ability to lie and otherwise mislead people.

DRIVE (AGI)

APTITUDES: AGILITY, SOCIAL

Your character's ability to operate vehicles such as space ships, flying scooters or hover cars.

EVADE (AGI)

APTITUDES: AGILITY, DEFENSE

Used to avoid incoming attacks and obstacles. As a reaction the character may make an evasion test in order to evade a number of attacks.

FLY (AGI)

APTITUDES: AGILITY, GENERAL

Your character's ability to fly through the sky.

HEALING (INT)

APTITUDES: INTELLIGENCE, KI

Used to heal minor wounds and stabilize more severe ones.

INTIMIDATE (CHA)

APTITUDES: CHARISMA, SOCIAL

Appearing imposing or otherwise threatening to instill fear.

KI BLAST (KI)

APTITUDES: KI, OFFENSE

Your character's ability to use ki blast attacks such as the Kamehameha, Gallick Gun and Masenko.

KI CONTROL (KI)

APTITUDES: KI, DEFENSE

Your character's ability to manipulate ki in order to reinforce the character's abilities or to take defensive actions such as Ki Barriers and the Zanzoken.

KNOWLEDGE (INT)

APTITUDES: INTELLIGENCE, GENERAL

Representative of a formal or informal sort of education that has been received in specific subjects.

MARTIAL ARTS (STR)

APTITUDES: STRENGTH, OFFENSE

Your character's mastery of various forms of martial arts. Rolled with Strength when making unarmed attack tests and checks.

PARRY (STR)

APTITUDES: STRENGTH, DEFENSE

Your character's ability to deflect incoming attacks. Used to deflect various melee, ranged and ki attacks.

PERCEPTION (INT)

APTITUDES: INTELLIGENCE, GENERAL

Your character's awareness of the environment around them. Generally tested to see if the character manages to observe something.

SEARCH (INT)

APTITUDES: INTELLIGENCE, GENERAL

Your character's ability to actively look for a person, object or occurrence.

SENSE KI (KI)

APTITUDES: KI, INTELLIGENCE

Your character's ability to search or perceive through awareness of ki signatures.

STEALTH (AGI)

APTITUDES: AGILITY, DEFENSE

Your character's ability to remain unseen, unheard and undetected.

WEAPON/MELEE (STR)

APTITUDES: STRENGTH, OFFENSE

Training, be it formal or informal, in the art of combat using melee weapons such as swords, clubs and axes.

WEAPON/RANGED (AGI)

APTITUDES: AGILITY, OFFENSE

Training, be it formal or informal, in the practical use of firearms and other ranged weapons.



PURCHASING SKILLS

MATCHING APTITUDES	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5
TWO	10	20	30	40	50
ONE	25	35	45	55	65
ZERO	40	50	60	70	90

Like attributes, characters are able to purchase skills using experience points during character creation and during their downtime. Consult your GM for how much experience you should start with and be sure to log how much you've had and how much you've spent either on a scratch piece of paper or on your character sheet. For each rank gained in that skill the character adds a die to their pool when making a check that involves that skill.

BEHIND THE SCENES

All else being equal skills are less expensive to acquire than attributes. Our reasoning is that players should have to work harder to increase their attributes seeing as attributes are used for more than one skill check while skills can only be used with one attribute. This way, players must specialize to some degree in order to compete with other players and enemies.

Z-SOULS

Sure, characters in Dragon Ball Z are able to fly around, shoot lasers and punch really hard, but what's their essence? What makes a Dragon Ball Z character a Dragon Ball Z character? The answer is their soul - their Z-Soul. **Z-Souls** are traits that generally offer both a benefit and a penalty depending on the context in which they come up. They can be famous character quotes, personality types, fighting styles or other abstract concept that fosters character personality. **Each character must have three Z-Souls.**

The easiest way to make up your own Z-Soul is to just ask yourself how to describe your character in three short words or phrases.

FOR EXAMPLE

Vuvuz is a mighty Namekian demonic clansman that, at one point, attempted to enslave an entire Namekian continent before being exiled and sent in to the depths of space. One could give Vuvuz the Z-Souls "Demonic Aura" (because he's a demon), "Genocidal Tyrant" and "Forsaken Son of Namek."

Each of these three phrases embodies some key trait of the character, so they're good Z-Souls.

A more familiar example would probably be Son Goku. You know that guy, right? Here are some Z-Souls he'd probably have:

"Saiyan from Earth."
"Pure of Heart, Awoken by Rage."
"If I don't, who will?"
"A World you'll Never Understand."
"Stop Enjoying Destruction!"
"Heroic Soul"

There are dozens more we could pick, but here are some you should probably know.

FUNCTION OF Z-SOULS

You're probably wondering what Z-Souls can actually do mechanically. They have two primary functions that they fulfill - first of all, they establish some abstract character traits that define your character in some way. It's important to have that framework to work from to ensure that your character is something that isn't just a piece of paper full of bubbled circles. Second, they give players an incentive to properly roleplay their characters. In an event where a player's Z-Soul would come in to play they will get either a bonus die added to their pool or a penalty die removed from their pool.

Is your character a horrible dictator that is attempting to convince a small village of farmers that he's a good man? Take a penalty die. Is your character known for being the Team Dad, and attempts to intercept an attack meant for another player? Give that player a bonus die. It gives the characters character, and gives incentives for the players to give their characters character as well.



WILLPOWER

Sometimes, when everything seems to be at its worst, that's when a warrior has to dig deep and give it everything they've got. That's when they have to draw on their Willpower. Willpower is a measure of personal resolve and represents the ability to turn that resolve in results. In the end, Willpower is part decision and part commitment, and as such it is derived from a combination of **Intelligence and Charisma**. To determine Willpower, you add the Intelligence attribute to the Charisma and divide the result by two. If necessary, round down.

$$\text{Willpower} = (\text{Intelligence} + \text{Charisma}) / 2$$

FOR EXAMPLE

Majin Buula needs to determine her Willpower. She has an Intelligence of three and a Charisma of two. She adds the attributes together to get a total of five. She divides the total by two: $5 \div 2 = 2.5$. In order to find her actual Willpower, Majin Buula has to round down to the nearest whole number. That is two. So, Majin Buula has a maximum of two Willpower.

GAINING WILL POINTS

Will Points are constantly in flux. Gaining Will Points is simple. Whenever a character earns any bonus dice on a roll, as awarded by the GM, a player may choose instead to convert any number of those dice into Will Points. The character loses whatever immediate benefits the converted dice would provide in exchange for the opportunity to increase the power of a later roll. A character may only stock a number of Will Points equal to their Willpower attribute. In addition, the GM may award additional Will Points as a situation demands (such as a reward for good roleplay).

Losing Will Points is just easy. Whenever a character takes any kind of damage, they lose one Will Point for every ten damage received from a single attack. This is not cumulative. If one attack does seventeen damage and the next does thirteen, the character only loses two Will

Points, even though the cumulative damage is thirty. In addition, whenever a character must make an opposed roll to resist fear or intimidation, that character loses a Will Point for every failure that is rolled. The GM may deduct additional Will Points as a situation demands.

USING WILL POINTS

Will Points serve two vital basic functions. The first is Pushing Actions. The second is Fortifying Actions. Both provide unique advantages that can give any character the edge they need in a pinch. As both can prove to be a valuable tool, that means that they are mutually exclusive. A Player may Push or Fortify an action. They may never do both. So, let's take a look, shall we?

Whenever a warrior digs deep to give an attack or action that extra little 'oomph', that is called Pushing. After an action is declared, but before the roll is made, a player announces that they wish to Push the action. They declare how many Will Points that they plan to spend on the action. They may choose to spend as little as one point or as many as all that they possess.

After determining how many Will Points they want to spend, the player makes the roll as normal. The total is calculated as normal, however, a number of dice equal to the amount of Will Points the Player spent automatically explode, regardless of the threshold, so long as those dice counted as a success.

If Pushing is about skirting a character's limitations, Fortifying is about making the most of those limitations. Whenever a character steels to make a single action, prepares to make as much of that action they possibly could, that character is Fortifying that action. Fortifying, like Pushing, is very simple. After an action is declared, but before the roll is made, a player announces that they wish to Fortify the action.

Like Pushing, they can spend as little or as many as they desire, assuming that they spend at least one Will Point. After determining how many

Will Points they want to spend, the Player then increases their threshold for success by a number equal to the amount of Will Points spent. The roll is then made with that new threshold for success. While this allows a character a much higher margin for success for a single action, the amount of preparation and focus the action requires means that a Fortified dice pool cannot be divided. When a player chooses to Fortify, they may only take a single standard action that turn.

WILLPOWER RECOVERY AND REINFORCEMENT

Willpower can also be used to recover and reinforce other derived attributes. A player may spend Willpower to heal wounds, regain Ki, or remove fatigue from their character. In order to do so, the player must decide at the beginning of their turn, before taking any other actions, that they wish to spend Willpower on recovery. They then must declare which attribute they wish to recover. For every point of Willpower spent, they may recover three Ki, two Health, or one Fatigue. Recovery may not allow a character to exceed their natural limit.

Willpower may also be spent to temporarily reinforce a character's defense. In this case, like recovery, a player declares at the beginning of their turn that they wish to spend Willpower on reinforcement. For every point of Willpower a player spends, the character gains one extra defense for the sake of determining damage reduction. This lasts until the character's next turn.

BEHIND THE SCENES

So, you're probably looking at this and realizing that Push and Fortify lose a lot of their utility in higher level play, and, well, you're right! At the highest Tiers of power, a character is approaching a state of mechanical perfection, and once you reach that point, there isn't much you can do to push your actions much further. When that happens, a character is going to start relying a lot more heavily on Refreshment and Reinforcement to get mileage out of their Willpower. That means that higher level characters are going to seem even more durable and tireless! A clash between two characters who can afford to throw their Willpower around like that will be even more titanic!

FINISHING TOUCHES

HEALTH POINTS

Health points (HP) are very important, given that they determine the physical status of your character. **Every character begins with a baseline of 10 HP.** For every additional rank of Strength or Toughness that your character gains your character also gains **10 HP**.

POWER LEVEL

Your Power Level doesn't mean much mechanically but they're iconic to the setting. Your character's powerlevel is equal to the sum of all of your Attribute and Skill ranks times a multiple dependent on your **Tier of Power**, a concept we'll get in to later. If you're seeing this for the first time, assume that you are 1st Tier.

TIER OF POWER	MULTIPLIER
FIRST	x100
SECOND	x1,000
THIRD	x10,000
FOURTH	x20,000
FIFTH	x50,000
SIXTH	x75,000
SEVENTH	x100,000
EIGHTH	x200,000
NINETH	x250,000
TENTH	x500,000

KI POOL

Your character's Ki Pool is a representation to the total amount of Ki they can draw from in order to use Ki attacks and techniques. To find your character's Ki Pool you simply need to find the sum of all of their Ranks in all Ki related attributes and skills and double it. **Ki Pool = 2x (Ki + Ki Blast + Ki Control + Sense Ki).**

POWER UP

A character's Power Up stat determines how much Ki they generate without actually attempting to generate it. For every turn that passes in combat, your character's Ki Pool increases by their Power Up stat to a maximum of their Ki Pool's maximum. Your character's Power Up stat is identical to their Ki attribute's rank.

FOR EXAMPLE

Almond is a human fighter with 2 ranks in his Ki attribute, 3 ranks in Ki Blast, 2 ranks in Ki Control, and 1 rank in Sense Ki. This brings his Ki Pool to 16.

His Power Up would be 2, equal to his rank in his Ki attribute. When he spends ki, it will increase by 2 every turn to a maximum of 16.

FATE POINTS

Fate Points may be spent or burnt in order to change destiny in your favor. Fate Points may be spent to perform the following actions. A player may elect to reroll any failed test. Alternatively, a player may add a number of successes to an already successful roll equal to the amount of Fate Points spent or add a number of bonus dice to their dice pool equal to the number of Fate Points spent in order to increase their odds of success. A player may also spend a Fate Point to recover 2d5 health and 1 fatigue. Fate Points recover at the beginning of every session.

Burning Fate Points, however, remove them permanently from play, essentially decreasing the total number of Fate Points available to a player by the number of Fate Points burned. Burning a Fate Point allows a player to prevent sustaining fatal damage or to allow them to die with dignity and honor.

