

DRAGON BALL Z®

BOOK 2: THE FRIEZA SAGA



INTERGALACTIC SPACE PIRATES THREATEN THE DRAGON BALL Z® UNIVERSE!

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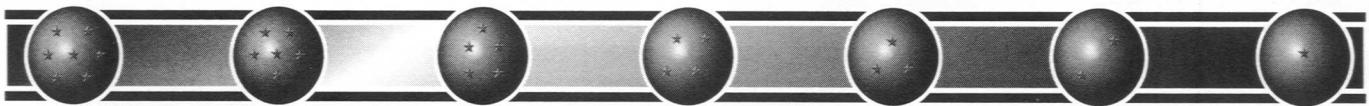
Love & Peace

DRAGON BALL Z

T H E F R I E Z A® S A G A



Space Pirates and Plunder: The Adventure Continues!



THE DRAGON BALL Z TEAM

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Funimation® Productions, Ltd.

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Lots of Advice: The entire
Curatiba Brazilian Mob
again, with Ray Greer,
Dave Ackerman, James
Teal and all those cards
and letters that kept pouring
in.

Dedicated to Cody.

You're my own personal
Gohan. Your hair even
stands straight up.

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When you see this box:

It means you're about to see some insider information about the Dragon Ball Z series' translation from Japanese to English. Sometimes, it'll clue you in on original character names or plot twists, hot tips, translation notes and other neat facts.



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Introduction

**Once again,
we return to
the dangerous,
humorous,
always
exciting
world of
Dragon Ball
Z®!**

With the advent of all new episodes of DBZ™ on Cartoon Network, the phenomenon that made spiky hair a worldwide trademark strikes out for new ground in the hearts and minds of animé fans everywhere.

This time, the stakes are bigger than ever. The evil Vegeta's been defeated and sent packing off to his homeworld to lick his wounds. But lurking in the shadows of deep space is his boss—the even more terrifying Frieza. And so the action moves into the final frontier, as Goku and his pals build (and blow up) spaceships, travel to those "strange new worlds" we keep hearing about, and meet interesting new people who keep trying to kill them.

As Dragon Ball Z Adventure Game players (or maybe just DBZ fans), you'll want to join them on these intergalactic travels; and so you shall, with these rules for ships, planets, aliens and the all important new powers and powerups.

Once again, it's up to you to conquer evil through the **Power of Dragon Ball Z**.

KAME-HAME-HA!!!





Sagas

The Dragon Ball Z stories are divided into several distinct chapters (the *Saiyan Attack*, the *Frieza Battle*, the *Androids*, the *Cell Game* and the *Battle against Majin Buu*). Many Dragon Ball Z fans call these chapters **Sagas**, because they have the heroic qualities of ancient myths and legends.

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Dragon Ball Z Story, Part Two:

The Frieza® Saga

The battle is over. Earth has been saved. And nearly everybody is toast.

Goku has defeated Vegeta--well, actually Krillin has defeated Vegeta with a handy assist from Goku--and the evil Saiyan Prince has fled in his battered pod to the depths of space. But the cost has been high indeed; Piccolo, Tien, Chiaotzu and Yamcha are in the Next World. Goku and Gohan are severely wounded; Krillin isn't much better.



To Namek--And Beyond!

It falls to the remaining Dragon Ball heroes (aka the *Z Team*) to hatch a plan to get their friends back. Luckily, they soon learn, thanks to Kami, that there are seven Dragon Balls on the distant planet of Namek. All they have to do is travel

the uncountable lightyears to this unknown world, gather the Balls together, and wish everyone back to this world. How tough could that be?

Tougher than it looks. The first step is to find a spaceship to get to Namek. It's about then that Bulma remembers that Vegeta only took one pod back into space--he left his henchman Nappa's behind. Tools in hand, the brilliant but headstrong Bulma tries to get the pod activated--and succeeds in triggering the self-destruct instead. Oops.

Another Spaceship

While her father, Dr. Brief, starts working to finish his



own spaceship, Bulma follows Mister Popo on a journey far into the wilderness, where she hopes to find the space pod Goku originally used to come to Earth as a child. She doesn't find it, but she *does* find an abandoned NAMEKKIAN spaceship abandoned millennia ago by Piccolo/Kami. A

short course in the Namekkian language later (the ship only works with verbal commands), Bulma, Krillin and a recently healed Gohan are headed into space to recover the Dragon Balls they need to bring their friends back at last.



Encounter In Deep Space

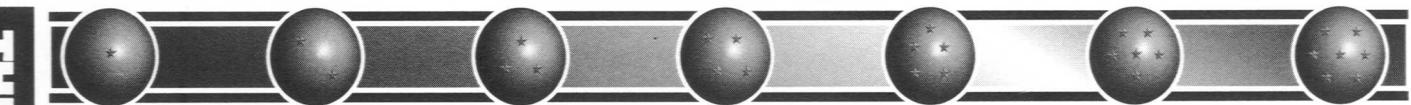
Far out in deep space, the intrepid trio encounters their first obstacle; a mysterious, super-reflective, "onion" ship transmitting a distress signal. But this turns out to be a trap, as a horde of heavily armed children kidnap Bulma and almost eliminate Krillin and Gohan too. As the battle rages, the ship enters a zone of deadly asteroids. Distracted while trying to save themselves, the warrior kids only narrowly escape destruction through Bulma's clever piloting.

The Coming of Frieza

It's at this point that the grateful space children explain what's going on—they are fleeing the destruction of their planet by a super powerful villain named **Frieza**. This baddy is the all powerful leader of a thoroughly despicable crew that destroys entire races and sells their planets to the highest bidder. It doesn't take long for our heroes to put two and two together and figure out that Vegeta must be connected with this spaceborne pirate, and while grateful for the shortcut to Namek their new friends show them, the trio is terrified to find that there's an even greater and more evil being than the Big V.

Namek Already? Begin the Dragon Ball Hunt!

On their way again, Gohan, Krillin and Bulma soon find themselves swept into the clutches of an intergalactic



whirlpool that hurls them, crashlanding, onto a fog shrouded planet. As they peer through the fog, they are astounded to find themselves greeted by two figures who look just like Piccolo and Kami. Could they be on Namek already? It looks like it, as the friendly aliens, Raiti and Zaacro, assure the astounded space travellers. In no time at all, the whole group is charging around the planet looking for Dragon Balls in the most unlikely places—the lair of a high speed monster that they must outrace, a vast ice cavern, a treacherous black swamp that consumes anything that enters it, a huge desert whirlwind that sweeps them up wholesale, and a bird so monstrously large that at first the party assumes its dense plumage is a forest! Through it all, Raiti and Zaacro guide and advise them as they gather the desperately needed magic spheres.

Raiti and Zacro show their true colors.

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Of course, the first clue should have been that they weren't named after slugs (see pg.50).



Foul Treachery Unmasked!

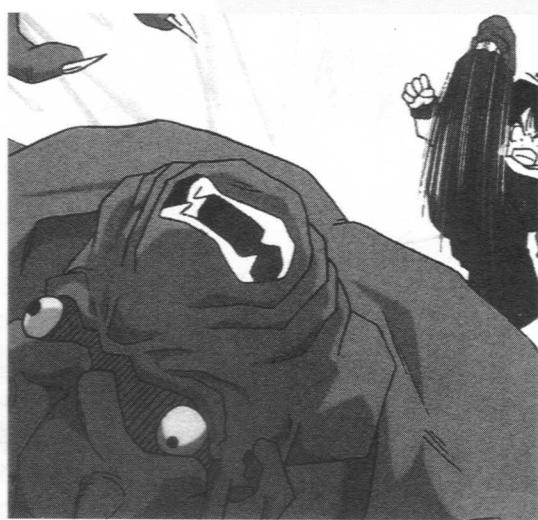
But having succeeded through so many dangers, little do they expect the treachery that reveals itself with the Namekkian's next words—“NOW!” Frozen in place, the trio are horrified as the kindly aliens transform into their true shapes; a pair of snaggle-toothed fiends. Namek also vanishes, as do the Dragon Balls. The entire charade has been an elaborate ruse put on by the treacherous telepaths until a convergence in the space time currents allows them to get their hands on Bulma, Krillin and Gohan's ship and make their escape. Luckily, neither of the pair knows how to use the ship's Namekkian-language activated controls, and a bit



of her own trickiness allows Bulma to regain the ship and leave Raiti and Zaacro stuck on their desolate mudball for good, trapped once again behind the cosmic rift.

Meanwhile... In another part of the Galaxy...

Battered and nearly dead from his encounter with Goku, the evil Vegeta is hurtling through the void to Frieza Planet Number 79. He hasn't given up on his single-minded desire to get the Dragon Balls, and after a brief sojourn in the healing tank, is ready to head back for a rematch. But his plans take a detour when a minion of Frieza tells him that the alien overlord has learned of another set of Dragon Balls on distant Namek and has taken his posse with him to round them up. Never one to settle for second best (and suspecting from some clues he's picked up while on Planet Number 79 that his old boss has already done him dirt by vaporizing Planet Vegeta), the Saiyan Prince grabs the nearest space pod and sets out towards Namek in hot pursuit.

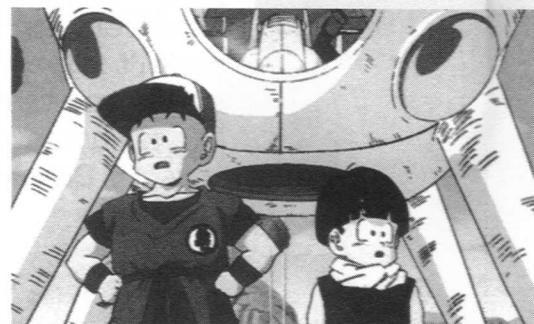


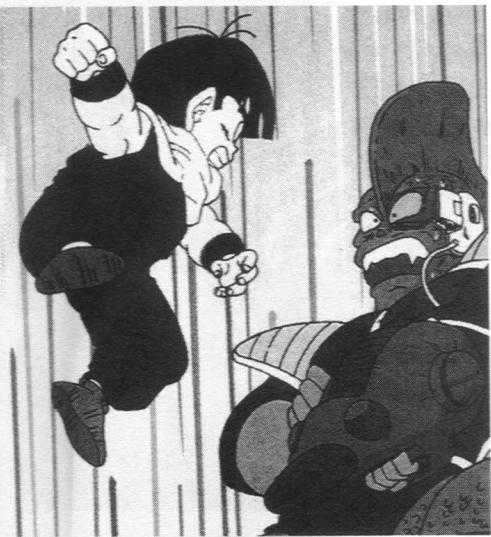
The Evil of Frieza

On the other side of the North Galaxy, Bulma,

Krillin and Gohan arrive on Namek, only to find that Vegeta is the least of their problems. The super powerful Frieza has already arrived before them, and in the process of sending his goons out to scour the planet, has located five of the seven Balls. He's also visited a reign of terror on the local Nameks, and on a short reconnaissance, Krillin and Gohan watch the diminutive tyrant and his gang threaten, bully and eventually eliminate several Namekkians while interrogating them for the location of the remaining orbs.

Eventually, Gohan can't control himself, and he and Krillin burst in to rescue Dende, a small Namekkian child being tormented by the Frieza gang. They rocket off at full bukku-jutsu with the villainous





Dodoria is in hot pursuit—only a blinding Solar Flash from a quick thinking Krillin saves them from being caught and killed outright. To keep Dodoria guessing, Krillin and Gohan decide to split up; Krillin will take Dende while Gohan heads back to the ship.

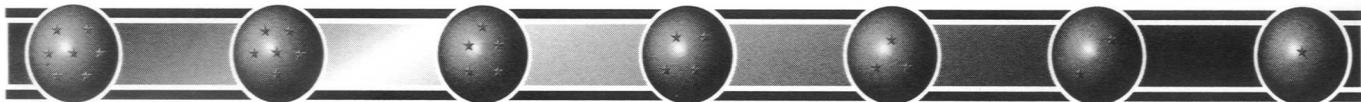
Meanwhile, Vegeta arrives on Namek, where he encounters an old “friend,” the alien henchman Cui, who is on his way back after having laid waste to Bulma’s spaceship (luckily she escapes). Old rivals, Cui and Vegeta used to be of equal power levels, but his near death experience at the hands of Goku has made the Saiyan Prince even more powerful than before. Vegeta swiftly dispatches Cui and starts nosing around, looking for the remaining two Dragon Balls.

He’s not all that surprised when the huge pink form of Dodoria hurtles over the hill, still looking for Krillin, Gohan and Dende. In the ensuing fight, Dodoria appears to fight Vegeta to a standstill; but then the Saiyan powers up and reveals that his power level is far greater than his opponent’s. In an effort to escape being toasted outright, Dodoria offers a deal—he’ll tell Vegeta what REALLY happened to Planet Vegeta if Vegeta will cut him some slack. However, learning that Frieza destroyed his home planet doesn’t improve the Prince’s mood at all (he’d suspected for some time that the story about a rogue asteroid hitting the Saiyan homeworld was a bit thin), and he perfunctorily dispatches Dodoria with a devastating energy blast.



On to Guru!

As Vegeta “negotiates” with Dodoria, Dende offers to lead his rescuers to the village of Guru, the Eldest Namekkian and leader of his people. Moving cautiously to avoid Vegeta (who is busy thugging on Dodoria in a spectacular way just over the horizon), Krillin and Dende (Gohan is now back



protecting Bulma) reach the village, where they encounter Nail, a fearless Namekian warrior and Guru's personal bodyguard. Nail is suspicious (it's his job to be suspicious), but since they're with Dende, agrees to let them meet Guru.

Guru is impressed by Krillin's bravery and his selflessness in saving Dende. He agrees to protect Dende and gives the One Star Dragon Ball into Krillin's care. Guru also works his powers upon Krillin, "releasing the inner power sleeping within him," and increasing the bald battler's power levels by a considerable amount. Krillin promptly takes off to join his friends, hoping that with one Dragon Ball under his belt, the rest will soon follow.



Flight with Zarbon!—The Monster Revealed!



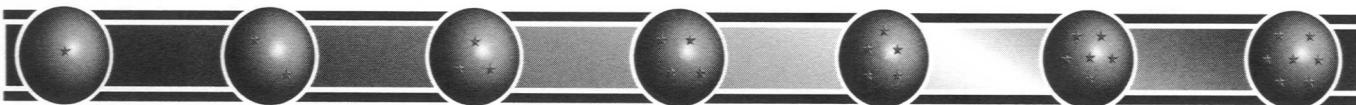
In a good mood (relatively) after wiping out Dodoria, Vegeta spends the next few minutes busily wiping out a Namekian village and taking their Four Star Dragon Ball for himself. He's just hidden it in the bottom of a lake when Zarbon shows up. The cocky Vegeta takes the "pretty boy" on, and finds that he's seriously outmatched—egged on

by the Prince, Zarbon drops his good looks for his powerful fighting form and proceeds to wipe up the floor with him. He then leaves Vegeta for dead, only to find, when he returns to base, that Frieza is furious with him for doing so. Ordered to recover Vegeta's body, Zarbon returns, picks up the nearly dead Saiyan, and unceremoniously dumps him in the healing tank back on Frieza's spaceship.

Who's got the Dragon Balls?

Our heroes haven't been asleep at the wheel during all this either. Spotting the Four Star Ball at the bottom of the lake where Vegeta left it (thanks to Bulma's Dragon

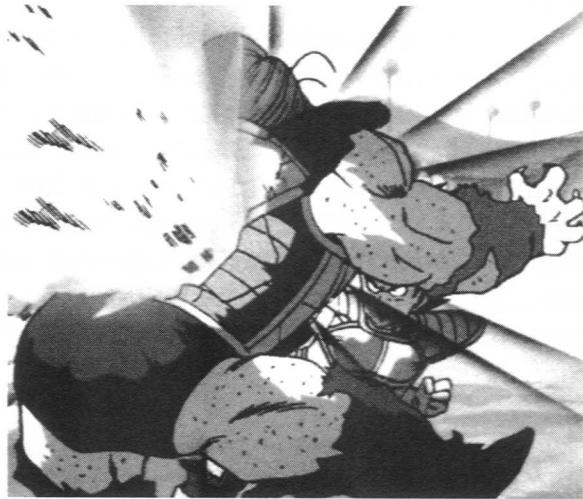




Radar device), Gohan goes off to nab it, leaving Bulma behind to meet Krillin and Dende.

But in the meantime, Vegeta, having healed far faster than expected, has busted out of the healing tank and absconded with *Frieza's* Dragon Balls! With Zarbon in hot pursuit, the wily Saiyan runs into Bulma and Krillin, who are guarding the One Star Ball while waiting for Gohan to return with the Four Star. While the two dive for cover, Zarbon catches up with Vegeta and a battle royal ensues, ending when Vegeta lays the final smackdown on the transformed Zarbon and takes him out for good. Free to deal with other matters, Vegeta promptly takes the One Star from Krillin (who is totally outmatched—we won't even count Bulma) and heads back to his lake hiding place with everything but the Four Star (which Gohan now has).

Finding his friends alive but Dragon Ball-less, Gohan leads the party to a new location, where they hide the Four Star Ball. In turn, Krillin decides to take Gohan to see Guru, hoping that the Eldest can increase his friend's power levels too. But along the way, Vegeta (who now can detect ki levels without a scouter, and who has been systematically destroying every scouter he encounters to "un-level" the playing field a bit), spots Krillin and Gohan and takes off to intercept.



Call For the Ginyu Force!

On the other side of the planet, Frieza, furious at having lost FIVE Dragon Balls to Vegeta, decides to call in the big guns—in this case, the Ginyu Force, a five-man fighting team with a legendary reputation. The Ginyu arrive shortly thereafter, do a few poses, and promise to recover Vegeta forthwith. (They also have scouters, which makes the job a no-brainer.)

They show up just as Vegeta, carrying all six Balls, catches up with Gohan and clocks him in the midsection to get his hands on the final Four Star Ball. This doesn't help him much—the Ginyus so far outmatch our friends that they just don't stand a chance.