What exactly burning a Fate Point may do is up to the discretion of the GM, however, the result should be exceptional and sweeping.

To determine your starting Fate Points roll 1d10. On a success, you start with 3 Fate Points. Otherwise, you start with 2 Fate Points.

CHAPTER 3

THE WARRIOR OF LEGEND AWAKENS!
I'LL SHOW YOU A WORLD YOU WILL
NEVER KNOW



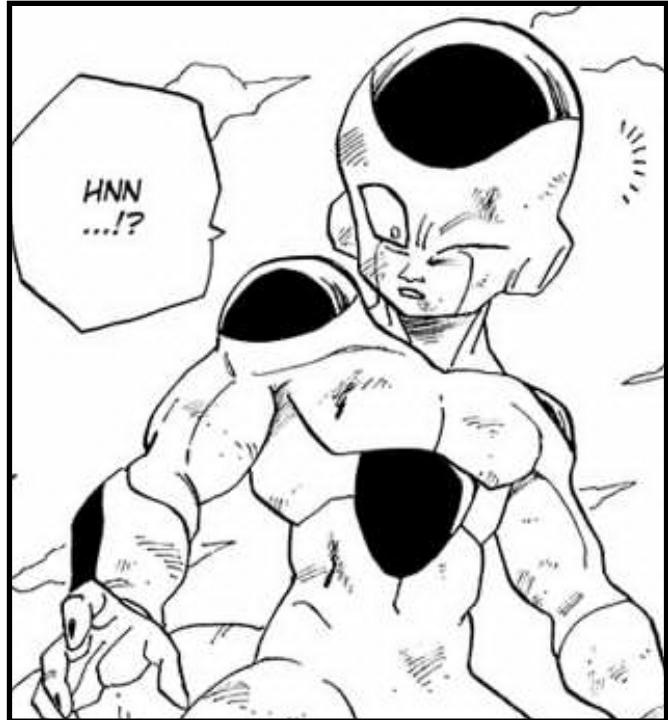
TRANSFORMATIONS

Perhaps the single most iconic image in all of Dragon Ball Z is the legendary transformation, the pinnacle of strength for the entire Saiyan race - the Super Saiyan. The Super Saiyan is but one of many transformations that were featured throughout the run of Dragon Ball Z. There were so many transformations and advancements that Dragon Ball Z is considered the trope codifier for Super Modes and Super Forms and their depiction in anime and manga.

It goes without saying that as your campaign runs on that your players will eventually encounter and obtain several transformations. You're going to want to know how to handle that when it happens. We've got your back.

OBTAINING TRANSFORMATIONS

Aside from Arcosians (and maybe Namekians or Aliens, if the GM is kind enough), no race starts with transformations at the start of a campaign. Transformations should always be either the climax of a story arc or the main reward that that arc gives the players. Be creative! Need Kaioken? Total party kill. It's not like they can't come back.





TIERS OF POWER

One of the main features of transformations is that they modify a mechanic called a Tier of Power. Tiers of Power are this game's answer to the show's constant power creep. To prevent increasing the size of the dice pool to unmanageable levels, Tiers of Power change what constitutes a success.

Tiers of power broaden the gap of what is considered a success and what is considered a bonus. This is to allow for progress at higher levels to be concentrated on maximizing success without necessarily increasing the size of your dice pool.

For instance, at Tier 1 a character with five dice in any pool has a 50% chance of getting at least 3 successes. That same character at Tier 2 would have an 83% chance of getting at least 3 successes. At Tier 3 your dice start exploding just a bit earlier. This, of course, doesn't include bonus dice or penalty dice, but you get the idea. Increasing the breadth of success greatly increases a player's chance of success.

Some transformations may have specific prerequisites that are necessary before it can be used, such as currently possessing the previous form of that transformation. There may be a necessary minimum tension required to use a transformation. In addition, transformations may confer additional bonuses such as bonus dice or special abilities. They may also impose additional penalties, such as incurring fatigue.

Ki Drain is the amount of Ki Pool that a transformation drains per turn it is active. When using a transformation the user must have at least one turn worth of Ki to use, or else they cannot transform. A turn of transforming is a full action, and being interrupted breaks the transformation.

Similarly, each transformation takes a certain amount of time to transform, represented in combat turns. Transformations may be completed earlier, but for each turn early that a transformation is completed the character transforming suffers a level of fatigue.

TIERS OF POWER MODIFIERS

TIERS OF POWER	BONUS	SUCCESS	NON-SUCCESS	FAILURE
TIER 1	10	9-6	5-2	1
TIER 2	10	9-5	4-2	1
TIER 3	10-9	8-5	4-2	1
TIER 4	10-9	8-4	3-2	1
TIER 5	10-8	7-4	3-2	1
TIER 6	10-8	7-3	2	1
TIER 7	10-7	6-3	2	1
TIER 8	10-7	6-2	X	1
TIER 9	10-6	5-2	1	X
TIER 10	10-6	5-1	X	X

ARCOSIAN TRANSFORMATIONS

SECOND FORM

TIER 2 TRANSFORMATION

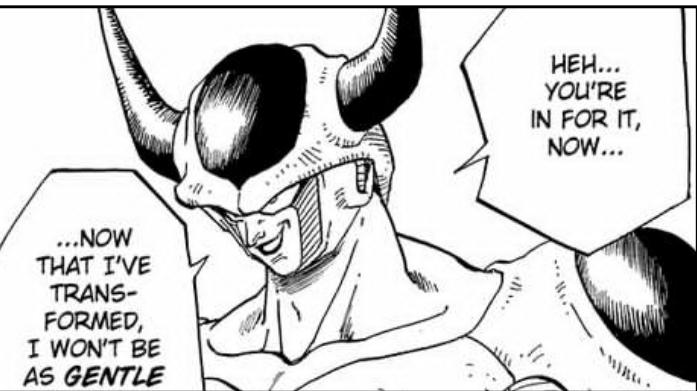
ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 1 turn to transform. Minimum of 5 Tension to transform.



THIRD FORM

TIER 3 TRANSFORMATION

ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 2 turns to transform. Minimum of 10 Tension to transform.



FINAL FORM

TIER 4 TRANSFORMATION

ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 2 turns to transform. Minimum of 15 Tension to transform.

100% POWER

TIER 5 TRANSFORMATION

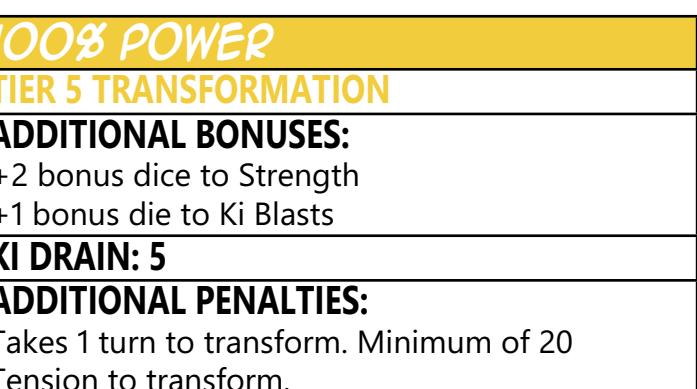
ADDITIONAL BONUSES:

+2 bonus dice to Strength
+1 bonus die to Ki Blasts

KI DRAIN: 5

ADDITIONAL PENALTIES:

Takes 1 turn to transform. Minimum of 20 Tension to transform.



FIFTH FORM

TIER 5 TRANSFORMATION

ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion. +2 bonus dice to Strength, Agility and Toughness

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 1 turn to transform



DESCRIPTION

This form, obtained by Cooler, is far more powerful than the traditional Arcosian final form. Unlike 100% Power and Golden Form, this form is a biological augmentation that greatly increases physical power with no true drawbacks. It is not naturally obtainable by Arcosians, unlike Second Form, Third Form, Final Form and 100% Power.

GOLDEN FORM

TIER 7 TRANSFORMATION

ADDITIONAL BONUSES:

+3 bonus dice to Strength/Agility/Toughness
+2 bonus dice to Ki Blasts

KI DRAIN: 5

ADDITIONAL PENALTIES:

Takes 1 turn to transform. Minimum of 20 Tension to transform.

DESCRIPTION

This form, obtained by Freeza, is considered by him to be the a true "Further Evolution" or "Ultimate Evolution". It can only be obtained by releasing a prodigious strength through intense training. As such, it is not a transformation naturally obtainable by Arcosians.

BEHIND THE SCENES

Arcosians naturally have Second Form, Third Form, Final Form and 100% Power. There is absolutely nothing stopping them from hunkering down and going all out from the very beginning.

The Fifth and Golden Forms, on the other hand, are forms that are only obtained through forms of arduous training.

SAIYAN TRANSFORMATIONS

OOZARU

TIER 1 TRANSFORMATION

ADDITIONAL BONUSES:

+3 bonus dice to Strength and Toughness

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 3 turns to transform.

Dice results do not grant additional bonus dice.



DESCRIPTION

This form is only obtainable by a Saiyan that retains their tail. This transformation may only be made when the Saiyan is able to absorb Blitz Waves through the eyes by seeing a Full Moon or equivalent phenomenon. When transforming, the user must make a DN 5 Intelligence test. If they fail, they lose all control of themselves and will randomly attack any target, including their own comrades. If this test is passed, all control is retained. This transformation can only be reversed by robbing the user of Blitz Waves, either through destroying the source, blinding the Saiyan or removal of the tail.

SUPER SAIYAN

TIER 3 TRANSFORMATION

ADDITIONAL BONUSES:

Once per combat, remove 1 fatigue.

+2 bonus dice to Strength and Ki

KI DRAIN: 3

ADDITIONAL PENALTIES:

Takes 1 turn to transform. Minimum 5 Tension to transform.

ULTRA SUPER SAIYAN

TIER 3 TRANSFORMATION

ADDITIONAL BONUSES:

+3 bonus dice to Strength and Ki

KI DRAIN: 5

ADDITIONAL PENALTIES:

-2 penalty dice to Agility

Takes 2 turns to transform. Minimum 15 Tension to transform.



SUPER SAIYAN 2

TIER 4 TRANSFORMATION

ADDITIONAL BONUSES:

+3 bonus dice to Strength and Ki

KI DRAIN: 3

ADDITIONAL PENALTIES:

Takes 1 turn to transform. Minimum 15 Tension to transform.



SUPER SAIYAN 3

TIER 5 TRANSFORMATION

ADDITIONAL BONUSES:

+3 bonus dice to Strength, Agility and Ki

KI DRAIN: 8

ADDITIONAL PENALTIES:

Takes 4 turns to transform. Minimum 20 Tension to Transform.



SUPER SAIYAN GOD

TIER 6 TRANSFORMATION

ADDITIONAL BONUSES:

+4 bonus dice to STR, TOU, AGI and KI.

KI DRAIN: 0

ADDITIONAL PENALTIES:

See Description

DESCRIPTION

The Super Saiyan God can only be formed when five Saiyans pure of heart transfer their own energy into another Saiyan. The pure hearted Saiyans, who must be holding hands, must make a DN 6 Ki Control test to transfer their Ki into the host. The host then assumes the form of a Super Saiyan God for a number of turns equal to the remaining fate points of all of the Saiyans involved in the transformation. Minimum 20 Tension to Transform.





SUPER SAIYAN BLUE

TIER 6 TRANSFORMATION

ADDITIONAL BONUSES:

+4 bonus dice to STR, TOU, AGI and KI.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 1 turn to transform

DESCRIPTION

Super Saiyan Blue is a form related to the mastery of God Ki granted by the Super Saiyan God transformation. This form is capable of being used by a single individual by manifesting their own God Ki. A Saiyan may choose to use this transformation in place of Super Saiyan. Minimum 5 Tension to transform.

BEHIND THE SCENES

It was previously assumed from Goku's dialog in Resurrection F that he managed to achieve Super Saiyan Blue (formerly Super Saiyan God Super Saiyan) due to his having reached Super Saiyan Godhood. Now that we know that Vegeta managed to achieve the form through six months of training under Whis without having reach Super Saiyan Godhood, we have no idea how this form is reached.

Not to mention, in six months of training Vegeta managed to match Goku's strength in Super Saiyan God which, according to Dragon Ball Super, he retains the full abilities of despite losing (according to Beerus in Episode 14) as opposed to just a bit of it, as alluded to in Battle of Gods.

Basically, what we're trying to say, is we have no idea how Super Saiyan Blue is reached or what Super Saiyan God does to the user after using it. Have fun, GMs!

NAMEKIAN TRANSFORMATIONS

GREAT NAMEK

TIER 2 TRANSFORMATION

ADDITIONAL BONUSES:

The user may choose to increase their Strength pool by sacrificing Agility for the duration of the transformation. For each penalty die taken in Agility, gain a bonus die in Strength.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 2 turns to transform.
Take 2 fatigue, inflicted on exit.





NAMEKIAN FUSION

TIER X TRANSFORMATION

ADDITIONAL BONUSES:

See Description.

KI DRAIN: 0

ADDITIONAL PENALTIES:

See Description.

DESCRIPTION

Namekian fusion is a technique that allows one Namekian to absorb another Namekian into them permanently. A Namekian may only fuse with another willing Namekian of similar power. When they fuse, the host's tier increases by one permanently and the host also gains a free rank in the highest ranked attribute of the absorbed Namekian.

MAJIN TRANSFORMATIONS



ABSORBTION

TIER X TRANSFORMATION

ADDITIONAL BONUSES:

See Description.

KI DRAIN: 0

ADDITIONAL PENALTIES:

See Description.

DESCRIPTION

Majins are able to break off part of their bodies and use them to envelope and absorb others. Majins may make a deception test to hide the chunk of Majin flesh, or may throw it as a ki attack with 0 ki cost. The target, if they fail to notice and/or dodge the flesh, is absorbed. A Majin must spend a Fate Point to attempt to absorb a character, and if the absorption is successful that Fate Point is then burned. The Majin then gains a free rank in the target's 2 highest skills and highest attribute. Their tier then increases by one. They are also influenced by the target's personality, and have access to one of the target's ki blasts without spending the necessary experience to learn it.

ANDROID TRANSFORMATIONS

GENERAL UPGRADE

TIER X TRANSFORMATION

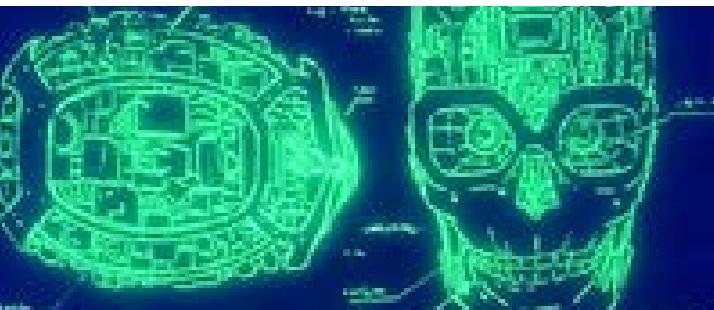
ADDITIONAL BONUSES:

See Description

KI DRAIN: 0

ADDITIONAL PENALTIES:

See Description



DESCRIPTION

A mechanical upgrade that permanently increases the Android's combat prowess. The Android's tier of power permanently increases by 1 each time this upgrade is obtained. Unusable by Bioandroids.



ABSORBTION

TIER X TRANSFORMATION

ADDITIONAL BONUSES:

See Description.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Bioandroids Only

DESCRIPTION

Bioandroids are able to use an appendage to either stab an enemy and absorb their essence or envelop them and absorb the target into themselves. In order to do this, the target must be grappled or otherwise incapacitated. As a standard combat action a bioandroid may spend a fate point to attempt to absorb the target. If the bioandroid chooses to stab the target and absorb their essence they completely heal their fatigue and increase their health points by the target's toughness value. If they absorb a non-android character of significant strength through envelopment, their tier permanently increases by 1 and they gain a permanent bonus die in the target's highest attribute. When enveloping a target, the target may contest the absorption a number of turns equal to their toughness value as a grapple. If the target successfully escapes, they take 1 fatigue.

SEMI-PERFECT FORM

TIER X TRANSFORMATION

ADDITIONAL BONUSES:

See Description.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Bioandroids Only.



DESCRIPTION

If a bioandroid successfully absorbs a cyborg or bioandroid, they may choose to assume a new form. If they choose to transform, they compare their own attributes to their target and take a free rank in all attributes that exceed their own. If this would force the bioandroid to exceed 5 ranks in any attribute, they take a permanent bonus die in that attribute instead. Their tier is permanently increased by half the tier of power of the target to a minimum of 1.



PERFECT FORM

TIER X TRANSFORMATION

ADDITIONAL BONUSES:

See Description.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Bioandroids Only. Must have Semi-Perfect Form.

DESCRIPTION

If a bioandroid successfully absorbs a cyborg or bioandroid, they may choose to assume a new form. If they choose to transform, they compare their own attributes to their target and take a free rank in all attributes that exceed their own. If this would force the bioandroid to exceed 5 ranks in any attribute, they take a permanent bonus die in that attribute instead. Their tier is permanently increased by half the tier of power of the target to a minimum of 2.

OTHER TRANSFORMATIONS

KAIOKEN

TIER 1 TRANSFORMATION

ADDITIONAL BONUSES:

+1 die per level for all physical or ki checks.

KI DRAIN: 0

ADDITIONAL PENALTIES:

1 fatigue per turn per level used inflicted on exit.



DESCRIPTION

Users may add an additional bonus die to their pool while using Kaioken by increasing fatigue gained per turn by the number of dice added.

SHIN KAIOKEN

TIER 2 TRANSFORMATION

ADDITIONAL BONUSES:

+1 die per level for all physical or ki checks.

KI DRAIN: 0

ADDITIONAL PENALTIES:

1 fatigue per turn per level used inflicted on exit.

DESCRIPTION

Users may add an additional bonus die to their pool while using Kaioken by increasing fatigue gained per turn by the number of dice added.

PERFECT KAIOKEN

TIER 3 TRANSFORMATION

ADDITIONAL BONUSES:

+2 dice per level for all physical or ki checks.

KI DRAIN: 0

ADDITIONAL PENALTIES:

1 fatigue per turn per level used inflicted on exit.



DESCRIPTION

Users may add an additional bonus die to their pool while using Kaioken by increasing fatigue gained per turn by the number of dice added.



AWOKEN POTENTIAL

TIER X TRANSFORMATION

ADDITIONAL BONUSES:

Grants the user an additional tier of power and grants them two bonus dice in an attribute, determined upon gaining the transformation.

KI DRAIN: 0

ADDITIONAL PENALTIES:

N/A

FULL POTENTIAL UNLOCK

TIER 5 TRANSFORMATION

ADDITIONAL BONUSES:

+2 Bonus Dice to STR/TOU/AGI/KI

KI DRAIN: 0

ADDITIONAL PENALTIES:

N/A

DESCRIPTION

This transformation draws out all of the user's latent power. The awakening of the potential strength and skill within a fighter necessary for this great a leap in power is so difficult to perform that it is typically only done by deities, and even then it takes a great deal of time.



IMPROVING A TRANSFORMATION

Oftentimes throughout Dragon Ball and Dragon Ball Z characters are able to train in such a way that they manage to improve their transformations or the ability to use their transformations. Now, through intense training, the same is possible here.

Just note that these aren't values for creating a transformation, they're values for modifying ones that you already have.

HOW TO IMPROVE A TRANSFORMATION

First, improving a transformation takes intense training. In the franchise proper we only see this occurring over timeskips or in the Room of Space and Time, which is like a tiny timeskip. For that reason, this sort of training can only occur when

the characters have a non-negligible amount of downtime. Ideally, we're talking a week or two at a minimum. GMs, feel free to have your players improve their transformations at their leisure, but make sure it's thematically appropriate.

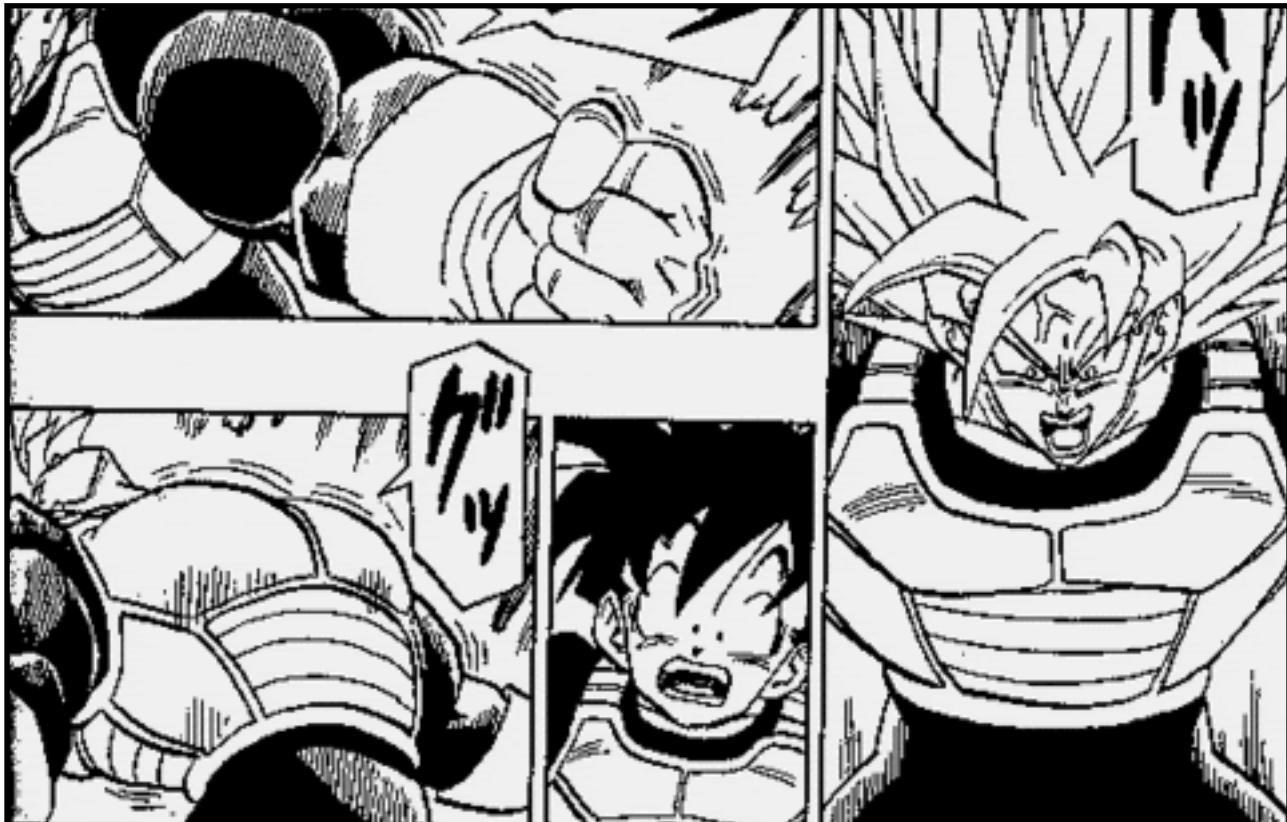
Second, all a player has to do is ensure that they have enough EXP to purchase the upgrade they want. If a player has enough EXP to purchase multiple upgrades during a single training session, they may.

Note: These upgrades and improvements are for non-permanent transformations, such as Super Saiyan, and not permanent upgrades such as Semi-Perfect.

It's up to the GM's discretion whether they will allow bonus dice to carry from a previous transformation to an advanced transformation (ie: Super Saiyan 2 to Super Saiyan 3).

UPGRADES

KI DRAIN	DESCRIPTION	COST
	Reduce Ki Drain by 1 Point	25 EXP * Tier of Power
BONUS DICE (ATTRIBUTES)	DESCRIPTION	COST
	+1 Bonus Die to an Attribute	50 EXP * Tier of Power
BONUS DICE (SKILLS)	DESCRIPTION	COST
	+1 Bonus Die to a Skill	40 EXP * Tier of Power
TRANSFORM SPEED	DESCRIPTION	COST
	Reduce time to transform by one turn, where 0 turns constitutes a Free Action.	25 EXP * Tier of Power
TENSION	DESCRIPTION	COST
	Reduce minimum Tension by 1 to a minimum of 0.	15 EXP * Tier of Power



FUSION

When a single warrior is not enough, and when two just won't cut it, two-in-one might be the way to go. Two characters can combine their strength into a single new character that is a great deal stronger than either of its separate parts. This allows them, together, to make up even vast power gaps when battling extremely powerful foes.