Captain Ginyu takes all seven Balls from them and heads back to Frieza, while the remainder of his Force play off among themselves (using a rock, paper and scissors game) to see who gets to be first to waste their prisoners.

Forced to cooperate (or be destroyed), Krillin, Gohan and Vegeta team up to fight the winner of the contest, Guldo. Even with his time-stop abilities, he's no match for Vegeta, who is even more powerful after his near-death beating at the hands of Zarbon. But then Recoome steps up to the plate, and in no time at all, nearly kills Vegeta, Krillin and Gohan singlehandedly.

Goku to the Rescue!!!

Things are looking pretty fatal for our heroes (and anti-heroes, if you count Vegeta), when suddenly, out of the bright green sky, GOKU arrives. He's been travelling nonstop through deep space all this time, training constantly under the 50 gravity generator Dr. Briefs has installed in the Capsule Spaceship #1138—and boy, is he buff! Pausing only to give Krillin, Gohan and Vegeta each a healing senzu bean apiece— bringing them up to full power again, he then turns his attention on the waiting Recoome. One punch, and the huge red-haired giant is out of the fight. Not even breathing hard, Goku next takes on Burter and Jeice, handily outrunning the fastest fighter in the Galaxy (Burter) and dodging the famed Crusher Ball of his partner. Severely beaten, Jeice runs off to get help from Captain Ginyu, leaving Recoome and Burter lying there in crumpled heaps. Led by Goku, the Dragon Ball Z Team takes off in pursuit.

(Vegeta, being a practical bad guy at heart, immediately finishes off both Burter and Recoome. No sense in leaving any loose ends, he figures.)

Are You Sure You Put In The Batteries?

Back at his ship, Frieza has assembled all the Dragon



Balls and is ready to wish for immortality. But to his fury, they don't work—he needs the secret Namekkian words that will summon the Dragon. Frieza uses one of the borrowed scouter from Captain Ginyu to scan for signs of Namekkian power, and locates Guru and Nail. Sensing Frieza's approach, Guru sends Dende off to find Krillin to tell him the secret words that will activate the Dragon Balls. Meanwhile, Nail goes out to face the monstrous alien overlord alone.

Ginyu Is Goku, Goku Is Ginyu?

Back at the Dragon Balls, Ginyu receives the battered Jeice's report and decides to take on Goku himself. At first, it looks like it'll be a walk-over for the Saiyan, till Ginyu

pulls out his secret weapon; his Change Body Beam Attack. Shouting "Body Change", Ginyu swaps bodies with Goku and proceeds to use the Saiyan's power to beat himself (or rather Goku in himself) up. He then flees back to Frieza' ship where he is intercepted by Gohan and Krillin, who learn just in time from the pursuing Goku (now in Ginyu's old body), just what's happening. A

massively Freudian battle ensues, where Gohan ends up fighting his own father (or at least his body, that is).

But Ginyu doesn't have all of Goku's SKILLS, and it's a simple matter for Vegeta (who's been distracted by mopping up a little loose end called Jeice) to take Ginyu down in Goku's stolen body. No problem; battered as he is, Ginyu simply tries to swap with Vegeta. But Goku manages to intercept the beam and gets back into his own body. The now doubly battered Ginyu (remember, first Goku beat on him, then he beat on himself) tries once again to change with Vegeta, but Goku flips a nearby Namekkian frog into the beam and *poof*—Ginyu hops away from the battle in disgrace.

Facedown With Frieza

Back at Gurus, the evil Frieza is battling Nail. Although he's a powerful fighter, the bodyguard is no match for the





tyrant, and is soon defeated. But Nail gets the last laugh; he tells Frieza that the whole battle was just a delaying tactic until the one who knows the secret of the Dragon Balls could escape. Hurrying back to his ship, Frieza neglects to finish Nail off.

Summon the Dragon!

Meanwhile, back at the ship, Goku is back in his own body again, but pretty battered. In a rare moment of friendliness, Vegeta helps his enemy get to a nearby abandoned healing tank that will restore him to full power in 45 minutes. Meanwhile, Vegeta grabs a fast nap. While he's asleep, Dende meets up with Krillin and Gohan; together, they bring the Dragon Balls together and summon the Namekian Dragon, Porunga. Their first wish is to bring Piccolo (who is cooling his heels in the Other World) back to life; their second wish is to summon him from Earth to Namek instantly so he can help fight Frieza. Vegeta wakes up just as the third wish is about to be pronounced—he commands that they grant him immortality, but—drat the luck!—leagues away, the ancient Guru dies at that exact moment, rendering the Namekian Dragon Balls useless!

And then, Frieza shows up.

Battle Frieza For Your Life!

Vegeta and Frieza immediately go at it, and for a while look evenly matched until Frieza decides it's time to use his first transformation. Morphing into a huge, horned version of himself, he terrifies Vegeta into backing off, then gores and nearly kills the hapless Krillin. This leaves only Gohan to carry on the battle. Enraged at what he thinks is the death of his pal, the young half-Saiyan unleashes a flurry of attacks that actually harm Frieza, who promptly loses his temper and smacks Gohan down with his response. Luckily for everyone, Dende unleashes his own secret weapon—he can instantly heal others—and with a few well timed healings, restores Krillin to life and Gohan to full power. And the lopsided battle rages on.

Arise, Super Namek!

While all this transpires, Piccolo has been teleported to Namek, but not anywhere nearby. He is speeding towards the battle when he encounters the battered body of Nail. Nail offers to merge his power with Piccolo's to create a super combination warrior (Picconail?Nailio?) who will have a chance to defeat Frieza. Reluctantly, Piccolo agrees and the fusion creates an immensely powerful "super-Namekian" who arrives just in time to tackle Frieza and

seriously hurt him. Reeling in surprise, Frieza decides it's time to shift to his next form; a hammer-headed monster of staggering power. This third form is enough to lay Piccolo out like a cheap rug.

Vegeta's Plan

As Frieza and Piccolo battle, Vegeta hatches what he thinks is a surefire plan. Realizing that each near death experience only makes a Saiyan more powerful, he coerces Krillin into attacking him with a full power kamehameha blast. Then, Vegeta will have Dende heal him back up to full strength and he'll be tough enough to face Frieza in his new form. But the plan goes awry when Dende refuses to heal someone as patently evil as Vegeta. It takes a lot of convincing by Gohan and Krillin before the young Namekian agrees. (Dende's instincts are still pretty good though—as soon as Vegeta is healed, his first action is to bop Dende in the head for not healing him at once!)

Super-Piccolo defeated, Frieza decides he's had enough of playing around. He starts into his fourth and final transformation; a deceptively small and frail looking blue-white, tailed creature. The lengthy transformation over, he sizes things up and decides that Dende is the next order of business and promptly obliterates him with a single blast.

But the Best Laid Plans...



Looking at Frieza's final form, Vegeta becomes cocky again, and starts to attack anew. But he soon finds out that this form is horrendously powerful and pretty much capable of killing him without working up a sweat. Vegeta is on his last legs when Goku finally arrives, fully rejuvenated. In a last act of defiance, Vegeta mocks Frieza, who promptly blasts a huge hole through the Saiyan prince's chest in response. With his last words, Vegeta begs his old enemy Goku to finish Frieza off, for only a Saiyan can wipe out the murderer of their race. Burying Vegeta on the battlefield, Goku agrees to honor his foe's courage and turns to deal with Frieza at last.

On the Other Side of the Battlefield...

Captain Ginyu has convinced Bulma to rig up a way for his frog body to speak (Bulma's missed the part of the battle that got Ginyu changed into a frog). It's a big mistake on her part; Ginyu yells "Change!" and swaps bodies, leaving



Bulma in an amphibistic state. He takes off for the distant battle, hoping to intervene, but before he can swap to take over Piccolo's body, Bulma-the-Frog leaps in the way of the beam and swaps him back into frog form again.

As the battle rages, Frieza has managed to hit Goku with everything from a paralysis attack to some full-on energy blows. Battered, Goku powers up to a Level 20 Kaio Ken, but it's not enough. As Piccolo, Gohan and Krillin launch a desperate delaying strike at the tailed alien, Goku starts to gather the power for a Spirit Bomb. Frieza is, of course, mystified at his opponent standing there with his arms raised (maybe he's surrendering?)—he can't see the vast energy globe forming high in the stratosphere right over his position. Frieza launches a few attacks, but Goku keeps on forming the Spirit Bomb. As the alien loses his temper and prepares to obliterate Namek in a fit of pique, Goku drops his hands and lets the Bomb drop with them.

WHHHHHOMMMIMIMP!

As the dust settles, the survivors raggedly rejoice. Surely Frieza couldn't have survived THAT. But survive he has, and in the next few moments, the tailed terror spears Piccolo through the chest with a single bolt and blows Krillin into pieces.

SUPER SAIYAN AT LAST!

At the sight of his best friend being blown apart, Goku goes right over the edge. His hair shoots straight up, exploding into blond lightning; his eyes glow an unearthly green. As Frieza watches in shock, unspeakable power swirls around his opponent, who, in a cold voice, tells his remaining friends to escape to their ship—he will finish Frieza.

And finish him he does. As Frieza hurls his full attack power at him, Goku simply deflects it, beating the tyrant with his own unstoppable power. Finally Frieza creates his own planet-killing bomb, which cores right to the heart of Namek and ensures its destruction in the next five minutes.

But Goku has a plan: knowing that Piccolo's resurrection has also brought Kami back to life, he asks the Elder of Earth to summon Earth's Dragon Balls together and wish everyone Frieza has killed back to life. With this, Guru, the Eldest of the Nameks, is also restored and with him the Namekkian Dragon Balls. Guru orders Dende to use the



The Frieza Saga Episode Guide

Here are all the Frieza Saga episodes produced in the U.S. for Dragon Ball Z, as well as how they were combined out of the original Japanese (Japanese seasons run 36 episodes, U.S. only run 26).

Japan	U.S.	U.S. Episode Title
36-37	27	A new Goal—Namek
38-39	28	Journey to Namek
40-41	29	Friends or Foes?
42	30	Hunt for a Dragon Ball
43	31	Who's Who?
44	32	Touchdown on Namek
45	33	Face-off on Namek
46	34	The Ruthless Frieza
47	35	The Nameks vs Frieza
48	36	Escape From Dadoria
49	37	Secrets Revealed
50	38	A Collision Course
51-52	39	Stay Away From Frieza
53	40	Zarbon Transformed
54	41	The Eldest Namek
55	42	Get Vegeta!
56	43	Vegeta Revived
57	44	A Heavy Burden
58	45	Immortality Denied
59	46	Big Trouble for Bulma
60	47	Scramble For The Dragon Balls
61	48	Arrival of the Ginyu Force
62	49	Elite Fighters of the Universe...The Ginyu Force
63	50	Time Tricks and Body Binds
64	51	No Refuge From Recoome
65	52	Enter Goku
66	53	Goku...Super Saiyan?
67	54	Ginyu Assault
68-69	55	Incredible Force
70	56	Frieza Approaches
71	57	Goku is Ginyu and Ginyu is Goku
72	58	Calling the Eternal Dragon
73	59	Gohan—Defeat Your Dad!
74	60	Captain Ginyu...The Frog
75	61	Password is Porunga
76	62	Piccolo's Return
77	63	The Fusion
78	64	Fighting Power: One Million?
79	65	Piccolo the Super Namek
80	66	Deja Vu
81	67	Frieza's Second Transformation
82	68	Another Transformation?
83	69	Dende's Demise
84	70	The Renewed Goku
85	71	The End of Vegeta
86	72	The Ultimate Battle
87	73	Clash of the Super Powers
88	74	Frieza's Boast
89	75	Bold and Fearless
90	76	Embodiment of Fire
91	77	Trump Card
92	78	Keep the Chance Alive
93	79	Power of the Spirit
94	80	Transformed at Last
95	81	Explosion of Anger
96	82	Namek's Destruction
97	83	A Final Attack
98	84	Approaching Destruction
99	85	Gohan Returns
100	86	The Last Wish
101	87	Duel on a Vanishing Planet
102	88	Pathos of Frieza
103	89	Frieza Defeated!!
104	90	Mighty Blast of Rage
105	91	Namek's Explosion...Goku's End?
106	92	Goku's Alive!

last remaining wish to instantly transport everyone except himself and Frieza to Earth, then, as everyone vanishes, once again gives up the ghost.

Meanwhile, Goku is still in battle with Frieza, who even at his full power, cannot defeat him. The Saiyan decides further battle is pointless and decides to break off combat, telling Frieza he would have lost to Goku anyway. Enraged, Frieza launches first one, then two Destructo Disks after the departing Goku. Unwillingly resuming the fight, Goku tricks Frieza into flying into his own Disk, cutting himself in half.



Kind hearted soul that he is, Goku decides to give Frieza a bit of his own ki to help him survive Namek's destruction. But the evil tyrant simply uses the energy to attack once again. Exasperated, Goku vaporizes the rest of Frieza's body, then frantically rushes to escape in Frieza's abandoned ship. But before he can lift off, Namek explodes into a billion fragments...

With Dende now a Guardian, the Namekkian Dragon Balls can be summoned to Earth. Everyone who has died (including Tien, Chiaotzu and Yamcha) can be brought back from the Other World. Soon a new world is located for all the Nameks and everyone looks forwards to a happy ending...

But where is Goku? Although the Dragon Porunga assures the Z Team that he's still alive, months pass without a sign. And so the **Frieza Saga** ends on an ambiguous note; Earth's greatest hero is still missing in action, and soon, even greater powers will threaten the universe.

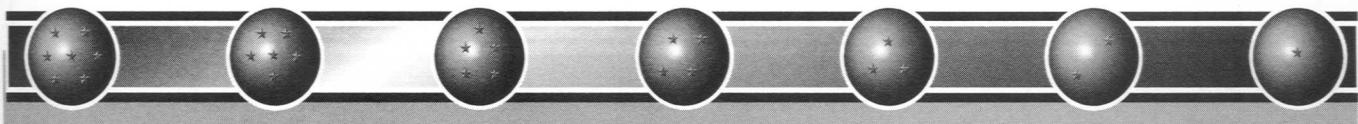
This time, the threat will not come from the stars, but from the very depths of Time itself. And without Goku, how can the Z Team hope to survive?

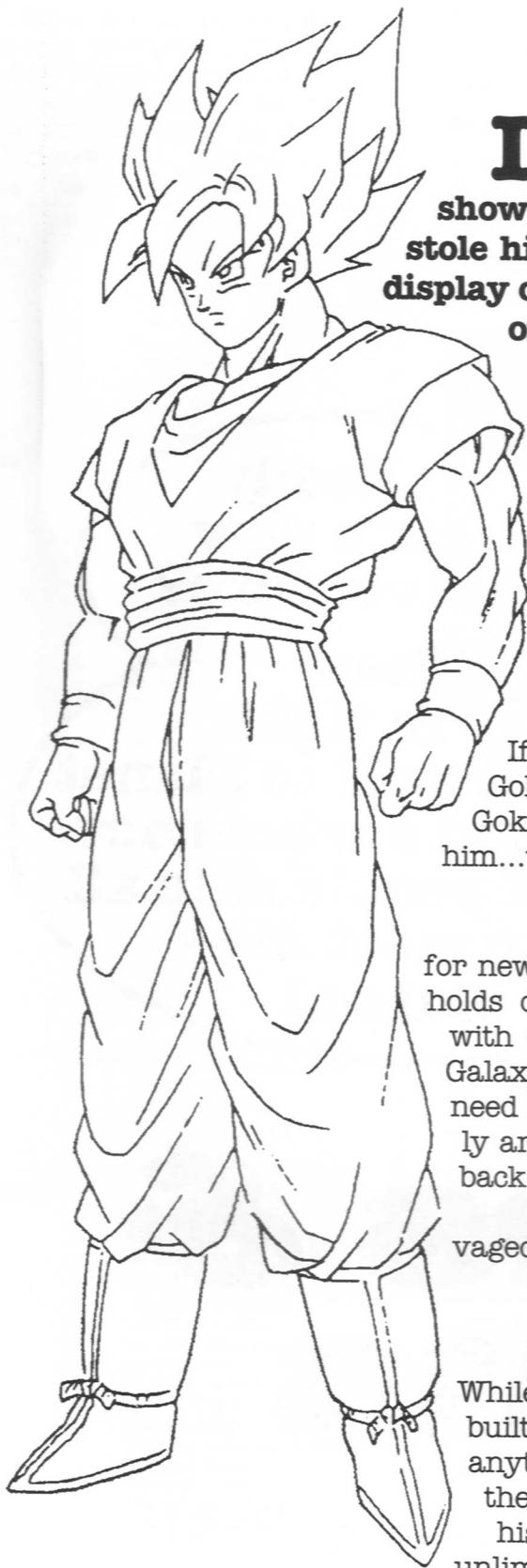


**Ready
for a new
Adventure?**

**Then
strap in tight,
because it's off to Planet
Namek and a whole new
bunch of people who all
get to meet me—
Bulma!**

Heroes & Villains





Goku®

It's been a long, strange trip for Goku. First, his long-lost, evil half-brother showed up and told him he was an alien. Then stole his kid, Gohan. Then, in another charming display of family values, big brother blew up most of a city and killed Goku.

Next came months of training in the Afterlife, while Goku's worst enemy raised Gohan to be a warrior with a regime that could only charitably be called brutal. After all this, he got to come back to Earth and headline a battle against TWO guys that made his big bad bro look like 'lil Bo Peep. And while he persevered through it all, the outcome still left most of his friends as "dead" as anyone can be in the Dragon Ball Z world and himself in intensive care.

If this was anyone but the eternally optimistic Goku, they'd be really bummed. But you know Goku. Whatever doesn't kill him, simply makes him...well, hungry, actually.