PERFORMING FUSION

So, how do two become one? Through a little thing called the Fusion Dance. The characters who are going to fuse must be of similar height and build. In order to perform a Fusion, both characters who want to take part in the Fusion must know the Fusion Dance and must be standing adjacent to one another. Performing the Fusion Dance is a full round action for both characters involved. If either character is interrupted while performing the Fusion Dance, then the attempt fails and they are unable to fuse.

Once they commit to a Fusion, both characters then make an Acrobatics check. As long as both score at least a single success and neither are interrupted, the Fusion is a success. Any net successes both characters score are added together and the sum is counted as temporary Fate Points that persist for the duration of the Fusion. If either player presents no successes, then the Fusion fails to happen. If either player presents more net failures than successes, the Fusion happens, but with flawed results.

FUSIONS IN ACTION

When two characters fuse, they cease operating as separate entities and instead are treated as one character. The result is a Fused Character who exhibits personality traits from both of its original parts and is controlled in unison by both players, who must agree on what actions it will take. The name of the Fused Character is often some combination of the names of its original parts.

When fusing, both characters add together their remaining Fate Points together with the sum total of the net successes both characters made when performing the Fusion Dance. This total is the amount of Fate Points the Fused Character now possesses. A Fused Character counts as being one Power Tier higher than the highest rank of the two characters who took part in the fusion. The Fused Character has access to every attack and technique possessed by either character. By spending a Fate Point, the Fused Character may combine the traits of any two techniques they possess as long as long as at least one attack comes from both original character.

When called on to make a test, the Fused Character uses the highest combination of Attributes and Skills offered by the two characters who make up the fusion. However, for every turn the Fusion remains active, the Fused Character loses one Fate Point. When the Fused Character reaches zero Fate Points, the Fusion ends and both of the characters to their original state before performing the fusion dance. Both characters take one fatigue for every turn they were fused.

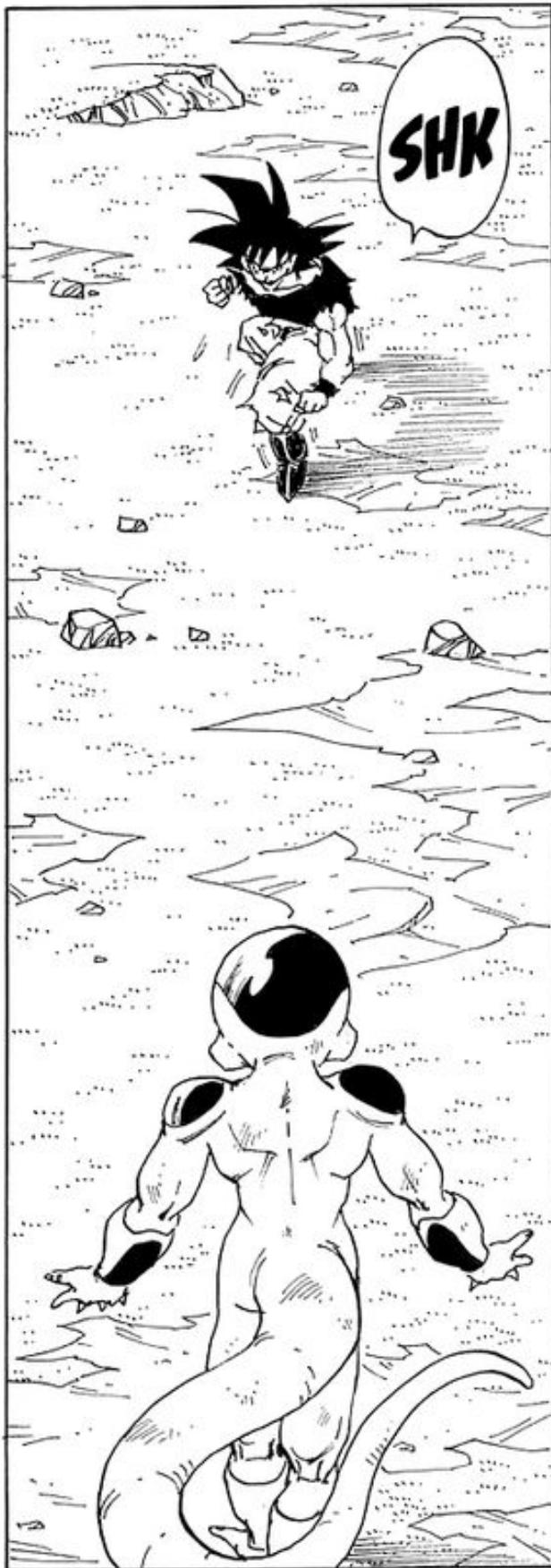
A Fused Character may spend Fate Points normally, however, this will cause the Fusion to end prematurely.

In the result of a Flawed Fusion, the Fused Character takes the lowest combination Attributes and Skills offered by both characters who performed the fusion when making a test. In addition, a Flawed Fusion does not count as being a higher tier of power and may not spend Fate Points normally.

CHAPTER 4

A FINAL, DESPERATE ATTACK!! I'LL
PUT THE HOPES AND DREAMS OF
EVERYONE INTO THIS FIST





COMBAT

Dragon Ball is all about the fantastic fights that take place between monumental powers - the earth shaking ki charges, the blows so strong that they shatter the world around the impact, the flurries of attacks so fast that they can't be seen by the naked eye.

Combat in the Dragon Ball Z RPG is all about making a series of **Opposed Tests**. Back in the introduction we mentioned opposer tests as being tests whose successes are compared to a comparable test of an active opponent.

ORDER OF COMBAT

Combat in the Dragon Ball Z RPG is a cyclical series of events. Everyone acts in turn in a regular cycle called a Round of Combat, or a **Round**. Combat typically goes something like this:

1. The GM determines which of the characters are actually aware of their opponents at the beginning of the battle. If some but not all of the combatants are aware of their opponents then a surprise round happens before standard combat begins. During this round, all aware combatants roll initiative (**Agility + Agility Test Successes**) and act in order from highest initiative to lowest, performing either a standard combat action or a move action. Unaware combatants are unable to act during this time.
2. Remaining combatants roll initiative and regular rounds of combat begin.
3. Combatants act in initiative order, taking their normal number of actions.
4. When everyone has had a turn, the combatant with the highest initiative acts again, repeating steps 3 and 4 until combat ends.

ACTIONS

Things characters can do in combat are broken down into types of actions. These different types of actions are necessary because they're either intrinsically mechanically different or take up a different duration of time.

COMBAT ROUND

A combat round in most games is given a definite length of time. Most d20 systems tend to make a round of combat around 6 seconds long, but some games go as far as 10 seconds or even full minutes. The Dragon Ball Z RPG has no set amount of time that a round lasts. The characters are moving so fast that assigning a definite length of time would prove fruitless anyway due to how quickly characters act - the last 5 minutes of Namek lasted for 10 episodes, each of those episodes lasting for roughly 22 minutes for a total of around 220 minutes. This means that the actions that we can observe occurring in 220 minutes only took Goku and Freeza 5 minutes.

Using d20's logic, Freeza and Goku fought for 50 rounds of combat and in that length of time they actually made around 2200 rounds of combat worth of actions.

So that you're not fighting for literally thousands of rounds feel free to express different rounds as having different lengths of time.

Regardless, a round of combat should have a length that allows for each player to complete one **Standard Action** and one **Movement Action**. They may choose to replace these actions with one **Full Action**. When attacked or otherwise acted against, players may make a **Reaction**.

TYPES OF ACTIONS

All of the actions that your character takes can be broken down to one of five kinds of actions depending on the nature of the action and its duration.

STANDARD ACTIONS

AID

ATTACK

COMBINED ATTACK

COVER

FEINT

GRAPPLE

PREPARE ACTION

MOVE ACTIONS

AFTERIMAGE TECHNIQUE

MANIPULATE OBJECT

MOVE

FULL ACTIONS

AIM

BLOCK

CHARGE KI

RUSH

TRANSFORM

REACTIONS

EVADE

PARRY

FREE ACTIONS

STANDARD TESTS*

*Check the Free Actions section for further clarification.

STANDARD ACTIONS

Standard actions are actions that allow you to do something, most commonly make or assist in an attack in some way.

AID

If you're in a position to attack an opponent, you can instead aid an ally in melee combat with that opponent. Make a standard Martial Arts test - if your successes exceed the successes the opponent has to dodge, then the ally you're assisting may gain a bonus die to hit the enemy or a bonus die to dodging the enemy's attack. Multiple aid bonuses stack.

ATTACK

Make a melee or ranged attack on an enemy.

Make a:

- Martial Arts test for a hand-to-hand attack.
- Ki Blast test for a ki attack.
- Melee Weapon test for a melee weapon attack.
- Ranged Weapon test for a ranged weapon attack.

To calculate damage, add the number of successes you got in order to hit the opponent to the ranks you posses in the relevant attribute used in the test.

FOR EXAMPLE

Turabaga has been fighting off Amond for a few rounds, trading powerful blows. With every hit that connects the Earth trembles below them. Turabaga, with 3 dice in Strength and 3 dice in Martial Arts, bringing his total pool for this test to 6 dice. He goes in for the punch and gets a startling 10 successes. His 10 successes and 3 in Strength mean that Turabaga deals a massive 13 damage to Amond with the next hit.

COMBINED ATTACK

Multiple attackers may attempt to combine and synchronise their attacks to overwhelm an opponent's defenses. The attackers must both delay their turn to the same point in the initiative order (the end). When the attackers attack they must both be making the same type of attack (ie: a martial arts test or a ki attack test, but not both). If the tests of all attackers are successful, take the largest amount of successes between the attackers and designate that as the number of successes that each player gets to attack. Take the lowest number of successes and use that as the number of dice nullified from the defender's pool.

COVER

A variation on preparing an action, the attacker uses a standard action to make a Ki Blast or Ranged Weapon test against an opponent, as if they were attacking. However, instead of attacking, the attacker holds the attack until they choose to release it. If the attacker is later attacked, the coverage is lost.

FEINT

On a successful deception test, the attacker completely bypasses the opponent's defenses, rendering them unable to block, evade or parry the next attack that hits them. The attacker may spend a fate point to use this as a move action instead. If the target isn't attacked by their next turn of combat, the effect is lost and the opponent may defend once again.

GRAPPLE

The attacker makes an opposed Martial Arts test on the target. If the target fails, the attacker grapples them, rendering them each unable to make standard attacks, block, or parry. The grappled character is rendered unable to move or evade. If airborne the target may attempt to move or evade after a successful opposed Fly test versus Martial Arts. While grappled the target may make opposed Martial Arts tests or Acrobatics tests in an attempt to escape.

PREPARE ACTION

The user may prepare an action to be taken later, after they would normally act but before their next turn. The user may prepare any standard or move action. If the character doesn't take their action before their next turn they lose the prepared action, but may prepare that action again.

MOVE ACTIONS

Move actions are actions that involve the movement of the character in some way and are rather straight forward to that end.

AFTERIMAGE TECHNIQUE

On a successful AGI + Deception test versus the target's perception, Ki Sense or search, any opponent in the area loses awareness of the user. The target may only attack the user on a successful perception, Ki Sense or search test. The user gives up their reactions this turn in order to use this technique. A character using this technique can still be hit by an attack using an Area of Effect attack. If a character takes damage while using the Afterimage Technique the effects end and opponents may resume normally attacking and targeting the user.

MANIPULATE OBJECT

In most cases, manipulating an object (using a Scouter, holstering a weapon, lifting a dinosaur) would be a movement action. In the event that the action requires a test, it would be a standard action.

MOVE

The simplest move action - just moving around. Includes walking, flying, ect. Moving over large distances or performing extremely complex movement manuevers may be considered a full action and require additional tests.

FULL ACTIONS

Full actions are complicated manuevers that require an entire turn to complete.

AIM

Similar to prepare action, this action allows the user to take a full turn to carefully aim their attack. After performing this action, the user gains a number of bonus dice equal to their perception or search skill rank to hit a target.