But It's Not Over...

for new challenges are coming to threaten all that Goku holds dear. While he recovers from his second brush with death, his son and best friends are loose in the Galaxy, seeking the Dragon Balls they desperately need to bring their lost friends back. It takes the timely arrival of Korin's magical senzu beans to put Goku back on his feet, and with the help of Dr. Briefs' new Capsule Spaceship, (powered by the engine salvaged from Nappa's ship) he's soon speeding on his way to Namek and the showdown with Frieza.

Mission of Gravity

While aboard Capsule Spaceship 1138, Goku uses its built-in gravity generator to push the gravity up past anything any Saiyan has ever withstood before, and then proceeds to train even harder. Combined with his new awareness of his heritage and almost unlimited gravity to train against, Goku begins to consciously push himself to the very edge of his capabilities,



In Translation



Not just another Booby trap

Did you know that in Japan, Goku's wife, Chi-Chi's, name translates as a rather—ahem—slangy term for female cleavage? And you thought she was such a stick in the mud!

unaware that he is on the borderline of achieving the power of a legendary Super Saiyan. It is the first step of a quest for fighting perfection that will take the mighty warrior through not only the first level of Super Saiyan, but on through still other levels in future battles. The battle for Namek will be the

defining change for the carefree Goku—facing enemies beyond imagining, he must dedicate himself to becoming the ultimate living weapon if all he cares about is to survive.

Final Faceoff, New Realizations

In the showdown on Namek, Goku's training pays off—he is able to dispatch enemies who, over a year ago, he would not have been able to even step into the ring against. And he learns once again that even your worst enemy can become your ally, as he and Vegeta are forced to work together to defeat Frieza. It is perhaps this turning point (and Vegeta's death as the Saiyan Prince fights Frieza to buy time for the rest of the group) that underscores to Goku for once and for all how much everyone is counting on him to save the day. But when it's finally down to Goku and Frieza, the Defender of Light finds he has what it takes to live up to his friends' hopes.

His potential has been realized at last—he now truly is a Super Saiyan!

SUPER SAIYAN GOKU (FRIEZA SAGA)

CHARACTERISTICS & POWER

P. LEVEL ...	15,000,000	PWR UP .	3,000,000
MENTAL	3	COMBAT . . .	40
PHYSICAL	24	MOVEMENT . .	25

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	175	+[Combat]	40	=215
Evasion	150	+[Combat]	40	=190
Weapon	38	+[Combat]	40	=78
Power	350	+[Combat]	40	=390
Body	250	+[Physical]	24	=274
Mind	25	+[Mental]	3	=28

DEFENSE. 500
Subtract from Damage first.

HITS	1000
Take Damage from here	

BACKGROUND

- SPECIES:** Saiyan.
- PERSONALITY:** Friendly and outgoing. Goku will do anything to help a friend. He's no genius though, and is sometimes a bit clueless; he's always hoping for the best in everyone. He also loves a good fight; as long as it's not picking on anyone.
- HISTORY:** Saved the Earth from the Saiyans, now saving Namek. The first Super Saiyan in millennia.
- SECRETICKS:** Kind of bashful, eats amazing amounts of food.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
SUPER SAIYAN	PG.99
SPIRIT BOMB	PG.87 (DBZA)
KAMEHAMEHA BLAST	PG.93 (DBZA)



He's not a whiny little kid any more. He's four feet two of deadly force and ready to rumble.

Losing your training master (Piccolo) because you lost your nerve to fight will do that to a kid. Fighting side by side with your dad to save Humanity has a way of toughening you up.

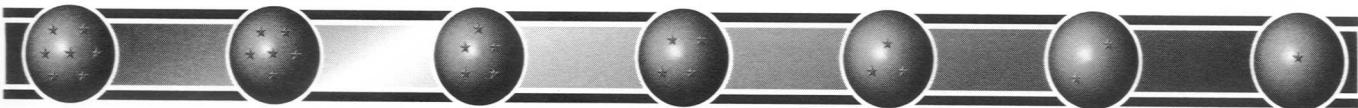
Turning into a giant were-ape tends to make you see things from a whole new perspective. Goku has definitely changed.

Now if he can just get his mom to lighten up on the homework thing...

Although Gohan still doesn't love to fight just to test his skill, (unlike his dad, Goku, who's never met a Bodukan he didn't want to enter) Gohan's no longer willing to back down from a battle. He's seen evil close up and personal, and it's made him stronger, tougher and instilled in him a sense of personal justice that will become the conscience of the Dragon Ball Z crew in battles to come. It's his determination to bring back his friends that leads him to propose the long journey to Namek. And even though he has to buck his mom's objections to do it, he's willing to go the distance to make up for his hesitation during the battle with Vegeta.

Gohan the Fearless

Along the way, Gohan also becomes even more resourceful, more cunning and more fearless—he's the one who has to be restrained from helping the Nameks when they're facing down the Frieza Gang, and he's the one with the courage to swoop in and rescue Dende even when he *knows* he's outmatched by Dodoria. Gohan really cares about righting



wrongs and defending innocents, and he puts his convictions on the line in the Frieza Cycle, where, out of his depth as he is, he still reaches down inside and finds what it takes to be a hero.

Gohan the Leader

During the Frieza Saga, Gohan will also have to get a lot more practical. Unprotected by the adults in his life, (even though Krillin is his father's friend, the bald battler has become much more of a buddy at this point) it's up to Gohan to make the plans, figure out where the traps are, and take the initiative. Gohan also must decide to trust an old enemy—Vegeta. Without his help, there's no way Gohan and Krillin can keep Frieza from getting all the Dragon Balls—yet all the while, keeping an eye on the arrogant Saiyan Prince and the inevitable doublecross waiting around the corner. With Bulma spending most of her time in hair-brained hysterics and Krillin doubting his own abilities, the leader role falls on Gohan's sturdy six-year old shoulders by default.

Courage. Determination. Leadership. Judgement. It's learning all these things on the journey to Namek that turns Gohan from a whiny kid to a real hero. And that's what's going to get him through the tough times to come, when his dad is lost in deep space and it's up to him to provide the leadership against the coming of the Androids in the next saga.

21

GOHAN (FRIEZA SAGA)

CHARACTERISTICS & POWER

P. LEVEL ...	18,000	PWR UP . . .	3,600
MENTAL	7	COMBAT . . .	15
PHYSICAL	10	MOVEMENT . . .	16

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	15	=45
Evasion	25	+[Combat]	15	=40
Weapon	25	+[Combat]	15	=40
Power	60	+[Combat]	15	=75
Body	20	+[Physical]	8	=28
Mind	10	+[Mental]	7	=17

DEFENSE ..	50	HITS . . .	100
Subtract from Damage first.			

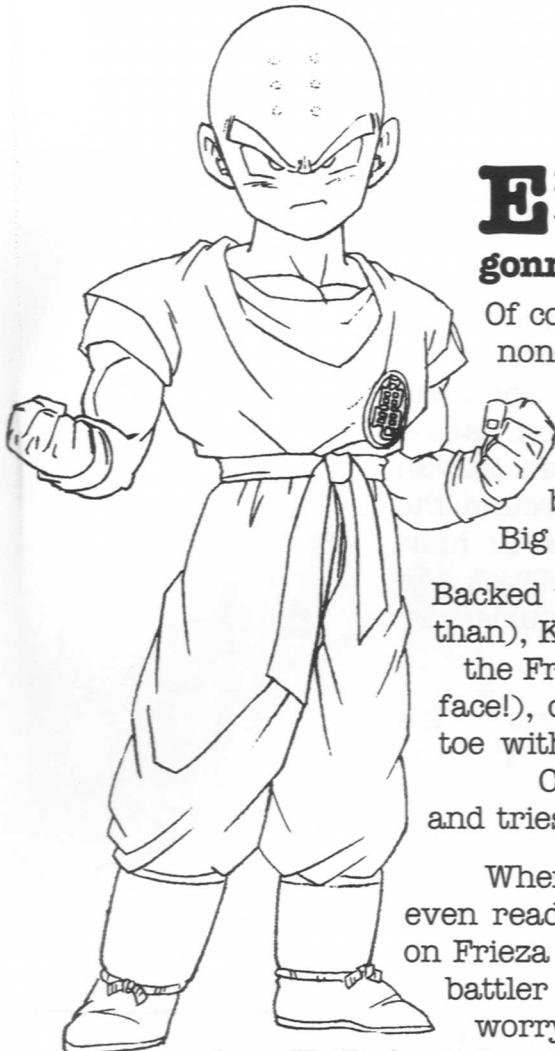
BACKGROUND

- **SPECIES:** Saiyan-Human.
- **PERSONALITY:** Determined, idealistic, naive.
- **HISTORY:** When his father was killed, was trained by Piccolo to fight in the Namek style.
- **SCHTICKS:** Shy, childish (he's only six, so cut him some slack!), timid.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
ENERGY BLAST	PG. 90 (DBZA)
KAMEHAMEHA BLAST	PG. 93 (DBZA)

GAME NOTE: Gohan is showing his potential, and on Namek, he proves that he is both a strong leader and a good fighter.



Krillin®

Enough with the short, bald guy jokes. By the time the Frieza Saga ends, Krillin's gonna be the most powerful human on Earth.

Of course, it may not be enough. After all, most of the non-humans outstrip his power levels by a factor of ten. But as usual, that doesn't deter Krillin. Determined to bring back his buds from the Other World, this half-sized hero is willing to brave asteroids and space whirlpools—even the Big Freeze-guy himself—to accomplish his quest.

Backed up by his friend Gohan (the only guy he's taller than), Krillin tackles all the big jobs; rescuing Dende from the Frieza gang (with a handy flash attack in Dodoria's face!), dealing with the vicious Vegeta, even going toe to toe with a super powerful Goku himself (as the tricky

Captain Ginyu takes over the Saiyan hero's body and tries to use it for his own sneaky plans!)

When his inner power is released by Guru, Krillin is even ready to don some leftover fighting armor and take on Frieza himself in a tag team that ends up with the bald battler gored on the horns of a dilemma. But don't worry—a spell in the Other World won't be enough to

crimp Krillin's style—he'll be back and ready to rumble at the next matchup against Evil!

KRILLIN (FRIEZA SAGA)

CHARACTERISTICS & POWER	
P. LEVEL ...	16,500
MENTAL	6
PHYSICAL	15
PWR UP . . .	3,200
COMBAT . . .	20
MOVEMENT . . .	15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	20	=55
Evasion	35	+[Combat]	20	=55
Weapon	10	+[Combat]	20	=30
Power	50	+[Combat]	20	=70
Body	20	+[Physical]	15	=35
Mind	10	+[Mental]	6	=16

DEFENSE . . . 75
Subtract from Damage first.

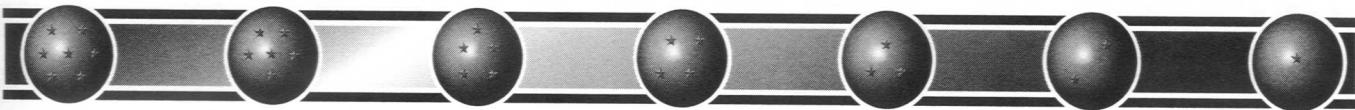
BACKGROUND

- SPECIES:** Human.
- PERSONALITY:** Determined, stubborn, a bit easily rattled.
- HISTORY:** Mentored by Master Roshi, he was once Goku's biggest rival.
- SCHTICKS:** Always the peacemaker, hates bad hair & short jokes. The fall guy.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
DESTRUCTO DISK	PG. 93 (DBZA)
ENERGY PUNCH	PG. 90 (DBZA)
KAKUSADAN	PG. 83
HIDE POWER LEVEL	PG. 81
BLINDING FLASH	PG. 84

HITS . . . 150
Take Damage from here



Bulma™

Okay, so she's changed her hair. And broken up with Yamcha (well, he's in the Other World and these long distance things never work out...) But one thing hasn't changed about Bulma—she's still headstrong, immature, self-centered, impatient, argumentative...

When Bulma sees a way to bring back all of the Dragon Ball gang with the Namekian Dragon Balls, you can be sure that a mere hundred or so light years isn't going to stop her. And even when she blows up Nappa's space pod in a fit of impatient tinkering, or has to learn Namekian to pilot an ancient alien starship—no, she's not going to give up. Even getting kidnapped and stripped to her bloomers by a horde of space kids, fighting alien illusionists, or hiding in terror from Vegeta can stop her. Much.

Okay, so maybe she does get a bit hysterical; especially when caught in the middle of a Super Saiyan firefight between Gohan, Krillin, Goku and Frieza. But the Dragon Ball Z gang knows that in the end, they can always count on Bulma to be there to pitch in (or pitch a fit!) at just the right time!

BULMA (FRIEZA SAGA)

CHARACTERISTICS & POWER

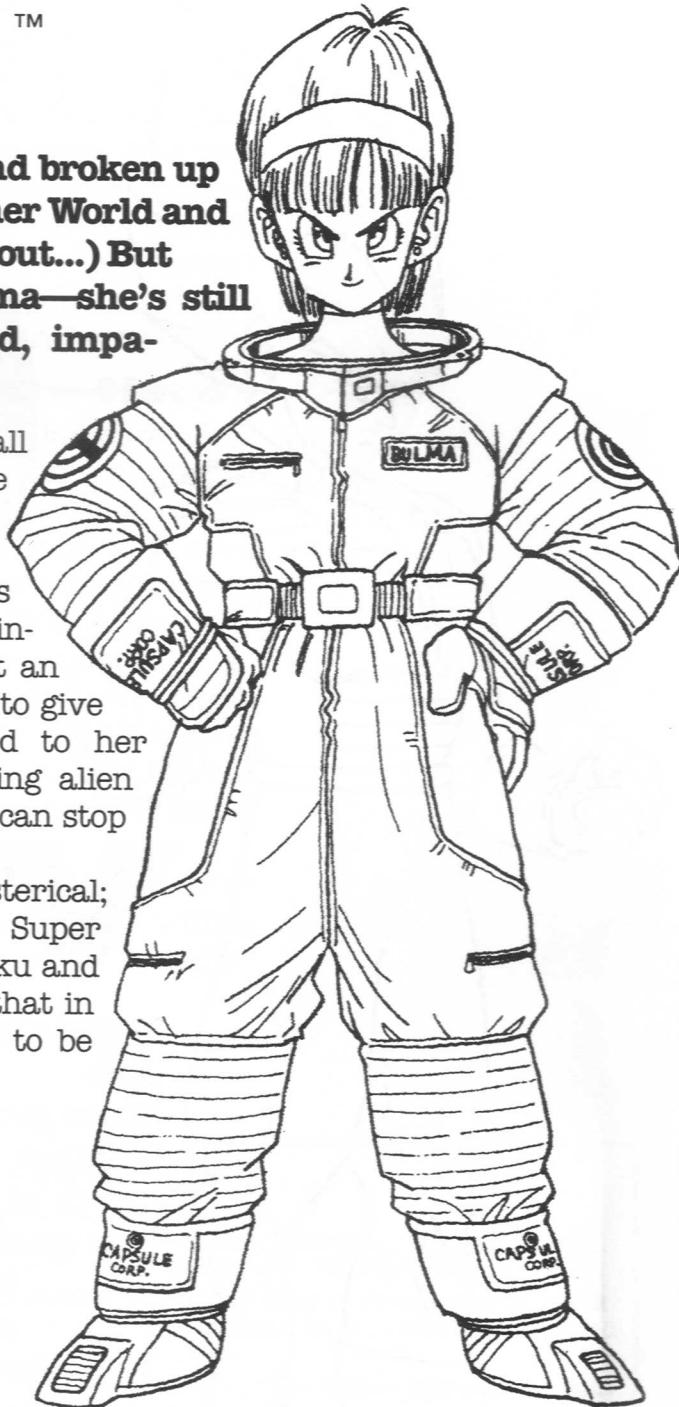
P. LEVEL	16	PWR UP ...	N/A
MENTAL	12	COMBAT	3
PHYSICAL	4	MOVEMENT	4

SKILLS: To use, add these to their matching Characteristics + a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	6	+[Combat]	3	=9
Evasion	7	+[Combat]	3	=10
Weapon	4	+[Combat]	3	=7
Gadgeteer*	36	+[Mental]	8	=44
Body	5	+[Physical]	4	=9
Mind	12	+[Mental]	8	=20

DEFENSE ..20
Subtract from Damage first.

HITS 40
Take Damage from here



BACKGROUND

- SPECIES:** Human. All too Human...
- PERSONALITY:** Fussy, argumentative, man-crazy.
- HISTORY:** Daughter of Dr. Brief, greatest inventor in the Dragon Ball Z world.
- SKILLS:** Hysterics, motor-mouthing.

*Bulma has no Special Powers, but does have a special Gadgeteer skill for fixing things.



Vegeta®

He's baaack...

After getting his clock cleaned in a four-way slugfest with Goku, Krillin and Gohan, the Prince of the Saiyans is understandably NOT in a good mood. Fleeing in his space pod for his base on distant Frieza Planet # 79, one thought now fills his brain; to get healed up and return to wipe that stupid grin off Goku's face. Permanently.

A Change of Plan

But this simple plan gets derailed when Vegeta climbs out of the healing tank and learns that his boss, Frieza, is enroute to nab a set of Dragon Balls for himself. Needless to say, if there's one guy Vegeta dislikes even more than Goku, it's Frieza, whom he suspects has done him dirt in



the past. And the proud Vegeta is definitely *not* going to stand around playing second banana while old Hornhead gets the Dragon Balls and immortality. Goku temporarily forgotten, Vegeta is soon off to Namek to beat Frieza to the prize.

But Namek holds a few surprises for the arrogant Prince. Unable to both scout for the Dragon Balls and protect them at the same time, he is forced to make an alliance with Krillin and Gohan. (Of course, the way Vegeta sees it, he's just using them until the time comes to betray them!) This common cause forces the Big Vee to depend on others for a change—something he's definitely not in favor of.

Vegeta—Hero?