BLOCK

During a turn, a player may perform a Block test and add their successes to their ranks in toughness for the purpose of calculating damage. If the player does not move or act outside of blocking, they may continue to block until they are actually attacked.

CHARGE KI

The user of this action takes a full round to concentrate and increase their ki. Make a Ki Control test and add the number of successes to your Power Up value for this turn.

RUSH

After a movement action (and only after) the user may attempt a standard attack. Rushing in to the opponent and successfully hitting them sends them reeling backwards and out of melee range. If in the air, they are sent flying. This attack is easy to defend against, seeing as the attacker must fly in nearly a straight line in order to build up enough force. The defender gets two bonus dice to defend against the attack, but if they're hit then their Toughness is treated as though it is at half value for the purpose of calculating damage.

TRANSFORM

Transformations take full turns worth of time in order to complete, and that being the case no other action can be taken without either cancelling the transformation. This action includes attempts to fuse.

REACTIONS

Reactions are actions that are performed in reaction to an opposed action, such as an attack.

EVADE

When attacked, a player may perform an evade test. If the successes to evade are greater than the successes the opponent rolled to attack, then the user dodges the attack, taking no damage.

PARRY

When attacked, a player may perform a parry test. If the successes to the test are greater than the successes the opponent rolled to attack, then the user deflects the attack completely, taking no damage.

FREE ACTIONS

Free actions, unlike the other types of actions, may be taken at any time. Free actions consume a very small amount of time or effort and include things such as Ki Sense tests or Perception tests. While they take little effort there are still reasonable limits to what you could really do in the space of a turn with free actions.

ATTACKING AND DEFENDING

When the opportunity presents itself players may choose to attempt to attack their target. Wonderful! This is what we wanted. Now, you must be wondering how exactly you do that or how you should handle it. Well, that's easy.

PHYSICAL ATTACKS

Physical attacks are made by using any of the actions that result in actual punches, kicks or grapples. When making a physical attack, make the following test:

(Strength + Martial Arts)

If this test is successful, then your attack hits your opponent. If this test fails, you miss completely. If you hit, you need to calculate the damage of your attack using this formula:

(Successes to Attack + Strength*3)

This damage is then removed from the opponent's health value.

MULTIPLE ACTIONS

Sometimes you just need to hit a lot of guys at once or one guy a million times. In the manga and anime proper this is represented by a flurry of rapid attacks all occurring in a short period of time.

First, to determine the dice pool you roll, use the dice value of the lowest stat combination for the associated tests (ie: if you want to fire a ki blast and throw a punch in the same turn, but have a total of six dice in the Ki + Ki Blast pool and four in the Strength + Martial Arts pool, you would use the Strength + Martial Arts pool), and for every additional action you take you must remove a die from your dice pool.

For example, if you would normally have 6d10 in a pool for making standard melee attacks, you may remove 2d10 from that pool in order to perform three total attacks.

The results from these modified pools are then split evenly among the actions being made. In the event of an uneven pool, the first actions are to be granted more successes than later actions. This means that if you attack three times with a total of six successes, each individual attack then has two successes. A character must be able to have at least a single success per action in order to perform those actions, with later actions being the first to fail.

DEFENDING FROM PHYSICAL ATTACKS

When you get punched in the face, even if it's really hard, it's not the end of the world (though

there are attacks that do that, we're assuming you didn't just get hit in the face by one). It's completely possible for you to reduce the damage you take or completely avoid damage altogether!

The first thing to note is that when you take damage **you reduce the amount of damage you take by your Toughness value**. This means that if you take damage from an attack that doesn't even exceed your Toughness, you take no damage at all! You also have reactions that you can use in order to reduce damage. Evading an attack (**Agility + Evade**) will let your character completely dodge an attack while parrying an attack (**Strength + Parry**) will allow you to deflect an attack completely. However, you only have one reaction per round, so use it wisely!

In addition to these actions, a character may also attempt to block an attack. Using a full turn you may make a basic Toughness test and add those successes to your Toughness value for the purpose of damage calculation that turn.

When defending against multiple attacks, make tests as you normally would. Since each die you get to defend nullifies a success your opponent got to attack, that very well may mean that you outright nullify multiple blows. If your opponent gets six successes to hit you three times and you get four successes to dodge, that means that two punches miss you, since the successes are spread evenly between the actions.

FATIGUE

For every 10 points worth of damage your character takes they incur one point of fatigue. **Fatigue** is a representation of the physical and mental toll that constant combat and damage is taking on them. It results in slower reaction time, slowness of thought, and general exhaustion. This is represented in-game by **removing a die from all pools a character has for every level of fatigue that they are suffering**. In the event that your character is unable to attack or defend due to the amount of fatigue they have, then

that character is rendered unconscious, and may not regain consciousness until they have had their fatigue removed.

Fatigue can be removed by resting, being healed or eating a senzu.

DAMAGE

You can expect to get hit by attacks that will mean the end of the world. If an attack deals more damage than you have Toughness, and if you fail to evade or parry it, you have no choice but to take it on the chin.

Aside from incurring fatigue, other bad things can happen to you upon getting punched really hard in the face. When an attack reduces your health to 0, your character automatically takes a level of fatigue. For every additional damage below 0 that your character takes, they incur yet another level of fatigue. If your character somehow manages to reach a negative number equal to one half of their total health, they die, and must burn a Fate Point in order to survive.

AWE

When an enemy is transforming, choosing to power up, or performing another amazing feat it may leave other characters in shock or paralyzing fear. This is called awe. A player or character may elect to enter a state of awe in response to or preparation of another character's actions at the GM's discretion.

When in awe a character may not attack or act upon the character performing the action that leaves them in awe. They may continue to perform simple actions such as using items and equipment or taking free actions.

A character in awe heals an amount of fatigue equal to the number of turns the state of awe lasts and an amount of health equal to double that.

TENSION

Some situations are obviously more important than others. Some fights are more difficult, and far more serious. There's a marked difference in tone between, say, Vegeta's fight with Cui or Dodoria and his fight with Freeza. For measuring this difference the GM has a tool called **Tension** at their disposal.

Tension is a measurement of how focussed all of the fighters are in combat and how willing they are to win. The higher tension gets in combat, the more powerful Ki Attacks and Transformations can be used. We recommend using a D10, D20 or D100 as a marker for measuring this value throughout the encounter.

At the beginning of each combat the GM should place Tension at a thematically appropriate value. Beginning at 1 Tension is representative of a practice or sparring match or a fight against an enemy that poses no realistic threat (ie: Trunks vs Freeza's Minions). For big boss battles or climactic struggles, feel free to increase the Tension as you see fit. A fight such as the Z-Fighters against Broly or against the resurrected Freeza would begin at a much higher tension due to the immediacy of the stakes.

For every round that passes in combat, increase Tension by 1.

In addition to just waiting for Tension to increase, players can take actions to manipulate it as well! Any time one of the following occurs, Tension increases or decreases by the specified amount:

If a single attack deals 10 damage or more, Tension is increased by 1.

If a character performs any action that leaves them unable to react or defend themselves, Tension is increased by 1.

If a fighter transforms to a higher tier, increase the Tension by the number of tiers increased.

If a player character has their HP reduced to 0 or below, increase Tension by 5.

If a player character engages in a Duel or Beam Struggle, increase Tension by 3.

If a character spends a Fate Point, increase Tension by 3.

If a character burns a Fate Point, increase Tension by 5.

Furthermore the GM may manipulate Tension as they see fit. If the players are bantering amongst each other over how much of a pushover an enemy is, they may lower Tension a substantial amount. If the end-game boss launches a huge attack that could destroy the planet, they can increase Tension to 100. It's all a matter of what the GM feels players should have access to in combat at that time.

Tension itself allows players to access stronger attacks and transformations at a rate that allows climactic battles to be ramped up to.

It should be noted that if Tension somehow drops to a level below that necessary to use a Transformation that a character is currently using or a Ki Attack that they are currently charging, then they maintain those transformations and attacks for their standard duration.

BEHIND THE SCENES

As you've probably noticed in this version of the game, some transformations have a Required Tension number. That means that this transformation cannot be used without GM fiat until combat Tension has reached that level. Same goes with the new Minimum Tension modifiers for Ki Attacks. Theoretically speaking, the stronger the transformation or attack, the more Tension will be necessary to use that attack.

This is being done in the vain hope of preventing munchkining in a point-buy system. May God have mercy on our souls.





MOOK COMBAT

What evil army, galactic empire, or invading force is complete without a few (hundred) jobbers to make the players feel nice and secure before the big bad shows up to takes them down a few notches? Well, those guys are your standard mooks, the faceless meat just waiting to get tenderized by a few willing fists. No matter how many get put on the ground, it seems like there are just two more waiting behind him, and ten more behind those. They may not pack a whole lot of punch, alone or cornered, but there always seem to be just enough of them to pose a threat. Alone, they may not stand a chance against a real warrior, but together they might just crush one under the weight of numbers or with enough firepower.

MOBS

Mooks attack in large groups called Mobs. Each Mob should be treated as an individual enemy with its own individual attributes. A single mass of enemies does not have to constitute a single Mob and can be divided between as many Mobs as the Game Master deems necessary. Unlike player characters or regular enemies, a Mob does not have regular attributes or skills. Instead,

these values are derived from the Determination of a Mob.

DETERMINATION

A Mob can range from a few to a few hundred. The abstract number of enemies that constitute a Mob and their overall strength of arms is reflected by its Determination. This represents the power an individual Mob possesses. It is not necessarily an exact measure and one point does not have to equal one enemy. A few hundred under armed and never trained locals might constitute a Mob of the same Determination as a few dozen well-prepared and highly proven Elite Warriors. They may share the same abstract value, but offer vastly different narrative scenarios.

The Determination of a Mob may not exceed 50. For every ten points of Determination a Mob possesses, it adds two dice to its pool for determining the outcome of any action or attack. When taking an action or rolling a test, the number of successes are added to the current ten digit of the Mob's Determination in place of any attribute when necessary.

A Mob must roll a minimum of one die. The Game Master determines when and what a Mob can test for. While a Mob may not have a Charisma Attribute, the Game Master may decide they can use Intimidate to terrorize the locals and roll the dice pool accordingly. A Mob incurs all normal penalties for multiple actions.

FOR EXAMPLE

Demon King Vuvuz launches a vicious counterattack against the Mob of warriors attempting to defeat him. He decides to capitalize on his speed in order to take down as many opponents as possible and elects to take three different attack actions. The combination of his Strength Attribute and Martials Arts skill gives him a dice pool of eight. He subtracts two dice for the two additional actions which gives him a total of six dice to roll. Vuvuz rolls a 2, 5, 9, 1, 6, and 8. That is three successes and one failure, which gives him a total of two successful hits. Vuvuz lashes out with a series of rapid punches and kicks, sending several of his opponents to the ground, and lowering the Mob's total Determination by two.

DUELING

Few things are more breathless than a steely eyed stare down between two titanic powers waiting to clash. Add in a few stray shunts of lightning, a little dramatic wind to set the mood, ten tons of levitating earth, and an awesome score by Bruce Falconer, and you've got some of the most memorable moments that defined your childhood. So, you are probably wondering just how this kind of epic prelude to a world shaking clash plays out in game, right? It's pretty simple, actually, so, let's break it down bit-by-bit.

There are three major parts to a classic DBZ duel and the whole thing takes place over three rounds, but don't worry, no one ever interrupts this kind of thing. All stages happen on the initiative of the highest participant and each stage counts as both participants' action for that turn.

THE STAREDOWN

This is the opening gambit to a Duel. The Stare Down makes up the entire first turn of the duel. To enter the Stare Down phase, a player must designate an enemy within visual range and then spend a single Fate Point in order to begin the Duel. However, the target may spend a fate point to avoid the duel. During the Stare Down, both Warriors quietly assess one another, searching for any and all strengths to defend against or weaknesses to exploit, while hiding those same things from their opponent.

To resolve, both participants roll an opposed Perception Test. The winner gains information about their opponent based on the difference in the number of successes rolled. In other words, the number of successes over those rolled by their opponent up to a difference of five. They may learn the following information:

SUCCESES	EFFECT
1	The opponent's highest attribute.
2	The opponent's highest skill.
3	One Z Soul possessed by the opponent.
4	The opponent's remaining health.
5	The opponent's remaining Willpower.