The Battle for Namek is the start of a fundamental shift in how Vegeta sees the world—unable to win on his own, he has to learn to trust others and work with a team. Grudgingly, he accepts his allies as a necessary evil, even setting his own goals aside occasionally to get the job done. He's no hero, but he's a practical kind of Prince, and if it takes doing the right thing for his own reasons, he'll go along with it. It's the first step down the slippery slope that will one day lead him to a surly partnership with his arch enemy, Goku. He may not ever have a heart of gold, but he's got his own peculiar sense of honor... and you'd better just deal with it, okay?

Besides, it's gotta be tough for Vegeta to accept that after all he's done to them, the Dragon Ball Z crew is still willing to do the honorable thing and bring him back to life after he's killed by Frieza.

VEGETA (FRIEZA SACA)

CHARACTERISTICS & POWER

P. LEVEL	3,600,000	PWR UP .	720,000
MENTAL	10	COMBAT	35
PHYSICAL	24	MOVEMENT	18

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	90	+[Combat]	35	=125
Evasion	80	+[Combat]	35	=115
Weapon	10	+[Combat]	35	=45
Power	160	+[Combat]	35	=195
Body	100	+[Physical]	15	=115
Mind	12	+[Mental]	10	=22

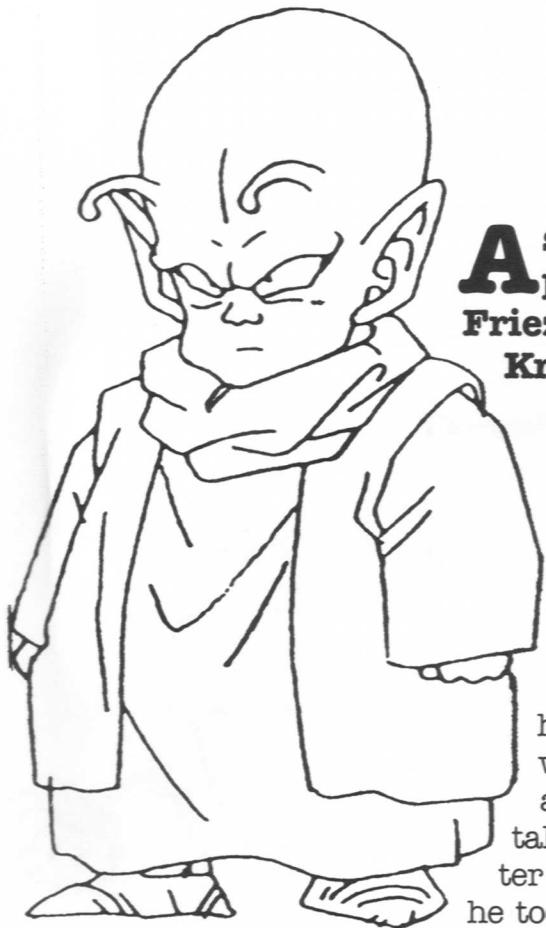
DEFENSE. 120 **HITS** ... 240
Subtract from Damage first. Take Damage from here

BACKGROUND

- **SPECIES:** Saiyan.
- **PERSONALITY:** Evil, arrogant, mocking, but... always polite (go figure). Utterly ruthless.
- **HISTORY:** Son of the King of Planet Vegeta, working for the Frieza Gang as a mercenary. Trained by Saiyan warriors.
- **SCHTICKS:** Always polite, almost never yells, kills without a thought.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
VEGETA'S POWER BLAST	PG. 94 (DBZA)
MULTI-SHOT POWER BLAST	PG. 94 (DBZA)
SENSE POWER	PG. 82
READ POWER LEVEL	PG. 81
HIDE POWER LEVEL	PG. 81



Dende™

As the youngest Namek, Dende is no super-powered fighter. In fact, rescuing him from Frieza's minions is what forces Gohan and Krillin to take sides in a fight that eventually, they can't hope to win.

But perhaps Gohan just sees himself in the little green-skinned kid; young, afraid and way over his head. Saving Dende teaches Gohan that sometimes you just have to do the right thing, no matter what the cost. And having another kid around to set a good example may be what ultimately gives Dende the courage to also be a hero. For Dende has a terrible secret—he alone knows the code words that will bring the Dragon Balls to life and allow the evil overlord to gain the key to his immortal reign of terror. And he keeps that secret to the bitter end, even as all his friends fall around him, and he too is blasted by Frieza for helping them.

In the end, this courage will lead Dende on an even greater journey. Resurrected by the power of the Dragon Balls, it is up to him to take the place of Guru now that the Elder has finally gone to the Other World for good, and to become a wise leader of his people now that they have found a new home in the wake of Namek's destruction.

DENDE

CHARACTERISTICS & POWER

P. LEVEL ...10,000	PWR UP . . . 2,000
MENTAL12	COMBAT10
PHYSICAL10	MOVEMENT . . . 12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	8	+[Combat]	10	=18
Evasion	10	+[Combat]	10	=20
Weapon	2	+[Combat]	10	=12
Power	80	+[Combat]	10	=90
Body	6	+[Physical]	10	=16
Mind	15	+[Mental]	12	=27

DEFENSE ..50
Subtract from Damage first.

HITS . . . 100
Take Damage from here

BACKGROUND

- **SPECIES:** Namekian
- **PERSONALITY:** Quiet, shy, determined.
- **HISTORY:** Raised on Namek, he is naive and pure of heart.
- **SCHTICKS:** Stoic, brave, the "kid" in this adventure. Too good to have any bad habits.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
HEALING . . .	PG.81

GAME NOTE: As the new Guru and founder of the new Namek colony on Earth, Guru is a young equivalent to Kami.



Guru™

As the oldest and most powerful of the Namek Elders, Guru holds one of the critical keys to the battle against Frieza. It is he alone who can awaken the sleeping power within a true hero; that secret ki that can make even Krillin and Gohan powerful enough to tackle the alien overlord.

Though ultimately, Guru passes to the Other World, he is successful in his bid to keep the secret of immortality from Frieza. And when the Dragon Balls are once again brought together, he performs one last heroic act, as he guides young Dende to make the choices that will save the Namek race and ultimately spell Frieza's downfall.



GURU

CHARACTERISTICS & POWER

P. LEVEL.....	2000	PWR UP	400
MENTAL.....	20	COMBAT	14
PHYSICAL.....	10	MOVEMENT	6

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	8	+[Combat]	14	=22
Evasion	10	+[Combat]	14	=24
Weapon	4	+[Combat]	14	=18
Power	60	+[Combat]	14	=74
Body	20	+[Physical]	10	=30
Mind	60	+[Mental]	20	=80

DEFENSE. 125
Subtract from Damage first.

HITS . . . 250
Take Damage from here

BACKGROUND

- **SPECIES:** Namekkian
- **PERSONALITY:** Like a wise, moving mountain.
- **HISTORY:** Unknown.
- **SCHTICKS:** None.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME

READ POWER LEVEL	PG.81
AWAKEN THE SLEEPING POWER	PG.83
HEALING	PG.81
SENSE POWER	PG.82

GAME NOTE: Guru doesn't fight. In fact, we're not sure he can move off his throne.



Nail™

He may look like just another green guy to you, but don't underestimate Nail for a nanosecond. Within this quiet, unassuming bodyguard is a determined warrior who, even when horribly overmatched by the forces of Frieza and his goons, refuses to give an inch, first battling in a fight he can't possibly win, then stalling until Dende can escape with the secret of how to activate the Dragon Balls.

And when the chips are down, Nail is even willing to take the ultimate risk—merging his very essence with that of the once-evil Piccolo in a last ditch attempt to stop the bad guys. His sacrifice not only gives Piccolo the ki to become the "Super Namek" the team needs to hold Frieza off (forcing him to go to his next form, in fact), but in the end, his strong character and heroism bring a new dimension to the bitter Namek From Earth, whose ki is now inextricably melded with that of this quiet hero.

NAIL

CHARACTERISTICS & POWER

P. LEVEL ..	400,000	PWR UP ..	80,000
MENTAL	10	COMBAT	30
PHYSICAL	15	MOVEMENT ..	12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	30	=60
Evasion	35	+[Combat]	30	=75
Weapon	12	+[Combat]	30	=42
Power	80	+[Combat]	30	=110
Body	15	+[Physical]	25	=40
Mind	7	+[Mental]	10	=17

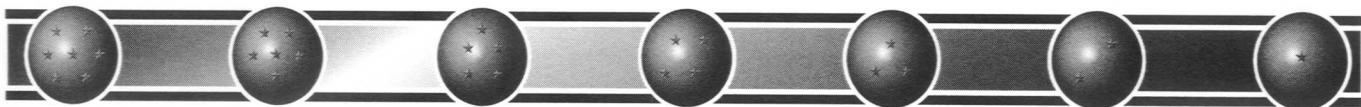
DEFENSE. 125 **HITS** . . . 250
Subtract from Damage first. Take Damage from here

BACKGROUND

- **SPECIES:** Namekian
- **PERSONALITY:** Like a less grumpy Piccolo. Stoic and brave.
- **HISTORY:** Unknown. Possibly mentored by Guru.
- **SCHTICKS:** Real heroic kinda guy.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
ENERGY BLAST	PG. 90 (DBZA)



Piccolo™

He's still a tough talkin' green guy with all the attitude of Clint Eastwood, but the Piccolo of the Frieza Saga has gone through a few changes. Laying down your life to save the son of your archenemy will do that to a guy, even if he does come from another planet.

Cooling his Namekkian heels in the Other World has made the big guy take stock of himself. He's made a few friends, faced a few inner demons, and also learned of his true heritage as an alien from the same world as the venerable Kami. So it's not surprising that when the "Dragon Ball call" goes out for him to join Krillin and Gohan (whom the green warrior thinks of as almost his own son), there's no hesitating or second thoughts about sharing their fight.

On Namek, Piccolo will not only return to the world that spawned him, but he'll also go through an even greater transformation, as he merges with the honorable Namekkian warrior, Nail, to create a superfighter capable of holding Frieza at bay until Goku can show up. And from this union will come more than a great warrior—now Piccolo will really gain the heart of a true hero.



PICCOLO (POST NAIL)

CHARACTERISTICS & POWER

P. LEVEL ..	800,000	PWR UP .	160,000
MENTAL	20	COMBAT	65
PHYSICAL.....	50	MOVEMENT ..	24

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	60	+[Combat]	65	=125
Evasion	65	+[Combat]	65	=130
Weapon	25	+[Combat]	65	=90
Power	160	+[Combat]	65	=225
Body	55	+[Physical]	50	=105
Mind	20	+[Mental]	19	=39

DEFENSE. 250
Subtract from Damage first.

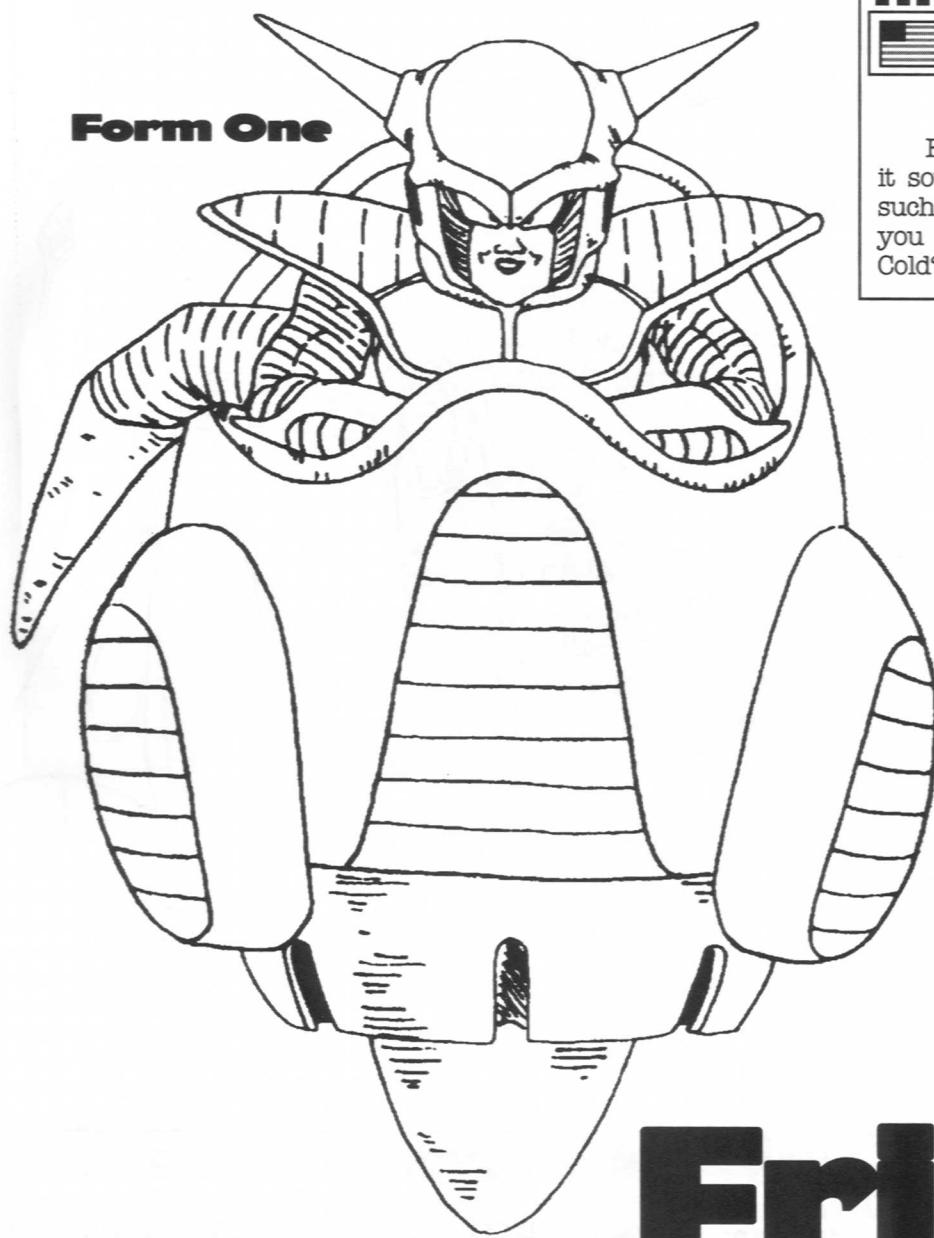
HITS . . . 500
Take Damage from here

BACKGROUND

- **SPECIES:** Namekkian (and knows it)
- **PERSONALITY:** Grim, dangerous, laconic, but not as evil as he once was..
- **HISTORY:** Now known that he was all the evil in Kami, split off when they came here.
- **SOHTICKS:** Monosyllabic, wears weighted clothes. Grumpy.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
CORKSCREW BLAST	PG.93 (DBZA)
MULTIPLE IMAGE	PG.96 (DBZA)
DEMON LIGHT BEAM ENERGY ATTACK ..	PG.90 (DBZA)
ABSORPTION	PG.84

**Form One**

30

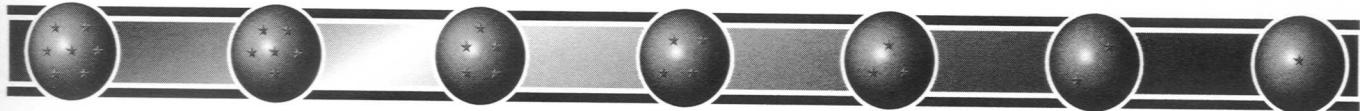
In Translation**Keepin' It Cool**

Frieza's pun-name is just like it sounds—freezer. Pretty apt for such a cold blooded villain. But did you know his dad is named King Cold?

**Ultimate
Villain**
Frieza®

Not much is known about this enigmatic alien, but what we do know isn't good. Power mad, yet infinitely methodical, Frieza looks at galactic conquest as a game—a game he plans to win at every hand.

As a member of a mysterious unknown race, Frieza's biggest asset is his ability to transform himself from one powerful form to an even more powerful one. Although the process is lengthy and appears to cause him some discomfort, he's not averse to using it when the challenge is tough enough. In fact, he considers changing form to be something of an honor worthy only of the best opponents. Goku should feel particularly gratified to know that of all Frieza's enemies, he's the only one who's even seen his final deceptively dangerous transformation.



FRIEZA FORM 1

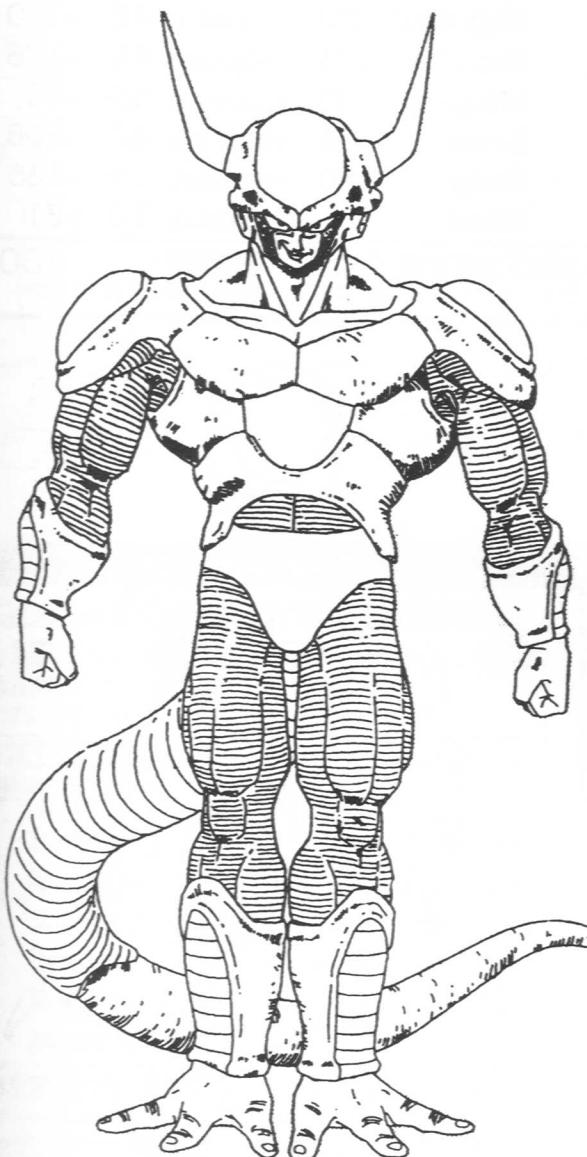
CHARACTERISTICS & POWER

P. LEVEL ..500,000	PWR UP . 100,000
MENTAL10	COMBAT40
PHYSICAL.....15	MOVEMENT .. 15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	40	+[Combat]	40	=80
Evasion	45	+[Combat]	40	=85
Weapon	10	+[Combat]	40	=50
Power	55	+[Combat]	40	=95
Body	40	+[Physical]	15	=55
Mind	7	+ [Mental]	10	=17

DEFENSE ..75	HITS ... 150
Subtract from Damage first.	



BACKGROUND

- **SPECIES:** Unknown
- **PERSONALITY:** Like Vegeta, he's polite, well spoken and utterly vicious.
- **HISTORY:** Son of King Cold. Destroyed Planet Vegeta.
- **SECRETICKS:** Polite, ruthless, changes shape a lot and brags about it.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
EYEBEAMS	PG.85
FRIEZA BEAM	PG.85
KI FORCE ATTACK	PG.86
ENERGY BOMB	PG.86
MULTI FORM	PG.86
DESTRUCTO DISK	PG.93 (DBZA)

Form Two

Frieza's second form is a horned humanoid with increased fighting power and speed. He uses this form to intimidate Vegeta and nearly kill Krillin. However, when the fused Piccolo/Nail arrives, Frieza is forced to abandon this form and move to an even more powerful one.

31

FRIEZA FORM 2

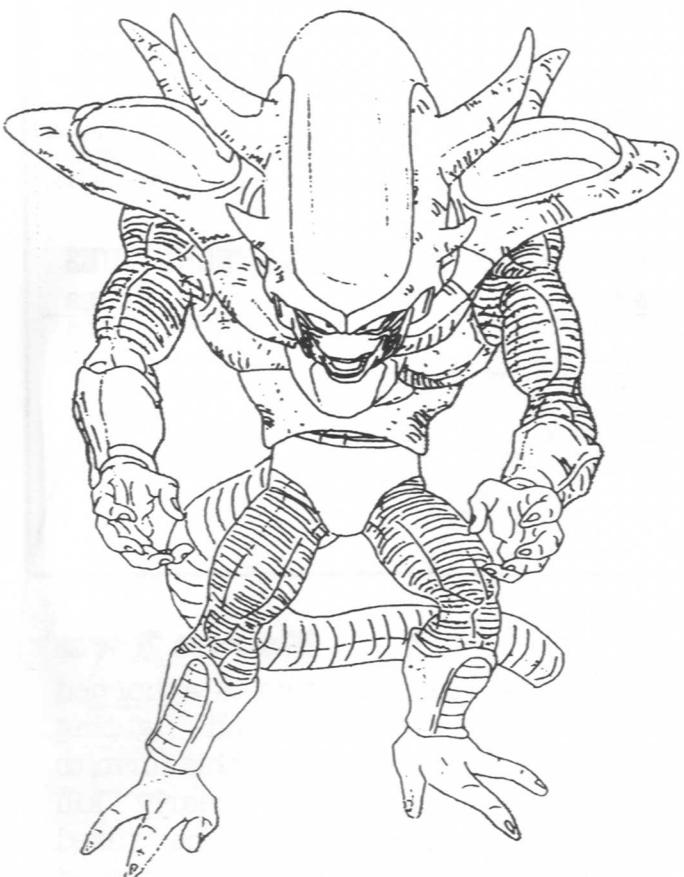
CHARACTERISTICS & POWER

P. LEVEL1,000,000	PWR UP . 200,000
MENTAL10	COMBAT40
PHYSICAL.....15	MOVEMENT .. 15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	80	+ [Combat]	40	=120
Evasion	90	+ [Combat]	40	=130
Weapon	20	+ [Combat]	40	=60
Power	110	+ [Combat]	40	=150
Body	80	+ [Physical]	15	=95
Mind	14	+ [Mental]	10	=24

DEFENSE .150	HITS ... 300
Subtract from Damage first.	



Form Three

Frieza's third form resembles something out of the movie *Alien*. It's super strong and even faster. It's enough to defeat Piccolo in his Nail combination, but it takes one more power jump to stop the rejuvenated Vegeta.

FRIEZA FORM 3

CHARACTERISTICS & POWER

P. LEVEL	3,000,000	PWR UP .	600,000
MENTAL	10	COMBAT . . .	40
PHYSICAL	15	MOVEMENT . . .	15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	120	+[Combat]	40	=160
Evasion	135	+[Combat]	40	=175
Weapon	30	+[Combat]	40	=70
Power	165	+[Combat]	40	=205
Body	120	+[Physical]	15	=135
Mind	21	+[Mental]	10	=31

DEFENSE .225
Subtract from Damage first.

HITS . . . 450
Take Damage from here

Form Four

Frieza's fourth form is deceptively small and frail looking, yet is more powerful and faster than his other forms. It takes all the power of a Super Saiyan like Goku to stop him.

FRIEZA FORM 4

CHARACTERISTICS & POWER

P. LEVEL ...	12,000,000	PWR UP .	2,400,000
MENTAL	10	COMBAT . . .	40
PHYSICAL	15	MOVEMENT . . .	15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

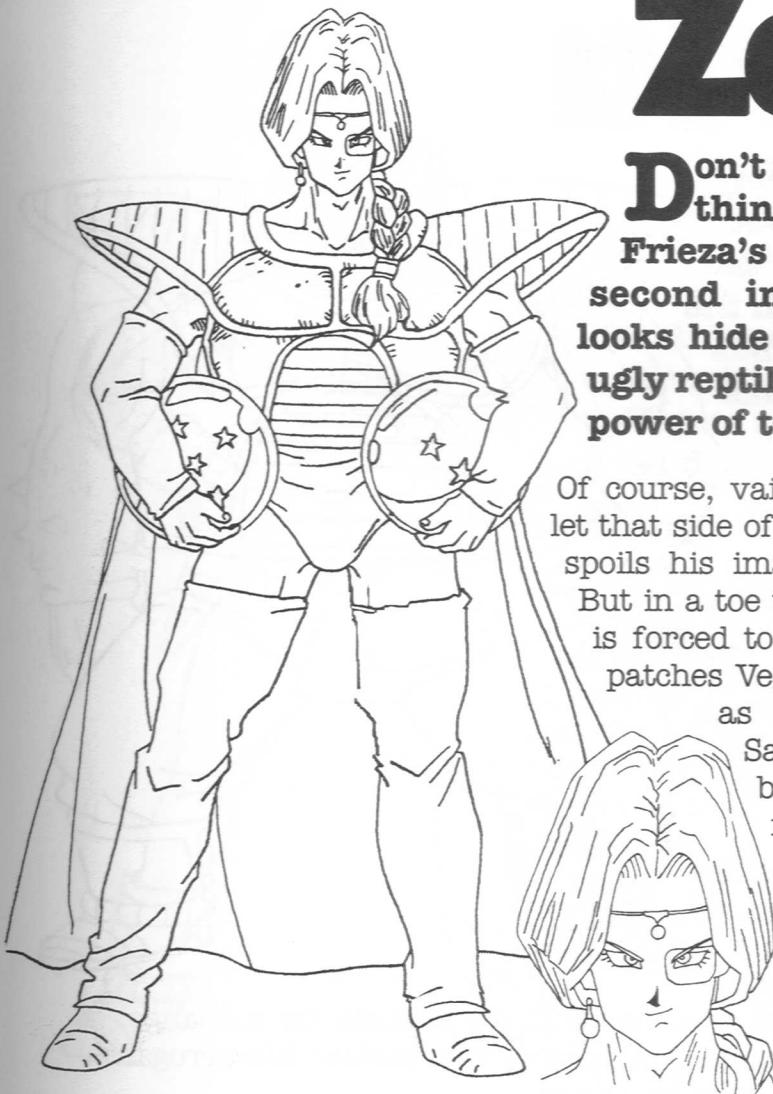
SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	160	+[Combat]	40	=200
Evasion	180	+[Combat]	40	=220
Weapon	40	+[Combat]	40	=80
Power	220	+[Combat]	40	=260
Body	160	+[Physical]	15	=175
Mind	28	+ [Mental]	10	=38

DEFENSE .300
Subtract from Damage first.

HITS . . . 600
Take Damage from here



Zarbon™



Don't make this pretty boy mad, or things might get...ugly. As Frieza's handsome and sophisticated second in command, Zarbon's good looks hide his true nature; a hideously ugly reptilian monster with the fighting power of ten men!

Of course, vain as he is, Zarbon doesn't like to let that side of himself out very often; it not only spoils his image, but also musses his clothes. But in a toe to toe slugfest with Vegeta, Zarbon is forced to let it all hang out. He easily dispatches Vegeta to the bottom of the lake, but as they say on Planet Meat; "A Saiyan's not dead till you see the body. And vaporize it. And maybe not even then." Re-energized by his brush with death, the Big Vee comes back badder than ever and eventually whomps his would be conqueror on a one way trip to the Other World. And we can tell you; it isn't pretty.

33

ZARBON

CHARACTERISTICS & POWER

P. LEVEL.....	23,000	PWR UP	4,600
MENTAL.....	7	COMBAT	16
PHYSICAL.....	20	MOVEMENT	14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	16	=46
Evasion	30	+[Combat]	16	=46
Weapon	10	+[Combat]	16	=26
Power	60	+[Combat]	16	=76
Body	20	+[Physical]	12	=32
Mind	7	+[Mental]	7	=14

DEFENSE. 100
Subtract from Damage first.

HITS . . . 200
Take Damage from here

BACKGROUND

- SPECIES:** Unknown
- PERSONALITY:** Vain, refined, cocky.
- HISTORY:** Unknown. Possibly mentored by Frieza.
- SCHTICKS:** Hates changing into a monster. Vain about his looks.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
MONSTER FORM	PG.88
ENERGY BLAST	PG.90 (DBZA)

Dodoria™

What's big, pink and bad tempered? Maybe it's because Dodoria's name derives from the word *durian*, a Asian fruit with the most horrible smell on earth, but whatever the reason, this guy has a serious attitude problem.

As Frieza's other lieutenant, Dodoria specializes in being as brutal and arrogant as his partner Zarbon is handsome. Dispatched to track down Gohan, Krillin and Dende when the humans rescue their little Namekkian pal, Dodoria first encounters Krillin's *Blinding Flash* attack in the face, and then Vegeta (who's just itching to settle old scores.) So he's not in a good mood...

But when Dodoria makes the mistake of telling the wily Saiyan Prince exactly what really DID happen to planet Vegeta (and their boss Frieza's hand in it), he ends up on the wrong end of someone else's attitude for a change. Never one to hold back his feelings, Vegeta promptly vaporizes his arrogant nemesis, sending him on a one way trip to oblivion.



DODORIA

CHARACTERISTICS & POWER

P. LEVEL ...	22,000	PWR UP . . .	4,400
MENTAL	5	COMBAT . . .	35
PHYSICAL.....	20	MOVEMENT . . .	12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	35	=70
Evasion	30	+ [Combat]	35	=65
Weapon	10	+ [Combat]	35	=45
Power	60	+ [Combat]	35	=95
Body	30	+ [Physical]	20	=50
Mind	8	+ [Mental]	5	=13

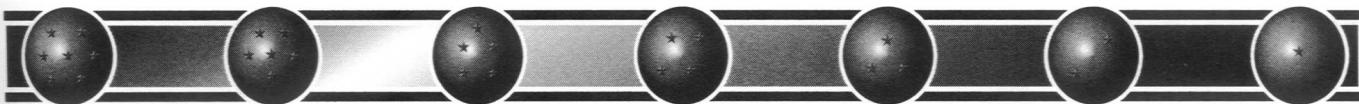
DEFENSE .100 Subtract from Damage first.	HITS . . . 200 Take Damage from here
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BACKGROUND

- SPECIES:** Alien (race unspecified)
- PERSONALITY:** Coarse, vulgar, smells bad.
- HISTORY:** Unknown.
- SCHTICKS:** Rude, crude and socially unrefined. And did we mention intolerant of Saiyans?

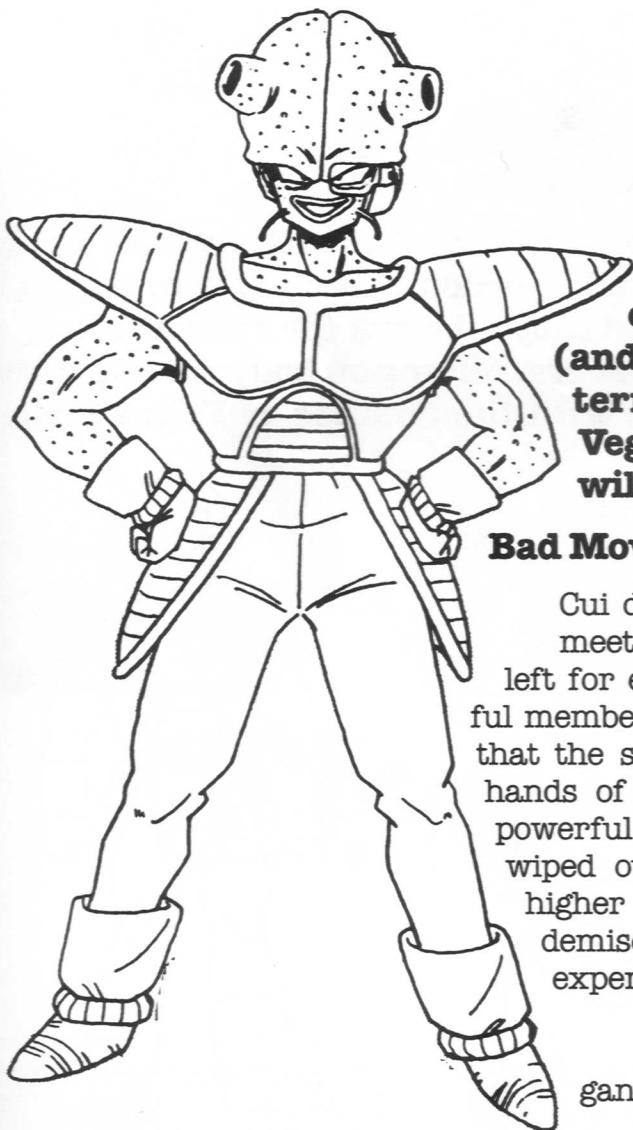
POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
ENERGY BLAST	PG. 90 (DBZA)
SUPER STRENGTH	PG. 96 (DBZA)



Cui

TM



Poor Cui. He's not even important enough to rate a full lieutenancy in the Frieza gang. Sent out to scout for the Dragon Balls (and check out a disturbing energy pattern that his boss thinks may be Vegeta), he promptly runs into the wild-haired Saiyan renegade.

Bad Move. WHHHHHHOOOOOOOMMMMP!

Cui doesn't expect much opposition when he meets the Big Vee. After all, when the Saiyan left for earth, he was only a moderately powerful member of the gang. But little does Cui suspect that the serious beatdown Vegeta received at the hands of Goku and Gohan has made him more powerful than anyone's suspected. But in getting wiped out by the Saiyan Prince, Cui serves a higher purpose in the Saga; the ease of his demise clues Vegeta into just how powerful his experiences on Earth may have made him, and spurs the schemer to hatch a cunning plan to beat Frieza and his gang by stealing the Dragon Balls first.

35

CUI

CHARACTERISTICS & POWER

P. LEVEL ...	20,000	PWR UP . . .	4,000
MENTAL	6	COMBAT . . .	20
PHYSICAL	10	MOVEMENT . . .	13

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	20	=50
Evasion	25	+[Combat]	20	=45
Weapon	10	+[Combat]	20	=30
Power	30	+[Combat]	20	=50
Body	25	+[Physical]	10	=35
Mind	6	+[Mental]	6	=12

DEFENSE .. 70 **HITS** . . . 150
Subtract from Damage first. Take Damage from here

BACKGROUND

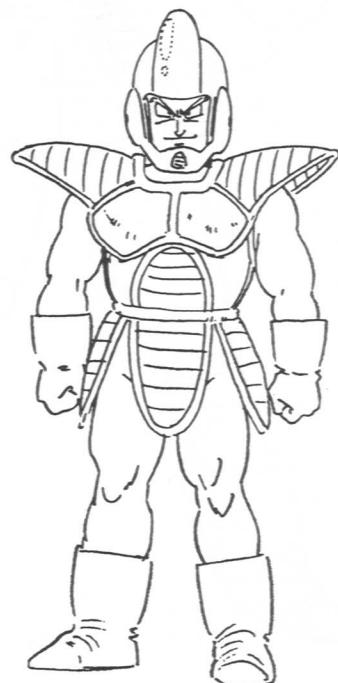
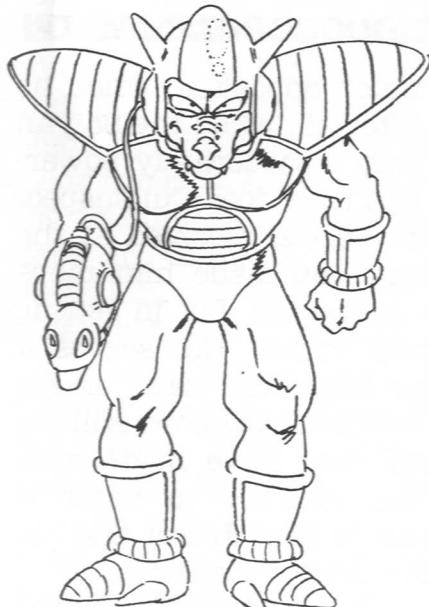
- **SPECIES:** Unknown
- **PERSONALITY:** Cocky; doesn't live long enough to reveal much else
- **HISTORY:** Unknown. A Frieza hanger on.
- **SCHTICKS:** None known

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
ENERGY BLAST . . .	PG.90 (DBZA)

Assorted Henchmen

Gathered from the scum of the Galaxy, Frieza's henchmen are a polyglot mass of aliens, monsters and weirdos with only two things in common; they're thoroughly vile and they all work for Frieza. Many of them don't even have appreciable powers, relying on body armor, cybernetics and energy guns to compete with the abilities of Frieza's more souped up lieutenants.