PREPARATION

During the Preparation phase, both participants must spend Willpower in order to generate a dice pool. For every Willpower a participant spends, they gain a single die to roll. Once both participants are done assembling a dice pool, they roll an opposed check, with the winner rolling the most successes. If both participants roll the same number of successes, even if that number is zero, then they perform a simultaneous Cross-Counter.

STRIKE

This is the third and final turn of the Duel, and it's where everything comes to task. The winner of the Preparation phase strikes home a powerful blow that the loser is powerless to defend against. The attacker rolls a single standard melee attack using Strength + Martial Arts. The strike automatically hits and the defender may neither block, dodge or parry to avoid damage. In addition, the attack ignores any armor the defender may be wearing, however, they will still soak an amount of damage equal to their Toughness. Damage is otherwise inflicted normally.

If the Preparation phase resulted in a tie, then both participants strike simultaneously, resulting in a staggering Cross-Counter. In this case, both participants make a single standard attack melee attack. The strike follows the same rules as above. It hits automatically and neither may defend against it. In addition, it ignores any armor that either participant may be wearing, though, they will still soak an amount of damage equal to their Toughness. Damage is otherwise inflicted normally.

INTERRUPTED

If, for any reason, the Duel cannot be completed normally, than both participants return to normal combat action.

BEAM STRUGGLES

A beam struggle is a situation that ensues when two beam or ball type ki attacks collide. These conflicts can be Earth-shattering, leaving nothing but smoldering ruin in the wake of the victor.

INITIATING A BEAM STRUGGLE

In order to start a beam struggle each participant may either agree to hold their attacks and release them simultaneously or if one prepares a Ki attack with the intent on releasing it when their opponent releases theirs. When the attacks are released, the process begins.



OBSERVATION

While preparing their attacks, fighters carefully analyze their forms and the natures of their ki in order to find exploitable weaknesses, much like in the stare-down phase of a duel. At this point, participants make an opposed Ki Sense test. The winner gains information about their opponent based on the difference in the number of successes rolled to a maximum of five successes.

SUCCESSES	EFFECT
1	The opponent's Ki + Ki Blast value.
2	The magnitude of the opponent's attack.
3	The size of the opponent's attack.
4	The opponent's remaining Ki Pool.
5	The opponent's remaining Willpower.

CHARGING

After each player finishes observing their opponent, they must spend their remaining Ki to build up a pool of dice. For every 5 Ki that a participant uses they gain an additional die. If the magnitude of one participant's attack exceeds that of the other, add one die to the pool per degree that it is larger. If the size of one attack exceeds the size of the other, add two dice per degree that it is larger.

Once each participant finishes building their pool, they make a single opposed check to launch their attacks. In the event that one participant has more successes than the other, they are on the defending end of the struggle. If one participant has double or more the successes of the other, then their opponent is instantly overtaken and receives the full damage of both attacks. If the participants have an equal number of successes, then they are at a stalemate.

COLLISION

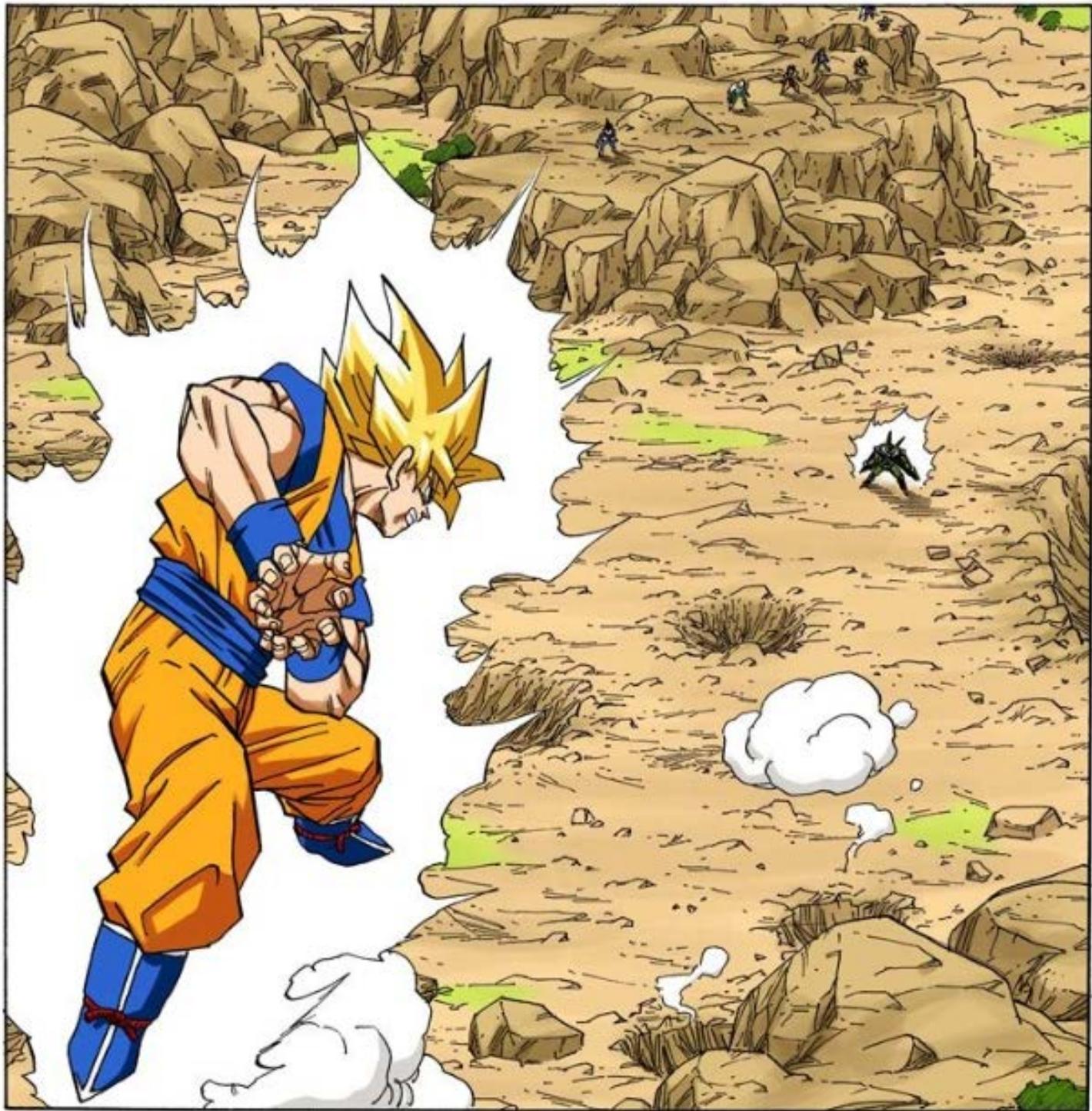
In the event that one of the participants does not have at least double the successes of the other, this phase is entered. Each participant must build up a new dice pool using their remaining Willpower. They then make another opposed check. If the defender's net successes don't meet or exceed the amount by which they were exceeded in the initial attack, they are overtaken and take full damage from their opponent's attack and half damage from their own. If they are able to match it, they receive damage from their opponent's attack, but not their own. If they are unable to do either, then they take full damage from both attacks.

If the defender is able to double the successes of their opponent or double the degrees by which they failed in the initial test, the "bracket is reset" so to speak. Each player receiving their Will Points back and their full Ki Pool. They then make a final test with a large pool. For every 2 Ki, they receive a die. For every degree larger their magnitude is, they receive a die. For every degree larger their size is, they receive two dice. On top of that, for every Will Point they spend they get an additional die.

After this test, the losing participant receives the full damage of both attacks.

CHAPTER 5

**BEYOND THE LIMIT!! AN ATTACK TO
SURPASS ALL!**



KI

According to Akira Toriyama, Ki is made of three components: Genki ("Energy"), Yuki ("Courage"), and Shōki ("Mind"). These aspects come together to form a sort of latent energy or fighting power, that has come to be known as Ki (in the anime), Chi (in the Viz translation of the manga) and Energy (in the Funimation Dub).

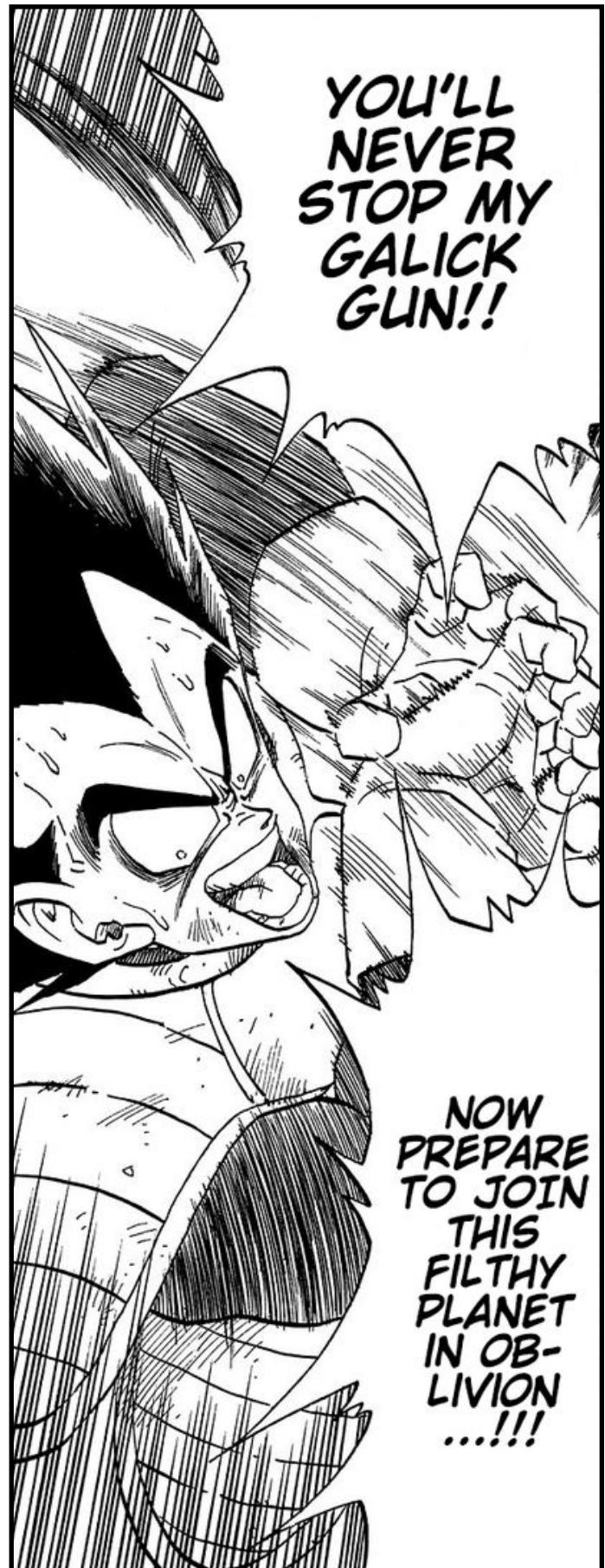
It's a force of tangible energy inside of every being that the most skilled of fighters are able to draw out through intense training. This energy can then be controlled to form new attacks, power up normal attacks or to increase one's own latent abilities.

BEHIND THE SCENES

I hope you're ready to math out of control.

This part of the game is really the only part that gets really numbers intensive. It's entirely possible to make new Ki techniques off the top of your head and to perfectly execute them, but for the sake of ease we've placed an area on the character sheet to track your character's signature moves, that way you can immediately reference how much ki they use and what properties they have.

That way you can have the Kamehameha on there and still occasionally fire like, I dunno, a fireball or something on a whim.



KI ATTACKS

There are an almost limitless number of attacks that a character could make and then use in the DragonBall universe. They run the gamut from laser beams to shockwaves to fire blasts to barriers and on and on.

MAKING A TECHNIQUE

Making a Ki attack is a rather simple process that involves the player picking out a foundation and then adding modifiers to it that manipulate how the attack functions. It's like going to an ice-cream parlor. You'll see what I mean in a second.

STEP ONE: FOUNDATION

The first step to creating an attack is to decide on what basic form of attack it's going to be. Running with the ice cream parlor metaphor, this is picking the flavor of ice cream where the rest of the steps are picking out toppings. There are four core types of Ki attacks: Ball, Blast, Beam and Strike.