HENCHMEN

CHARACTERISTICS & POWER

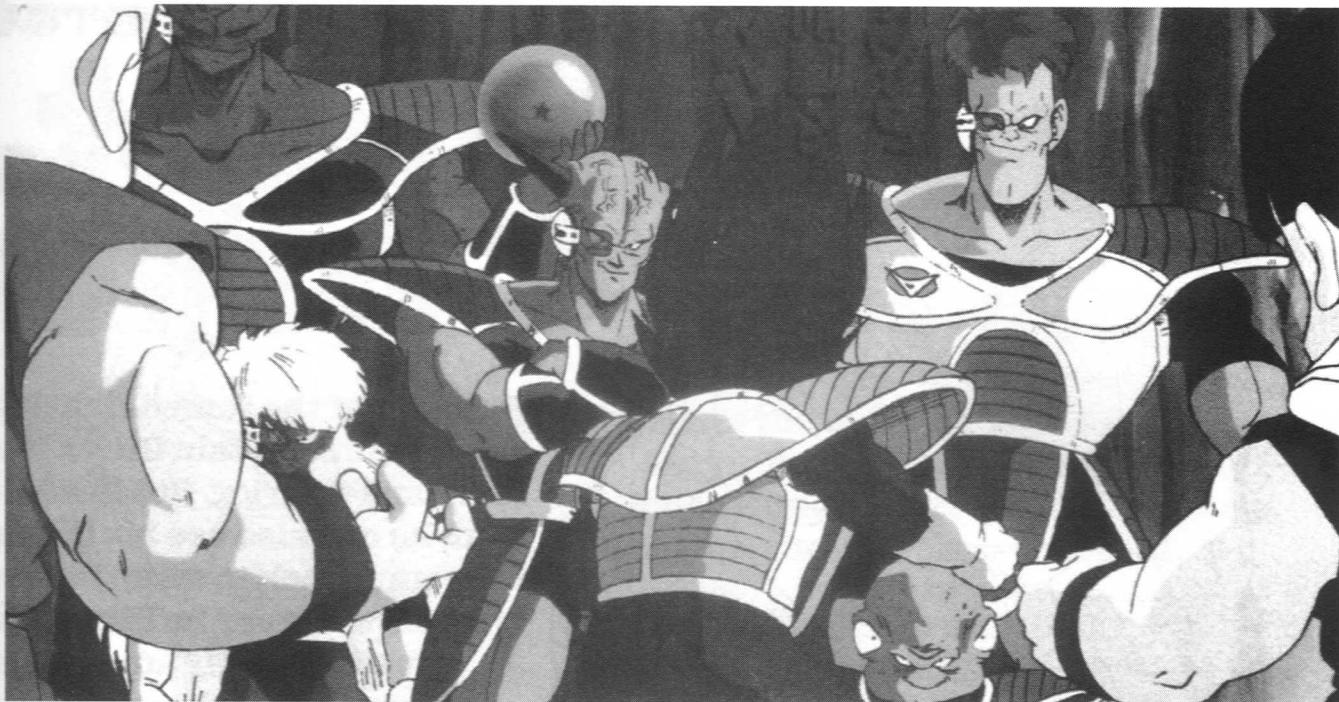
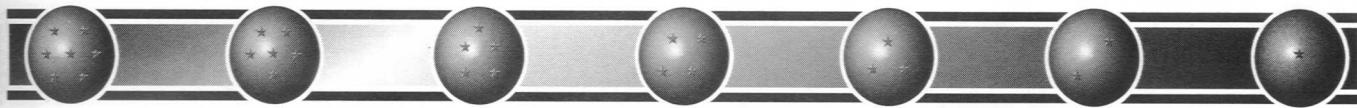
P. LEVEL....1000-4000	PWR UP . 200-800
MENTAL	COMBAT 20
PHYSICAL	MOVEMENT .. 14

SKILLS: To use, add these to their matching Characteristics + a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	20	=35
Evasion	16	+[Combat]	20	=36
Weapon	5	+[Combat]	20	=25
Power	60	+[Combat]	20	=80
Body	55	+[Physical]	12	=67
Mind	12	+[Mental]	7	=19

DEFENSE ..60
Subtract from Damage first.

HITS . . . 120
Take Damage from here



The Ginyu Force

37

In Translation



Co Co Ginyu Force!

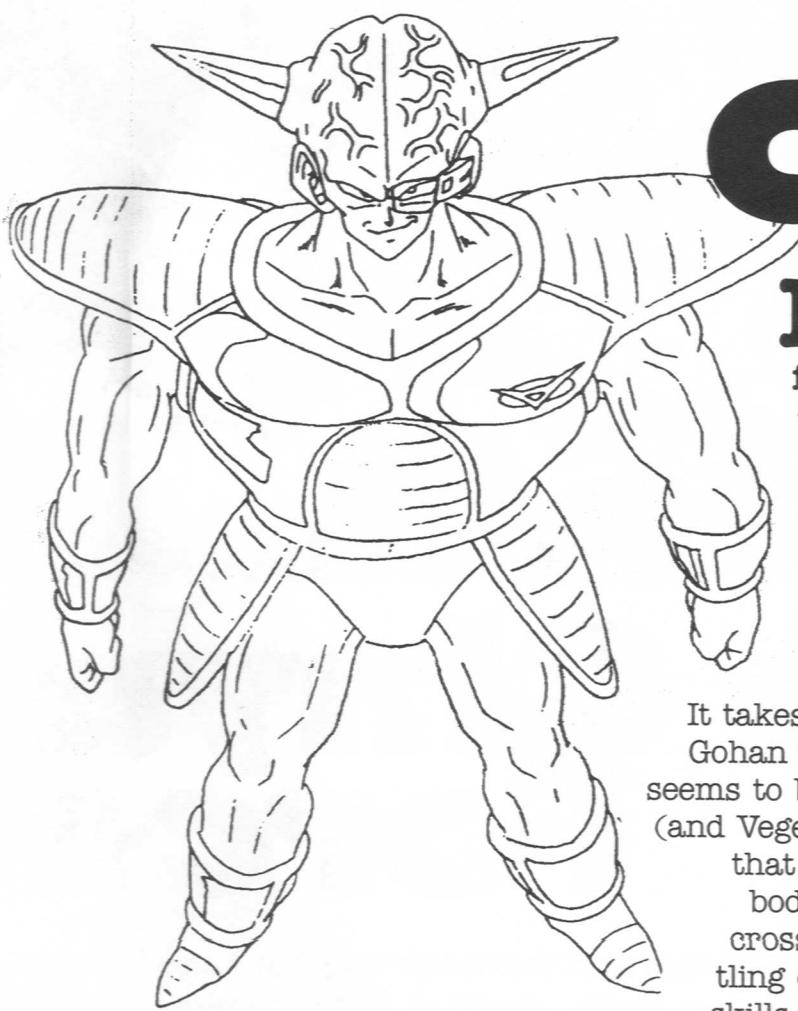
To students of animé, the Ginyu Force will seem pretty familiar—they are a parody of a time honored TV venue known as the *sentai* or “hero” show. In the US, the best known of this genre are the endless variations of colorfully dressed “rangers” who pose in trademark “fighting positions,” with each member having a special power, color or weapon to make them stand out from the others. The Ginyu Force is Toriyama’s not too subtle send up of the *sentai* genre, which asks the question, what if the BAD guys had their own equivalent of the “Powerful Rangers?”

Known and feared throughout the Galaxy for their martial arts prowess (and flashy poses) the Ginyu Force are the elite group Frieza calls upon when his regular minions can’t do the job. From their Captain with his ability to take over the bodies of others, to their time-stopping, body freezing frog guy, each Ginyu has his own trademark power and special “fighting pose.”

Too bad this doesn’t help when the Ginyu go up against the Dragon Ball Z fighters, who wouldn’t know style if it hit them with a mountain. In the encounters that follow, the individual Ginyu go down in flames (and into the Other World), while their leader ends up hopping off ignominiously to the nearest lily pad...

CINYU FORCE

Cinyu Force

Capt.
Cinyu™

Leader of the famed fighting team, Captain Ginyu is a fearsome warrior. But in addition, he can also use his Ginyu Beam Attack to swap bodies with whoever he hits. This gives him a big advantage over Goku, whose mighty fighting power is taken over by the treacherous alien.

It takes some fast figuring by Krillin and Gohan to work out that Dad isn't who he seems to be, and in the ensuing battle, they (and Vegeta) mess up Ginyu/Goku so badly that the baddy tries to run to Vegeta's body instead. But when Ginyu's path crosses that of a passing frog, his battling days are over and his fly-catching skills take a sudden turn for the better!

CAPTAIN GINYU

CHARACTERISTICS & POWER

P. LEVEL ..	120,000	PWR UP ..	24,000
MENTAL	6	COMBAT	30
PHYSICAL	24	MOVEMENT ..	18

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	40	+[Combat]	30	=70
Evasion	45	+[Combat]	30	=75
Weapon	10	+[Combat]	30	=40
Power	80	+[Combat]	30	=110
Body	90	+[Physical]	24	=114
Mind	8	+[Mental]	6	=14

DEFENSE. 180
Subtract from Damage first.

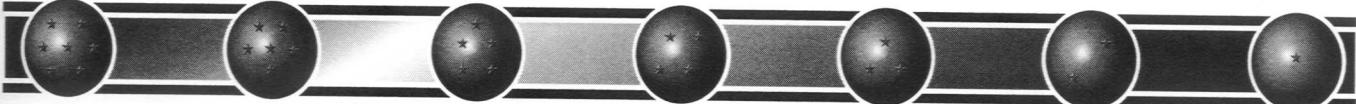
HITS . . . 260
Take Damage from here

BACKGROUND

- **SPECIES:** Unknown
- **PERSONALITY:** Arrogant, a bit cowardly
- **HISTORY:** Leader of the Elite Fighting force of the Galaxy.
- **SCHTICKS:** Changes bodies, eats bugs.

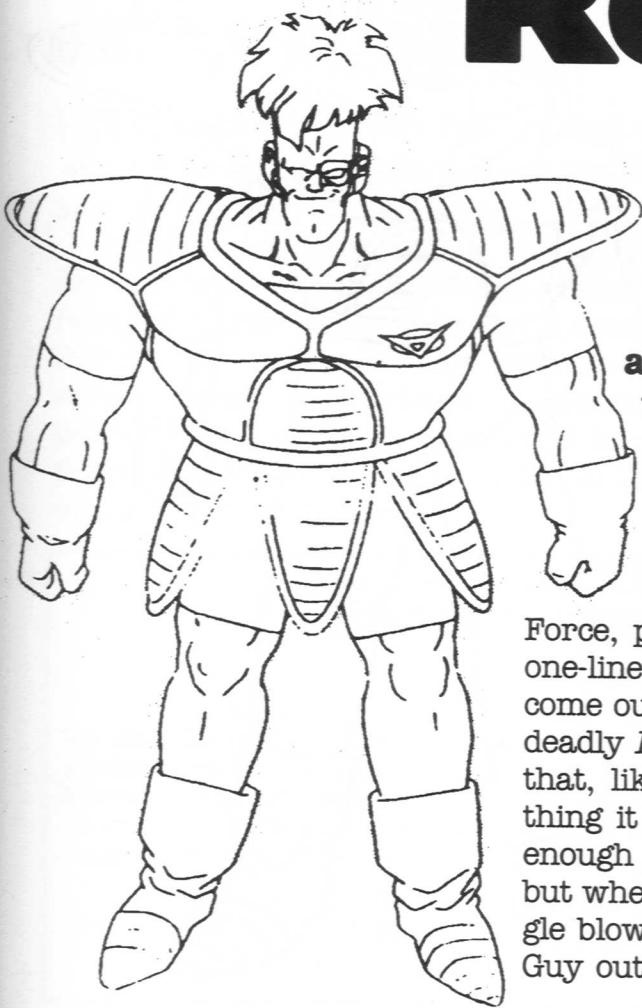
POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
BODY CHANGE	PG.88
ENERGY BLAST	PG.90 (DBZA)



Ginyu Force

Recoome™



"Gives a lickin', keeps on tickin." A good description of Recoome, the orange-haired giant who's the main damage dealer of the Ginyu Force. When he's in town, it's a good time to start planning a vacation—on another planet maybe...

Although he looks like a clone of Frankenstein (wearing a bushy fright wig to boot), Recoome is nowhere near as dull-witted as he appears at first glance. In fact, he's actually the droll wit of the Ginyu Force, punctuating his observations with dry, quiet one-liners. But comments aren't the only thing to come out of Recoome's mouth; he also possesses the deadly *Eraser Gun* technique; a beam of white-hot ki that, like a bad animator's nightmare, erases anything it comes into contact with. This is more than enough to keep Vegeta, Krillin and Gohan hopping, but when Goku finally shows up, all it takes is a single blow for the mighty Saiyan to lay the big Ginyu Guy out for good.

39

RECOOME

CHARACTERISTICS & POWER

P. LEVEL ...	60,000	PWR UP . . .	12,000
MENTAL.....	6	COMBAT . . .	20
PHYSICAL.....	34	MOVEMENT . . .	12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	20	=55
Evasion	35	+[Combat]	20	=55
Weapon	8	+[Combat]	20	=28
Power	70	+[Combat]	20	=90
Body	100	+[Physical]	34	=134
Mind	6	+[Mental]	6	=12

DEFENSE. 190
Subtract from Damage first.

HITS . . . 350
Take Damage from here

BACKGROUND

- SPECIES:** Unknown
- PERSONALITY:** Big, droll, witty.
- HISTORY:** The observer of the Ginyu.
- SHITCHICKS:** Would probably enjoy sitting around reading and drinking coffee in a nice cafe somewhere. A witty fella.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
ERASER GUN . . .	PG.89
ENERGY BLAST . . .	PG.90 (DBZA)
SUPER STRENGTH . . .	PG.96 (DBZA)



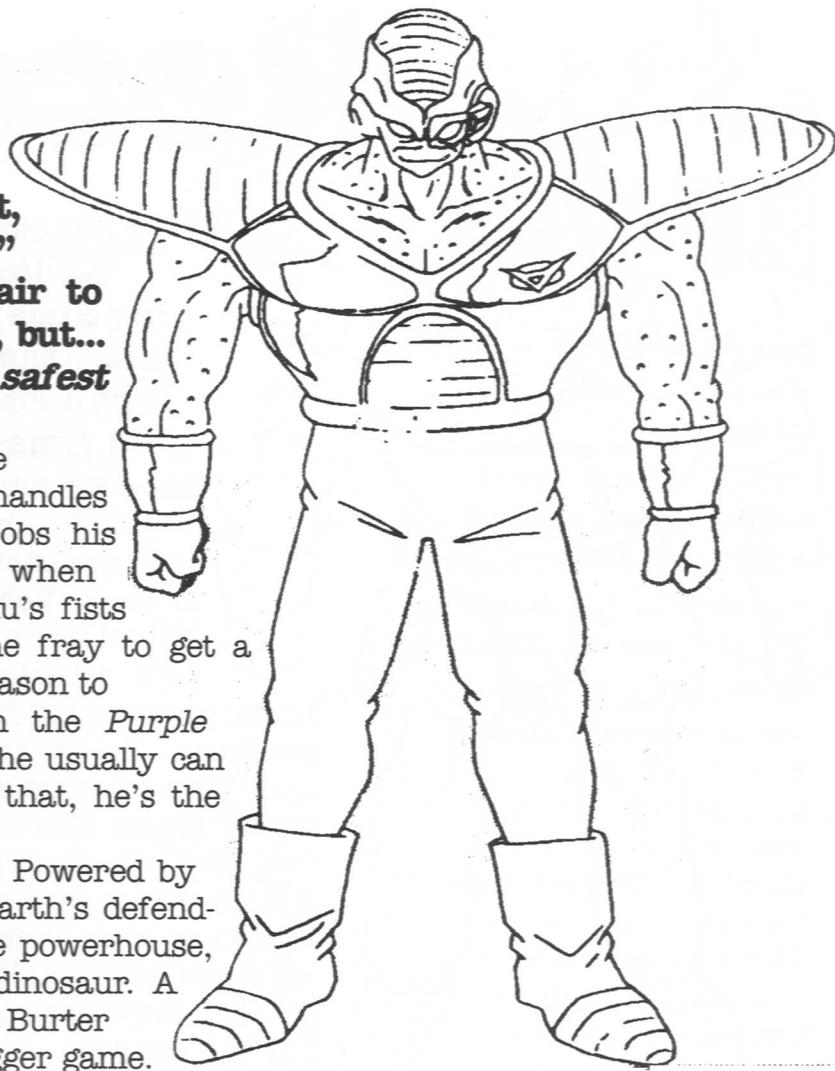
Ginyu Force Burter™

“You burter watch out,
you burter not cry...”

Okay, so maybe it's not fair to tease a guy about his name, but... with this guy, it might be the safest thing to hassle him about...

The second major powerhouse of the Ginyu Force, Burter handles most of the routine thugging jobs his boss hands the team. So when Recoome goes down before Goku's fists of fury, Burter charges into the fray to get a piece of the action. He's got a reason to think he can do the job—with the *Purple Comet Flash* attack on his side, he usually can take anyone on. And on top of that, he's the fastest being in the universe!

Until Goku shows up, that is. Powered by his new 50 G-enhanced skills, Earth's defender easily outpaces the big purple powerhouse, turning him into a big purple dinosaur. A couple moves later, Goku drops Burter in his tracks and moves on to bigger game.



BURTER

CHARACTERISTICS & POWER

P. LEVEL ...90,000	PWR UP .. 18,000
MENTAL6	COMBAT 25
PHYSICAL20	MOVEMENT .. 40

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	45	+[Combat]	25	=70
Evasion	40	+[Combat]	25	=65
Weapon	10	+[Combat]	25	=35
Power	80	+[Combat]	25	=105
Body	90	+[Physical]	20	=110
Mind	8	+[Mental]	6	=14

DEFENSE 180
Subtract from Damage first.

HITS ... 260
Take Damage from here

BACKGROUND

- **SPECIES:** Unknown
- **PERSONALITY:** Big. Thuglike
- **HISTORY:** Unknown.
- **SCHTICKS:** None known.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
PURPLE COMET FLASH	PG.90
SUPER SPEED	PG.92 (DBZA)
SUPER REFLEX BOOST	PG.95 (DBZA)



Ginyu Force

Jeice™

This pink-haired pretty boy is almost as good looking as Zarion. But make no mistake; he's bad to the bone.

Sent out to double-team Goku when he arrives on Namek, Jeice cuts loose with his famed *Crusher Ball* attack. But it doesn't even slow Goku down (well, actually we'll never know for sure, because Jeice misses...). Hammered on by Goku, Jeice turns tail and limps back for help from Captain Ginyu and, (thanks to Vegeta) out of the storyline for good.



In Translation

Cot Milk?

Those in the know may have already picked up the clue; the entire Ginyu force is named after **dairy products**. **Jeice** is Japanicized English for "cheese," **Burter** is "butter", **Recoome** is a word scramble of "cream," and **Ginyu** and **Guldo** (or *Gurudo*) mean "milk" and "yogurt" respectively in Japanese.

And where do you keep your dairy products? *In the Frieza!!!!* (*Da-Da-DUM!*)

That Toriyama. Whatta kidder.

41

JEICE

CHARACTERISTICS & POWER

P. LEVEL ...85,000	PWR UP .. 17,000
MENTAL7	COMBAT 25
PHYSICAL.....15	MOVEMENT .. 16

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	40	+[Combat]	25	=65
Evasion	45	+[Combat]	25	=70
Weapon	10	+[Combat]	25	=35
Power	90	+[Combat]	25	=115
Body	80	+[Physical]	15	=95
Mind	8	+[Mental]	7	=15

DEFENSE ..90
Subtract from Damage first.

HITS ... 180
Take Damage from here

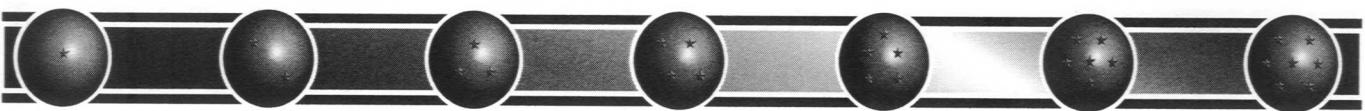
BACKGROUND

- SPECIES:** Unknown
- PERSONALITY:** A smart-guy thug.
- HISTORY:** Unknown.
- SCHTICKS:** None known. Bad aim, maybe?

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME

NAME	NOTES
CRUSHER BALL	PG.89
METAL BINDING ATTACK	PG.90
ENERGY BLAST	PG.90 (DBZA)

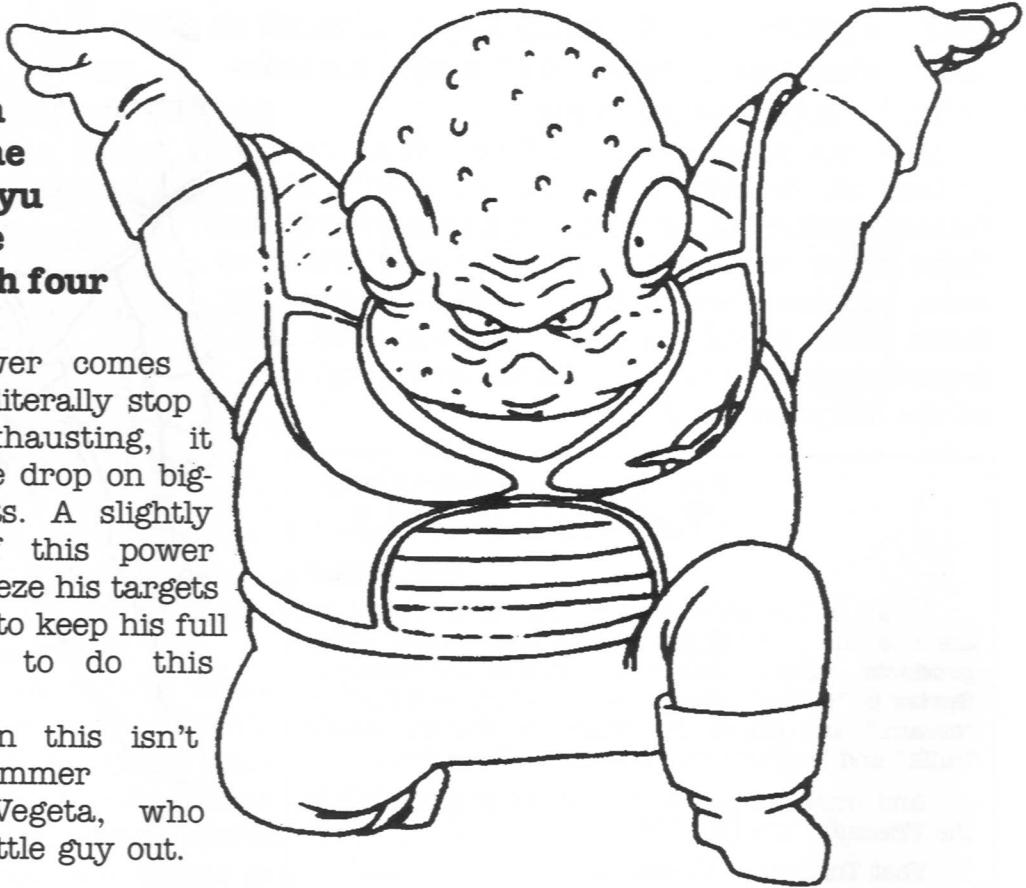


Cinyu Force Guldo™

Bad things also come in small packages. In this case, one of the baddest of the Ginyu Force is Guldo, the frog-like alien with four eyes.

Guldo's big power comes from inside; he can literally stop time. Although exhausting, it allows him to get the drop on bigger, faster opponents. A slightly less tiring form of this power allows him to just freeze his targets in one place—he has to keep his full attention on them to do this though.

In the end, even this isn't enough to put the hammer on the vengeful Vegeta, who promptly takes the little guy out.



GULDO

CHARACTERISTICS & POWER

P. LEVEL ...12,000	PWR UP... 2,400
MENTAL15	COMBAT 20
PHYSICAL12	MOVEMENT .. 14

SKILLS: To use, add these to their matching Characteristics + a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	20	=55
Evasion	40	+[Combat]	20	=60
Weapon	10	+[Combat]	20	=30
Power	50	+[Combat]	20	=70
Body	30	+[Physical]	12	=42
Mind	15	+[Mental]	15	=30

DEFENSE ..80
Subtract from Damage first.

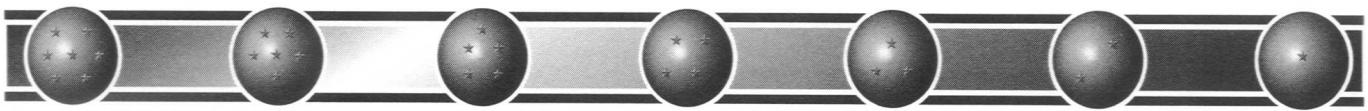
HITS . . . 140
Take Damage from here

BACKGROUND

- **SPECIES:** Bas-jin.
- **PERSONALITY:** Pedantic, a bit theatrical.
- **HISTORY:** Unknown.
- **SCHTICKS:** None

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	NOTES
TIME STOP	PG.89
ENERGY BLAST	PG.90 (DBZA)



Other Characters

Zaacro & Raiti™

These two no-goods were trapped behind a cosmic rift in space when the Dragon Ball Gang stumbled into their clutches. Gifted telepaths, Zaacro and Raiti used their opportunity to convince Krillin, Bulma and Gohan that they had landed on Namek.



When their plan to steal the gang's ship flopped (the duo couldn't speak Namekkian), they were easily duped by Bulma and left to fend for themselves on their deserted planetoid.

ZAACRO & RAITI

CHARACTERISTICS & POWER

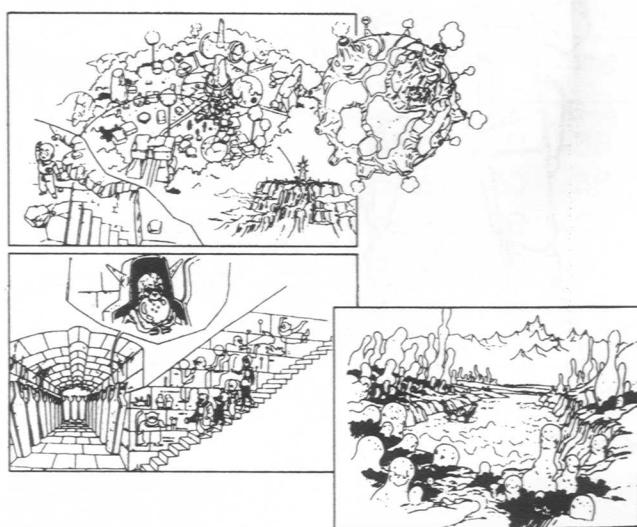
P. LEVEL	500	PWR UP	100
MENTAL	16	COMBAT	16
PHYSICAL	12	MOVEMENT	14

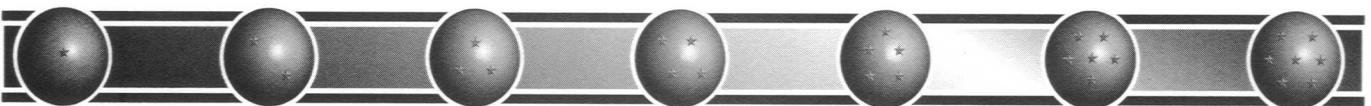
SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	12	+[Combat]	16	=28
Evasion	16	+[Combat]	16	=32
Illusion	10	+ [Mental]	16	=26
Power	16	+ [Combat]	16	=32
Body	10	+ [Physical]	12	=22
Mind	7	+ [Mental]	16	=23

DEFENSE ..60
Subtract from Damage first.

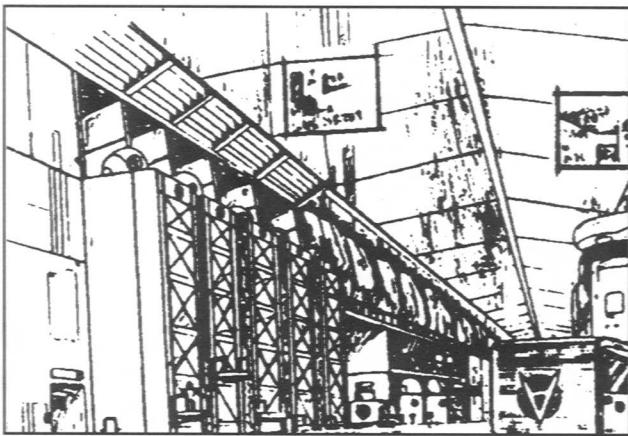
HITS . . . 120
Take Damage from here





Other Characters Space Kids

Launched into space by their parents to escape the onslaught of Frieza, these pint-sized fighters and their mirror-stealthy generation ship encounter the Dragon Ball Gang enroute to Namek.



SPACE KIDS

CHARACTERISTICS & POWER

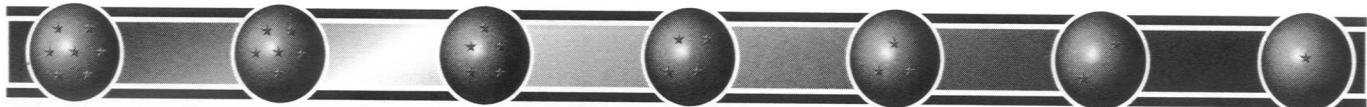
P. LEVEL	10	PWR UP ...	N/A
MENTAL	7	COMBAT	10
PHYSICAL	2	MOVEMENT ..	10

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

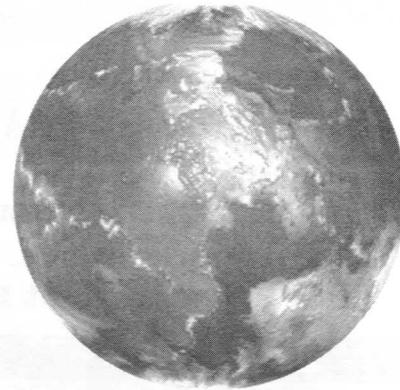
SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	10	=20
Evasion	10	+[Combat]	10	=20
Weapon	8	+[Combat]	10	=18
Power	N/A	+[Combat]	10	=10
Body	6	+[Physical]	2	=8
Mind	7	+[Mental]	7	=14

DEFENSE ..10
Subtract from Damage first.

HITS ..20
Take Damage from here



Other Characters Namek Elders



Each of these wise Namekkian sages protects a single Dragon Ball from potential invaders. Not all are dedicated warriors, but each has his own strong fighting abilities.

45

NAMEK ELDERS

CHARACTERISTICS & POWER

P. LEVEL.....	1000	PWR UP . . .	200
MENTAL	14	COMBAT . . .	15
PHYSICAL.....	8	MOVEMENT . .	10

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	15	=25
Evasion	12	+[Combat]	15	=27
Weapon	4	+[Combat]	15	=19
Power	40	+[Combat]	15	=55
Body	15	+[Physical]	8	=23
Mind	20	+[Mental]	14	=34

DEFENSE ..40	HITS . . . 80
Subtract from Damage first.	Take Damage from here

NAMEK WARRIORS

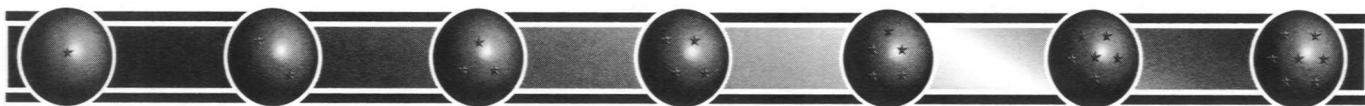
CHARACTERISTICS & POWER

P. LEVEL....	1000-4000	PWR UP .	200-800
MENTAL	7	COMBAT . . .	20
PHYSICAL.....	12	MOVEMENT . .	14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	20	=35
Evasion	16	+[Combat]	20	=36
Weapon	5	+[Combat]	20	=25
Power	60	+[Combat]	20	=80
Body	55	+[Physical]	12	=67
Mind	12	+[Mental]	7	=19

DEFENSE ..60	HITS . . . 120
Subtract from Damage first.	Take Damage from here



Other Characters Dr. Brief

TM

Although he appears only momentarily, no overview of the Frieza Saga would be complete without Earth's resident genius, Dr. Brief.

DR. BRIEF

CHARACTERISTICS & POWER

P. LEVEL	12	PWR UP ... N/A
MENTAL.....	18	COMBAT 2
PHYSICAL.....	3	MOVEMENT ... 2

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	3	+[Combat]	2	=5
Evasion	4	+[Combat]	2	=6
Weapon	1	+[Combat]	2	=3
Gadgeteer*	90	+[Combat]	2	=92
Body	4	+[Physical]	3	=7
Mind	15	+[Mental]	18	=33

DEFENSE .. 15 **HITS** . . . 30
Subtract from Damage first. Take Damage from here

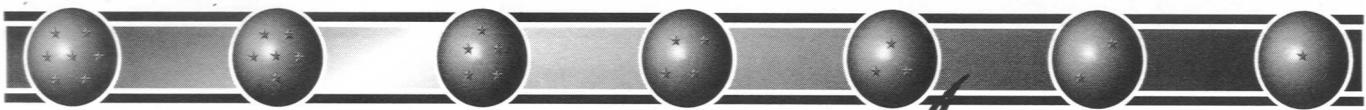
A SHORT LIST OF THE Doc's CAPSULES

NUMBER	TYPE
001	Time machine (next Saga).
002	Small house.
008	Small four-man boat.
009	Domed, two-man motorbike.
061	One-seater mini-jet plane.
067	One-man antigravity bike.
082	Master Roshi's diving sub.
103	Four-person family anti-grav car.
115	Two-seater jet plane with boosters, guns.
192	Seven-seater passenger hover plane.
239	Narrow-winged, three-person jet.
240	One-seater version of the above.
339	Eight-wheeled, heavy cargo plane with front ramp.
576	Light cargo plane. Kind of like a flying motorhome.
991	One-seater high-speed jet with high fin on back.
1138	Capsule spaceship.