Ball attacks are attacks that take the form of a small orb. They may be dodged, blocked or parried. **Blast** attacks take the form of a surge of explosive energy. They can be dodged or blocked, but not parried. **Beam** attacks take the form of a concentrated beam of energy. They may be dodged, blocked or parried but uses **Magnitudes** instead of **Burst Value**. **Strike** attacks take the form of ki-infused melee attacks. They are treated as standard melee attacks that are rolled using Strength + Martial Arts to hit and Successes + 2*Strength for damage, but can be given Ki Attack Modifiers and Properties.

STEP TWO: MODIFIERS

The next step involves choosing modifiers that directly effect the quality of the attack. This includes **Ki Usage**, **Damage Amplification**, the length of time it takes to **Charge** the attack and the **Burst Value** of the attack.

STEP THREE: PROPERTIES

The third step in the process of making an attack is to choose properties that change the fundamental behavior of the attack. These are things like **Homing**, **Piercing**, **Stunning**, and the like. Each one makes the attack act completely separately from the others.

STEP FOUR: CALCULATION

The final step to creating an attack is figuring out how much experience it costs to create. Each attack type, modifier and property has a specific value that informs how much more or less an attack costs with those properties and modifiers. Examples will follow, of course.



KI ATTACK TYPE

ATTACK TYPE	COST	DESCRIPTION
BALL	x1	Consists of a single ki orb. They are able to be dodged, blocked or parried.
BEAM	x1.5	A wave of ki that is fired as a consistant beam of energy. It can be dodged, blocked or parried. These attacks use the Magnitude modifier rather than Burst Value.
BLAST	x1.5	A surge of raw ki that explodes forth from the user. Due to the nature of the attack it cannot be parried, but can be blocked or dodged.
STRIKE	x1	The user channels ki in to their limb for the purpose of a melee attack using Strength + Martial Arts instead of Ki + Ki Blast or Ki + Ki Control.

KI ATTACK MODIFIERS

*These descriptions are abbreviated. Full descriptions may be found after these tables.

DAMAGE AMPLIFICATION	DESCRIPTION										
Modifies how much additional damage the ki attack inflicts.											
DAMAGE	0	1	2	3	4	5	6	7	8	9	10
COST	1	2	4	6	8	10	12	14	16	18	20

KI USE	DESCRIPTION									
Modifies how much Ki from the Ki Pool the attack uses.										
KI USED	1	2	3	4	5	6	7	8	9	10
COST	x4	x3.5	x3	x2.5	x2	x1.5	x1	x0.75	x0.5	x0.25

BURST VALUE	DESCRIPTION				
Modifies the number of attacks made in a single action.					
BURST VALUE	1	2	3	4	5
COST	x1	x1.5	x2	x2.5	x3

CHARGE	DESCRIPTION				
Modifies how long an attack may be charged for.					
CHARGE	1	2	3	4	5
COST	x1	x4	x6	x8	x10

MINIMUM TENSION	DESCRIPTION				
	The minimum amount of Tension necessary to use an attack.				
TENSION	0	5	10	15	20
COST	x2	x1	x0.5	x0.35	x0.2
PIERCING	DESCRIPTION				
	Modifies how much armor the attack negates.				
PIERCING	0	1	2	3	4
COST	x1	x2	x4	x6	x8

DAMAGE AMPLIFICATION

Amplifying the damage of a Ki attack further increases the amount of damage it does in addition to the standard **Successes to Attack + Ki Attribute**.

KI USE

This determines how much Ki from your Ki Pool your attack uses. If you do not have enough Ki in your Ki Pool to meet the necessary amount, you may not use the attack. Naturally, the less ki the attack uses the more expensive it is.

BURST VALUE

This determines how many times any single target may be damaged by this attack. For each success the attacker gets to attack over the successes the defender gets to defend then this attack does additional damage. An attack may only do damage a number of times equal to its burst value. Narratively speaking, if a player attempts to dodge or parry an attack with a high burst value, each success they get parries or dodges an individual attack in the burst.

CHARGE

This property determines how many full rounds of combat may be taken in order to increase the damage of this attack. An attack that is charged may be fired at any time and may be held for as long as the player would like, but the effect of charging the attack will only last as long as

the charge value indicates (ie: an attack with 3 charge held for 5 turns will still only have the effects of having charged it for 3 turns). When a player charges an attack they multiply the damage that the attack does by the number of turns that attack has been charged for. An attack that charges for 2 turns does double damage, an attack charged for 5 turns does 5x damage.

MINIMUM TENSION

This determines what the tension rating of the combat at hand must be in order to use the technique.

PIERCING

This determines how much armor the attack being used negates. For every additional level in piercing, an attack negates one more armor or toughness for the purpose of calculating damage.

KI ATTACK PROPERTIES

AREA OF EFFECT	COST
	x
DESCRIPTION	
An attack with this property is able to strike multiple users within a certain radius. It may only be used with Blast type attacks.	
Radius	Cost
5 Meters	x1.25
25 Meters	x2
50 Meters	x3
100 Meters	x5

ARMOR BREAKER	COST
	x20
DESCRIPTION	
An attack with this property is able to completely pierce armor. For the purpose of calculating damage, this attack ignores Toughness and physical armor.	

BARRIER	COST
	x1.5
DESCRIPTION	
An attack with this property must be of at least standard size and does not inflict damage. On a successful Ki+Ki Control Test, it soaks an amount of damage from Ki Attacks equal to the amount of successes made to create it. Any Damage Amplification applied to an attack with this property is added to the number of successes for the purpose of calculating the strength of the barrier.	
Using Area of Effect with this property extends its effects to everyone within its radius. This effect lasts for a number of turns equal to its achieved Burst Value.	
For every other quality an attack possesses that does not cause damage, increase the cost of this quality by 1.0.	

BLINDING	COST
	x3
DESCRIPTION	
<p>An attack with this quality does not inflict damage. The target must make a DN4 perception test. If they succeed, they may spend a single reaction to block their eyes. If they fail, they take a number of temporary fatigue equal to half of the damage amplification of the attack for 1d2 rounds. Blinding may not reduce a target's dice pool below one and they may otherwise act normally during this time. A blinded opponent cannot suffer the effects of a second blinding attack and the effects of blinding do not stack. After 1d2 rounds have past, the target recovers from the temporary fatigue loss.</p> <p>For every other quality an attack possesses that does not cause damage, increase the cost of this quality by 1.0.</p>	

BURNING	COST
	x1.25
DESCRIPTION	
<p>An attack with this property causes the target to combust on a successful hit. In addition to normal damage, the target continues to take an extra point of damage for a number of rounds equal to amount of net successes generated by the attack. This damage ignores toughness and armor. The target must make a DN2 Intelligence test in order to remain calm and act normally, otherwise they panic for one round, unable to perform any action. The target may spend a single movement action in order to douse the flames and end the effect.</p> <p>The flames, if not put out, last for a number of turns equal to the size of the attack (Small = 1, Standard = 2, ect).</p>	

CONTROLLED EFFECT	COST
	x1.5
DESCRIPTION	
<p>An attack with this property allows the attacker to be completely selective in who it affects. The attacker may choose to attack specific targets and omit others.</p>	

DONATION	COST
	x1
DESCRIPTION	
<p>An attack with this property doesn't do damage, but instead transfers Ki to the target. On a successful Ki + Ki Control test, the user may transfer an amount of Ki equal to the number of successes achieved during the test.</p> <p>Ki donated to a character may exceed the Ki Pool limit.</p>	

ELECTRICAL	COST
x1.25	
DESCRIPTION	
An attack with this property electrocutes a target, racking their body with pain and making it difficult to act. The attack causes damage as a standard Ki Attack. In addition, the target must make pass a Toughness test with a DN equal to the attacker's Ki Attribute or suffer temporary paralysis. This means that the target will be unable to act on their next turn at which point they will automatically recover. Willpower can be spent to negate the paralysis effects of any attack with the Electrical effect.	

EXPLOSIVE	COST
x	
DESCRIPTION	
An attack with this property is able detonates on contact with the target. When calculating damage, this attack may get bonus dice earlier than standard attacks.	
Bonus	Cost
Standard -1	x2.5
Standard -2	x5
Standard -4	x7.5

FREEZING	COST
x1.5	
DESCRIPTION	
An attack with this property begins freezing the target when successfully hit. The attack inflicts damage as a normal Ki Attack. A character being attacked by a freezing attack must make a toughness check with a DN equal to the attacker's Ki attribute. If this test fails, the defender gains 1 Fatigue for a number of turns equal to the amount by which they failed to meet the DN, unless they can warm themselves. Warmth as part of the environment is ultimately defined by the GM, however, the use of (or strike by) any attack with the Burning quality will warm the user (or target). In addition, should the target spend a full round charging Ki, the residual heat created by the excess energy will also end the effect. In addition, if the target generates more failures than successes, then they are frozen for a number of turns equal to their net failures and may not act. The target may spend Willpower to act normally.	

HANDS FREE	COST
	x3
DESCRIPTION	
An attack with this property can be used without making a physical effort to do so - no channeling the ki through the hands or making a cute fighting pose. It leaves your hands free to make standard melee attacks, grapple, prepare actions, evade and parry. Standard charging rules still apply.	

HEALING	COST
	x2
DESCRIPTION	
An attack with this property does no damage. Instead, on a successful Ki + Healing test, the amount of damage that would be inflicted is healed. If this attack has a charge up time, instead of charging this attack heals the amount gradually over a number of turns equal to the charge time. (IE: If a character would heal 9 HP over the course of 3 turns, they would heal 3 HP per turn). When calculating HP healed over time, round up.	

QUICKSHOT	COST
	x
DESCRIPTION	
An attack with this property is performed incredibly quickly. For each level taken in Quickshot the attacker temporarily moves up in the turn order by that number of characters for the purpose of making this attack.	
Level	Cost
1	x2
2	x3
3	x5
4	x8
5	x10

HOMING	COST
	x2
DESCRIPTION	
An attack with this property has limited tracking ability. If this attack misses, the attacker has the option to reroll their attack with a number of penalty dice equal to half the number of failures and non-successes they had last attack, to a minimum of 1.	

REMOTE CONTROLLED	COST
	x3
DESCRIPTION	
An attack with this property is actively controlled by the user. If this attack misses, the attacker has the option to reroll their attack. If the defender attempts to dodge the attack the attacker may make a Search test and have the defender oppose that test rather than the initial attack test.	

SUICIDAL	COST
X	
DESCRIPTION	
<p>An attack with this property attacks at the cost of inflicting heavy damage on the body of the user. For each level of Suicidal on an attack, the attacker gains a level of fatigue and takes x3 the level of Suicidal in damage ignoring toughness.</p>	
Level	Cost
1	x0.8
2	x0.7
3	x0.6
4	x0.5
5	x0.25

SHOCKWAVE	COST
X	x0.5
DESCRIPTION	
<p>An attack with the quality does not inflict damage. The attacker makes a standard Ki Blast roll. The target must then make an opposed acrobatics roll. If the target fails to generate more net successes than the attacker, then they are affected by the attack. In that case, the target may only make a standard action or movement action on their next turn, not both. Should they generate more net successes than the attacker, they may act normally. For every other quality an attack possesses that does not cause damage, increase the cost of this quality by 1.0.</p> <p>(For example, for an attack that possesses both Shockwave and Blinding. The cost of Shockwave would be (x1.5) rather than (x0.5) and the cost of Blinding would become (x4) rather than (x3), meaning total, the two would cost a combined (x6) on a single attack.)</p>	

BEHIND THE SCENES

I'm sure you guys understand by now, but this stuff is all extremely early and hasn't undergone much playtesting. In a game where it can cost hundreds of points to make a decent starting character, being able to make an attack that does Standard Damage + 10 that completely ignores armor and toughness that can be fired instantly and costs less than 50 EXP is probably bad - and you're probably right. It is bad. But a great deal of this has yet to be playtested.

These are preliminary numbers that we're rushing out there just to see if the system itself is mechanically sound. Once we're sure that the system is both viable and enjoyable we will continue to flesh it out and balance it.

Please, if you have suggestions for how to better the system feel free to post it to the devblog!

CALCULATING COST

Actually calculating the cost of an attack is rather easy, assuming that you have a calculator handy. It's just a bit of multiplication with decimals!

First, you have to look at the type of attack you have. We'll say for this example that you're making a **Beam** attack. That puts you at a beginning modifier of **x1.5**

$$1.5 * (n)$$

Okay, next you have to look at the modifiers you placed on the attack. The most important modifier for how this math is going to work out is **Damage Amplification**, as that provides us with the number by which everything else is going to be multiplied. Let's go with **Damage Amplification 2**, which has a cost of **4 EXP**.

$$1.5 * (4)$$

Nice. Now we need to add the remaining modifiers. For **Ki use**, we'll say that it uses **5 Ki** from the **Ki Pool (Cost is x2)**. It's a beam type attack, so we ignore **Burst Value**. We'll say that we **Charge** it for **3 turns (Cost is x6)**. We'll settle for **0 Piercing (Cost is x1)**

The equation for that cost comes out to this:

$$1.5 * (4*2*6*1) = 72$$

That's pretty solid, all things considered. This is before using any properties to further customize the move.

USING KI ATTACKS

Using a Ki Attack or Technique is done much in the same way that making physical attacks are. Ki Attacks are Standard Actions to be performed during a player's turn using one of two tests:

(Ki + Ki Blast)

For offensive actions, such as firing a ki blast.

(Ki + Ki Control)

For non-offensive actions, such as creating a barrier.

Calculations for damage are carried out in an identical fashion to physical attacks. Use **(Successes to Attack + Ki + Amplified Damage)**. Ki blasts, by type, can similarly be dodged, blocked and parried using the same checks as physical attacks.

THE KI POOL AND YOU

So then, now that you've done all of this math, it's important to figure out how that math figures in to the other math - namely the turn-to-turn math.

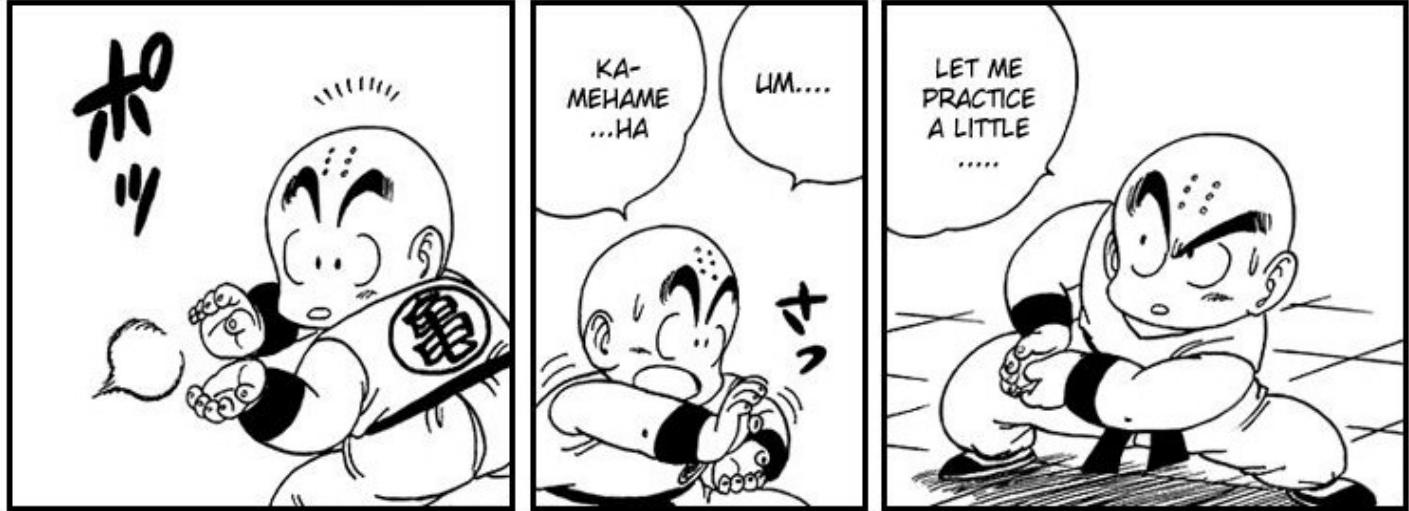
The Ki Pool, as has already been described, is the total amount of Ki that a character can draw from. A character's Ki Pool can be calculated thusly:

$$2x (Ki + Ki Blast + Ki Control + Sense Ki)$$

In standard play, a character has a resting Ki Pool of about half of their total Ki. When the situation is tense, that increases to full.

The **Power Up** rating of a character is identical to their Ki attribute. A character's Ki Pool increases by the value of their Power Up rating at the top of every round of combat, ensuring that they always have some ki to use. A character's total ki cannot surpass their Ki Pool's maximum.

This is all incredibly important in Ki based combat, as you have to carefully manage your ki pool.



PRE-MADE KI ATTACKS

For those who need a bit more reference for how their character's attacks would function, here's a tiny shop of pre-made ki attacks for you to look at, in the same format that they're laid out on the character sheet. Each also has a small narrative explanation where necessary.

NAME	BAKUHATSUHA	KI USE	7
TYPE	BLAST	PIERCING	0
DAMAGE AMPLIFICATION	2	BURST VALUE	1
CHARGE	0	PROPERTIES	AREA OF EFFECT (100M)
EXP SPENT	113	CONTROLLED EFFECT, EXPLOSIVE (-1)	
MIN. TENSION	10		

DESCRIPTION

This attack, used by Nappa and others, is primarily used to destroy large areas with a huge explosion. It covers a 25 meter radius and selectively hits targets. The Controlled Effect, in this case, is meant to replicate the effect of the attack coming from the ground rather than the hand of the user, though the hand motion is still necessary.

NAME	BARRIER	KI USE	5
TYPE	BLAST	PIERCING	0
DAMAGE AMPLIFICATION	0	BURST VALUE	1
CHARGE	0	PROPERTIES	AREA OF EFFECT (5M)
EXP SPENT	17	BARRIER, CONTROLLED EFFECT	
MIN. TENSION	5		

NAME	BIG BANG ATTACK	KI USE	7
TYPE	BALL	PIERCING	0
DAMAGE AMPLIFICATION	5	BURST VALUE	1
CHARGE	2	PROPERTIES	EXPLOSIVE (-2)
EXP SPENT	200		
MIN. TENSION	10		
NAME	BLASTER SHELL	KI USE	7
TYPE	BALL	PIERCING	0
DAMAGE AMPLIFICATION	5	BURST VALUE	1
CHARGE	1	PROPERTIES	EXPLOSIVE (-1)
EXP SPENT	50		
MIN. TENSION	10		
NAME	DEATH BEAM	KI USE	5
TYPE	BEAM	PIERCING	3
DAMAGE AMPLIFICATION	7	BURST VALUE	0
CHARGE	0	PROPERTIES	
EXP SPENT	126		
MIN. TENSION	15		
NAME	DESTRUCTO DISK/KIENZAN	KI USE	10
TYPE	BALL	PIERCING	0
DAMAGE AMPLIFICATION	5	BURST VALUE	0
CHARGE	2	PROPERTIES	ARMOR BREAKER,
EXP SPENT	200	HOMING	
MIN. TENSION	15		

NAME	ENERGY-DAN	KI USE	1
TYPE	BALL	PIERCING	O
DAMAGE AMPLIFICATION	O	BURST VALUE	5
CHARGE	O	PROPERTIES	
EXP SPENT	15		
MIN. TENSION	O		

DESCRIPTION

The Energy-Dan is a generic catch-all technique for those barrages of energy balls that you see the cast use from time to time. It uses virtually no ki and has no huge benefits other than its Burst Value. Luckily, due to the lack of ki used there's no huge risk in using it.

NAME	FINAL FLASH	KI USE	10
TYPE	BEAM	PIERCING	O
DAMAGE AMPLIFICATION	10	BURST VALUE	O
CHARGE	5	PROPERTIES	
EXP SPENT	150		
MIN. TENSION	10		

NAME	GALICK GUN	KI USE	7
TYPE	BEAM	PIERCING	O
DAMAGE AMPLIFICATION	2	BURST VALUE	O
CHARGE	4	PROPERTIES	
EXP SPENT	96		
MIN. TENSION	5		

NAME	KAMEHAMEHA	KI USE	7
TYPE	BEAM	PIERCING	O
DAMAGE AMPLIFICATION	2	BURST VALUE	O
CHARGE	3	PROPERTIES	
EXP SPENT	72		
MIN. TENSION	5		

NAME	SOLAR FLARE	KI USE	7
TYPE	BLAST	PIERCING	O
DAMAGE AMPLIFICATION	5	BURST VALUE	O
CHARGE	1	PROPERTIES	BLINDING
EXP SPENT	72		
MIN. TENSION	5		

NAME	SPIRIT BOMB	KI USE	10
TYPE	BALL	PIERCING	O
DAMAGE AMPLIFICATION	10	BURST VALUE	O
CHARGE	5	PROPERTIES	ARMOR BREAKER,
EXP SPENT	1875	EXPLOSIVE (-4)	
MIN. TENSION	20		

BEHIND THE SCENES

Removing Armor Breaker from the Spirit Bomb drops the price to 94 EXP!

MORE COMING
SOON!

HAPPY BIRTHDAY, DRAGON BALL!

ON THIS DAY IN 1986, THE FIRST EPISODE OF DRAGON BALL AIRED ON FUJI TV! THIRTY YEARS LATER, THE FRANCHISE HAS CONTINUED TO GAIN POPULARITY, CHANGE LIVES AND DEFINE CHILDHOODS. WE'RE HAPPY THAT WE COULD ENJOY THIS JOURNEY WITH YOU, AND HOPEFULLY WE'LL HAVE PLENTY OF DRAGON BALL TO ENJOY IN THE YEARS AHEAD!

THINGS TO DO:

- CREATE AN ITEMS/EQUIPMENT/VEHICLE CHAPTER
- IMPLEMENTATION OF THE VILLAIN CREATION SYSTEM
- A BUNCH OF PREMADES THAT RUN THE GAMUT.
- CONTINUE UPDATING AND EXPANDING THE CHARACTER SHEET

THANK YOU FOR BEING PATIENT WITH US AS WE WORKED ON A NEW RELEASE. I KNOW THIS ISN'T VERSION 0.6 LIKE EVERYONE WANTED, AND I KNOW SOME OF THE BALANCING TWEAKS SWING A LITTLE FAR ON THE PENDULUM, BUT PLEASE BE CONTINUE TO BE PATIENT WITH US AS WE CONTINUE DEVELOPING THE GAME INTO SOMETHING THAT IS BOTH FUN TO PLAY AND PROPERLY EMULATES THE FRANCHISE WE ALL LOVE SO MUCH. PLAYERS AND GMS, THANK YOU SO MUCH FOR PLAYING! FROM THE BOTTOM OF OUR HEARTS, WE SINCERELY THANK YOU!

AS ALWAYS, PLEASE CONTACT US ON FACEBOOK, TWITTER, TUMBLR OR EVEN GMAIL!

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CHANGE LOG



- STARTING EXP INCREASED TO 500
- STARTING HEALTH INCREASED TO 10 TIMES STRENGTH + TOUGHNESS
- SAIYAN BLOOD CLARIFIED
- TENSION SYSTEM IMPLEMENTED
- MINIMUM TENSION ADDED TO REQUIRED TRANSFORMATIONS
- GENERAL BALANCING TWEAKS SURROUNDING TRANSFORMATIONS
- SYSTEM FOR IMPROVING TRANSFORMATIONS USING EXP ADDED
- MELEE ATTACKS NOW USE THE FORMULA:
*(SUCCESSES TO ATTACK + STRENGTH*3)*
- COMBINED ATTACK MODIFIED TO ACTUALLY DO THINGS
- KI MOSTLY OVERHAULED AND GIVEN GENERAL BALANCING ADJUSTMENTS (WE'RE MOSTLY THROWING STUFF AT THE WALL TO SEE WHAT STICKS)
- MAGNITUDE AND SIZE REMOVED AS MODIFIERS, MINIMUM TENSION ADDED
- CHARGING AN ATTACK NOW GRANTS IT MAGNITUDE
- BARRIER SLIGHTLY BUFFED
- SMALL KI ATTACK LIBRARY ADDED