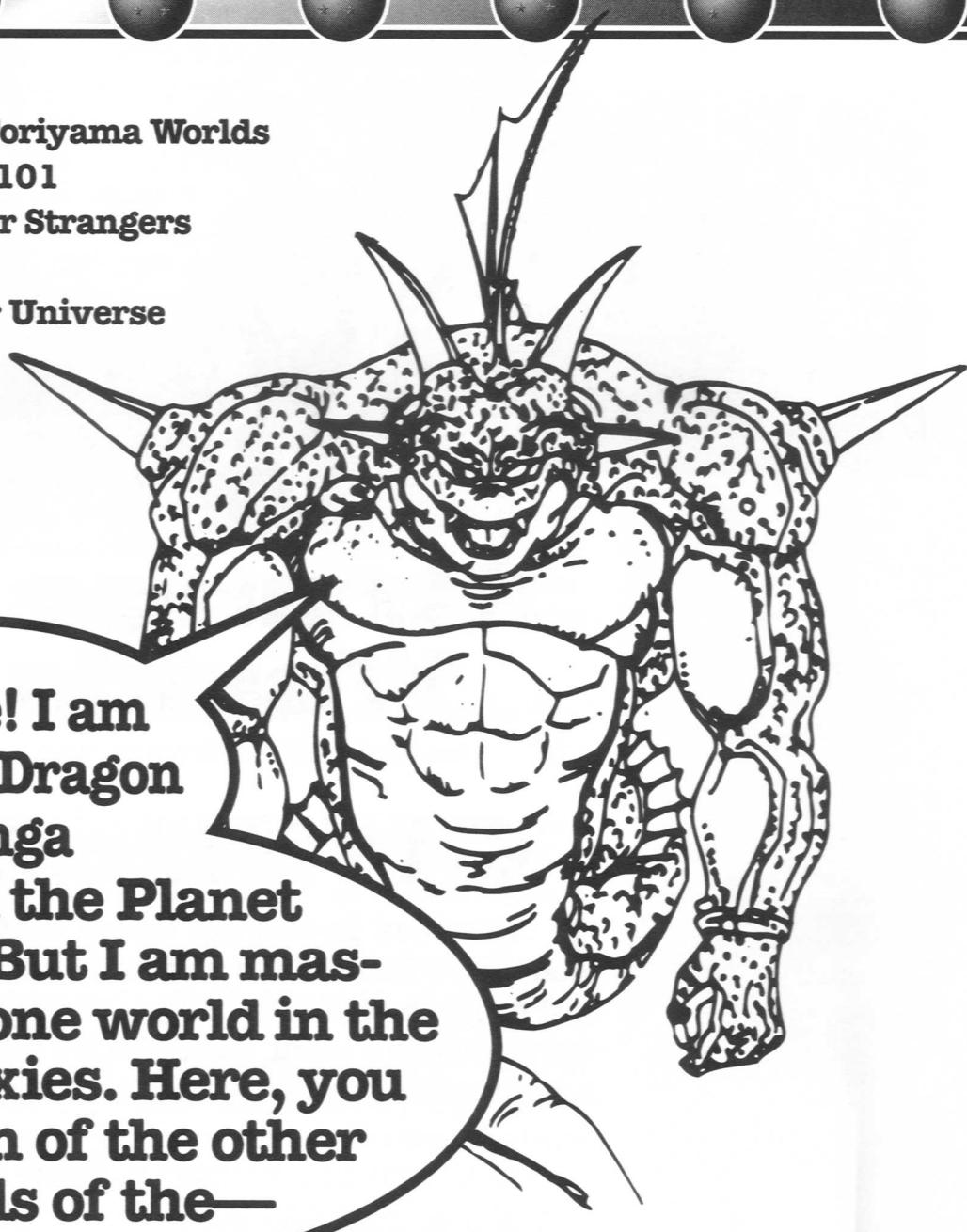
There are many other unnumbered capsule vehicles, including a submarine, a robot power suit, many types of cars and several models of house.

From inventing the Capsules that contain everything from a mini-sub to a house, all the way to building Goku a star-spanning spaceship in record time, Dr. B is the super-techie his ditzy daughter Bulma can only hope to match.



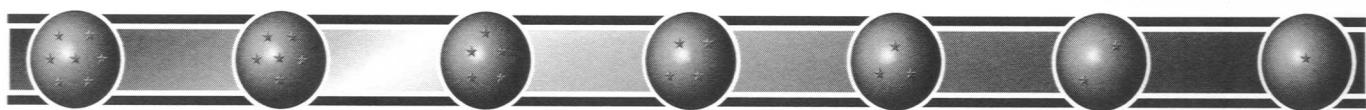


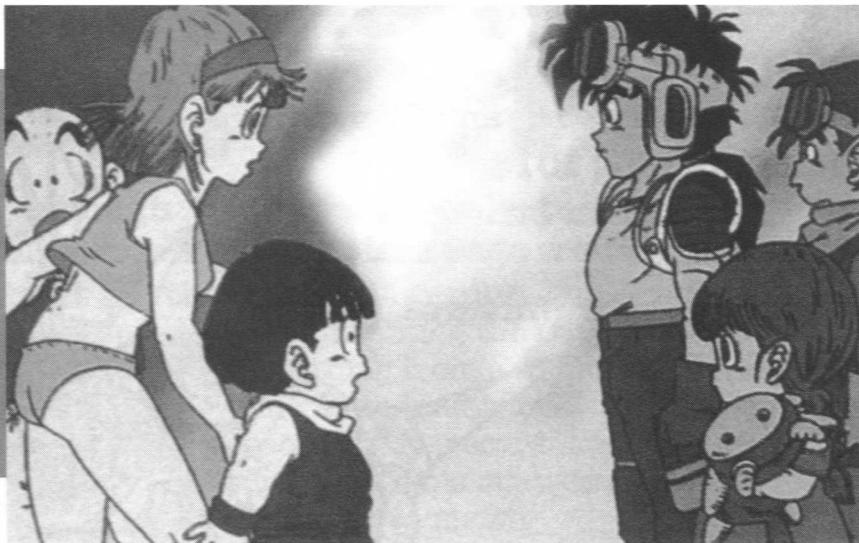
- The Big Picture
- The Theory of Toriyama Worlds
- World Building 101
- Aliens and Other Strangers
- Tech Levels
- Laying out your Universe



Hear Me! I am
the Great Dragon
Porunga
from the Planet
Namek. But I am mas-
ter of only one world in the
Four Galaxies. Here, you
will learn of the other
worlds of the—

DRAGONBALL UNIVERSE





Strange New Worlds and New Civilizations

Let's face it; having space travel isn't all that much fun unless you have someplace interesting to go to. Luckily for us, the Dragon Ball Z universe offers a lot of possibilities for finding strange new worlds (and blowing them up).

The Big Picture

The first thing you need to know about Dragon Ball Z-Space is that it is pretty much encompassed in only four Galaxies; North, South, East and West, much as the planet Earth is divided into four regions. Each Galaxy is ruled by a Kaio-shin; a semi-godlike being who oversees its Galaxy from the Other World, protecting and guiding it through its evolution.

Each Kaio-shin is boss to four Greater Guardians—King Kai is one of these, covering the Galaxy that Goku lives in. Individual planets, (like Earth) have their own Guardians, like Kami and Guru, who are “on-site” protectors of the Light and live on their individual worlds.



Between Galaxies?

Each Galaxy is home to billions of stars, and presumably millions of habitable planets, many of them containing star-faring races. Travel between individual star systems is relatively common in Dragon Ball Z-Space; but travel between Galaxies is rare—it's far easier to jump to the Other World that intersects these galactic neighborhoods and travel from there, than it is to go the long way around. Not that anyone's actually done it yet.

Although the Four Galaxies (and their Kaio-shin) are occasionally mentioned in the manga and the movies (and we get an overview of them in the Majin Buu backstory), they don't really make an appearance. We know, for example, that the original Super Saiyan destroyed a lot of real estate in the West, East and South Galaxies, (thanks to one of the DBZ movie backstories), but little more than that is known. Like Star Wars®, there's only one Galaxy that really matters, and that's the one our heroes are sitting in—the North Galaxy.

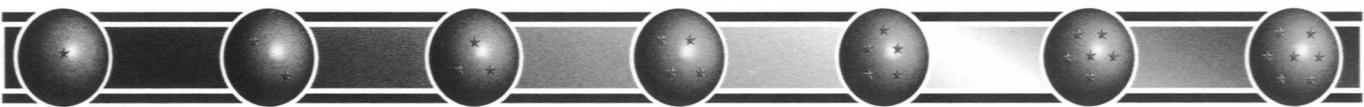
North Galaxy: Where the Action Is.

North Galaxy is where everything that matters in DBZ really happens.

Back in the first book of the Dragon Ball Z series (*The Saiyan Saga*), we “landed” on a couple of the more popular planets of the Sagas; **Namek** (sanctuary of the molluscoid Nameccians), **Vegeta** (the now obliterated homeworld of Saiyans like Goku and Vegeta, once known as planet **Plant**), and planet **Arlia** (incidentally wiped out as an afterthought by the Big V himself). In the Frieza Saga, we also learn a bit about other worlds, such as **Frieza Planet #79** (which in itself assumes that Frieza has at least seventy-eight other planets under his control), plus **Planet Yardrat** (where Goku learns teleportation just before the Android Saga).

However that was only a taste of the possibilities. So far, the Master has only let us see a few of the many possible worlds that make up the North Galaxy. If we make the reasonable assumption that there's a lot more habitable real estate out there (after all, the Saiyans made a living for centuries finding other worlds, wiping out the local inhabitants and selling the empty planets to other races), then we're going to have to fill in the gaps that Akira Toriyama just hasn't had the time to get scribbled down.

It's now time to step off from the known worlds of the DBZ canon and start populating the “universe” with new places to visit, explore, and (if you're like Vegeta), detonate for fun and profit.



And that means thinking like the Dragon Ball Master himself.

Thinking Like Akira Toriyama

To Boldly Pun Where One Man has Punned before...

The first thing you're going to need to understand is that Outer Space in Dragon Ball Z isn't anything like reality as we know it. The best way to think of Dragon Ball Z-Space is as an enormous series of extended puns, brought into being through the fertile imagination of DBZ creator Akira Toriyama. In this space, physics are suspended in favor of plot, astronomy takes a backseat to a fun idea, and above all, planetology is overruled in the pursuit of the best possible pun.

For example, let's revisit Namek, home world of Piccolo, Nail, Dende and Guru. We'll start with the planet's **name**--Namek. It's short for the Japanese word *namekuji*, which means slug or mollusc. But that's not all—every native on the planet is named after some form of mollusc (except for Piccolo, and we'll get to him later). **Dende** is one way of saying slug in Japanese, for example. And since Toriyama is as adept at multilingual punning as he is in Japanese, it's no surprise that *snail* becomes Nail and *escargot* becomes Cargo. There is probably a Namekkian out there named Tako (octopus); we just haven't met him yet!

(Oddly enough, the leader of the Namekkians was renamed from his original *Saichoiru* (another type of mollusc) to the more Americanized Guru—which neatly puns into the Japanese word *hamaguri* or clam!)

How does this fit into the planet though?

Glad you asked. Since Namek is a world of snail-like creatures, Toriyama carried that theme into the very design of the world. Namekkian architecture, for example, is low and rounded—closely resembling snail shells. The plant life is shrubby and close cut, much like a grassy garden. The biggest threats to the population are flying creatures and fish-- all major snail predators. Namek spacecraft even resemble the spiked shapes of cone shells and conches.

As a Dragon Ball Z GM, your job will be to become your own version of the DBZ Master. You'll have to delve into your sense of humor and adventure to come up with inter-

What about Piccolo?

When our redoubtable bad-boy showed up in the original Dragon Ball series, he lead a band of followers all named after musical instruments (like Violin, for example). Most likely having no memory of his original alien heritage, Piccolo just picked a name that sounded good to him and all his henchmen.

Probably a better choice than if he'd decided to name everyone after cheese byproducts or old cartoons.



esting themes (and puns) to build your Dragon Ball Z worlds around. And this all boils down to Theme Planets.

Theme Planets

A theme is a central gag or concept that is repeated throughout the world. For example, the original theme of the Saiyan world was plants. The world was even CALLED Planet Plant. Inhabited by the peaceful, but high tech Truffles (a plant), the planet was eventually overrun by tougher, more vigorous vegetables (the *yasai* or Saiyans). They renamed the planet **Vegeta** (vegetable) and adopted all vegetable names (*Kakarrot*, *Broli*, *Nappa*, etc.) Presumably, on **Planet Meat** (yes, it's a real DBZ planet), there would be people named *Steak*, *Chop*, *Hamborga* and *Prok* (pork).

Themes are the first and most important idea in creating a viable Dragon Ball Z world. Themes are what hold DBZ planets together. You aren't going to get a really Dragon Ball Z planet unless it's got a theme—in short, like an amusement park, it's a "theme planet."

The next step, once you have a theme, is to ask "**How else does the Theme affect the world?**" If we take this further, themes can not only influence the names of the people, but also some elements of how they live. For example, the *nameks* (slugs) not only have names that are various types of snail or slug pun, but also have rounded, snail shell like houses. They reproduce by budding or laying eggs, and they appear to be hermaphroditic, like snails. (Makes you think of tough guy Piccolo in a whole new light, doesn't it?)

Remember:

Toriyama is a story teller. Not a science fiction writer.

Dragon Ball Z Planet Building in Six Easy Steps

- 1) What is the basic theme of your world?
- 2) Based on this, what is the world like and how does it fits with your theme?
- 3) What kind of names will characters from your world have?
- 4) What do their homes/cities look like?
- 5) What do their vehicles/spacecraft look like?
- 6) What kind of other lifeforms are on this world?

Got the basic idea? Using our idea of themes, let's try building a world. To make it easy, we're going to pick a theme common to almost every culture—one that is so obvious that anyone can get it almost immediately.

Dogs.



Theme Planet/Alien Construction Form

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PLANET NAME

- 1) What is the basic theme of your world?

- 2) Based on this, what is the world like and how does it fit with your theme?

- 3) What do the inhabitants look like?

- 4) What kind of names will characters from your world have?

- 5) What do their homes/cities look like?

- 6) What do their vehicles/spacecraft look like?

- 7) What kind of other lifeforms are on this world?

TYPICAL ALIEN WARRIOR ►**Tech Code:****ALIEN RACE****CHARACTERISTICS & POWER**

P. LEVEL	PWR UP
MENTAL	COMBAT
PHYSICAL	MOVEMENT

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	+ [Combat]		=	
Evasion	+ [Combat]		=	
Weapon	+ [Combat]		=	
Power	+ [Combat]		=	
Body	+ [Physical]		=	
Mind	+ [Mental]		=	

DEFENSE
Subtract from Damage first.

HITS
Take Damage from here

SPECIAL ABILITIES:



Welcome to Canis Major, the Dog Star Planet

Let's take a few minutes to look over our six handy steps to planet building and try to answer each question:

- 1) What is the basic theme of your world?
The theme is dogs; well, actually any kind of doglike theme.
- 2) Based on this, what is the world like and how does it fit with your theme?
Canis Major is a place a dog would love. It has miles of grassy fields to run in, and lots of tall trees.
- 3) What kind of names will characters from your world have?
Since this planet is based on a generally canine theme, let's use names that both directly name canines (Wulf, Houn, Foxx) as well as a few "doggy" names in other languages (French=Chien, German=Hund). Let's also toss in a few word scrambles (like Herdshep and Lowf).
- 4) What do their homes/cities look like?
Canis Major houses look like those plastic doghouses they sell at Pet Palace. They are rounded plastic shapes with igloo like doorways. Taller cities are made up by stacking igloos on top of each other.
- 5) What do their vehicles/spacecraft look like?
Keeping with the canine theme, vehicles look like large metal wolves, with cockpits in the eyes.
- 6) What kind of other lifeforms are on this world?
A world of dogs should have lots of small, fast things to chase. There should be at least one sub-race of cat-like creatures—perhaps they are evil opponents to our "good" dogs.

Now that we've put together a sample Theme Planet, let's move to the next step: populating it with some interesting inhabitants. Let's start by taking a look at what Toriyama's done already, okay?



My Favorite Namekkian Creating Aliens In Dragonball Z

The Truth is IN there, Sculder. If we'd ever doubted whether intelligent alien life existed in the DBZ universe, the Frieza Saga eliminates that question for once and for all (although if you had to work from the sample of "humans" in Dragon Ball Z, with it's cat people, dog people and talking pigs like Oolong, you'd wonder what was alien too.) But here's just a random sample of what we KNOW is out there, thanks to the Frieza Saga:

Assorted Aliens from The Dragon Ball Z Universe

WHO

Bas-jin

Burter

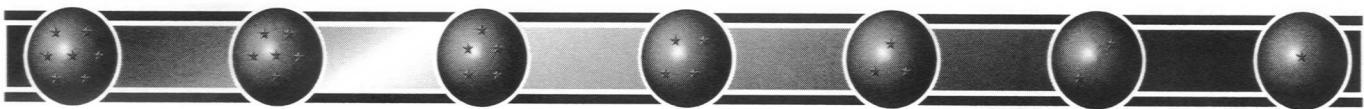
Frieza

TYPE

This is Guldo's race. A short, squat, four-eyed species with time control abilities. They are also telepaths.

Race name unknown. Huge blue-skinned alien with ribbed head and no nose. Fastest guy in the universe, this may be a personal power, not a racial adaptation.

Frieza's people (race unknown). Blue-white skins with pink ribbing (like worms) and thick tails, they can take multiple variant forms of themselves.



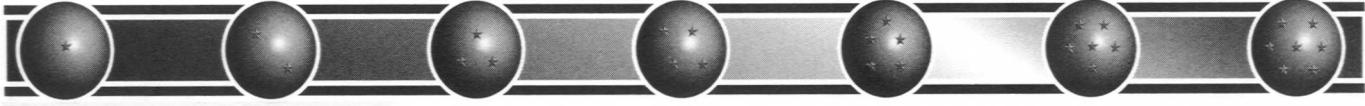
Cui	Race name unknown. Blue humanoids with multiple breathing holes in their heads.
Dodoria	Race name unknown. Huge pink aliens with spiky body parts and red eyes.
Frieza's Doctor	Race name unknown. Birdlike Alien with crest and four fingered, two-thumbed hands.
Ginyu	Race name unknown. Blue horned humanoid with weird brain protrusions. Can change bodies.
Humanoids	These look like Earthmen, but since only a half dozen humans have ever left Earth, they MUST be aliens. Recoome is probably just a bigger form of this group. The Space Kids probably also count.
Jeice	Race name unknown. Red skinned, white haired humanoid.
Namekkians	Molluscid humanoids with green skin and antennae. Powerful regenerators.
Saiyaimen	Vegetable humanoids with wrinkled heads and claws.
Saiyans	High gravity, very strong humanoids with spiky black hair.
Squid Henchman	Race name unknown. Bulbous green, spotted head with gills. Probably partially aquatic.
Truffles	Weak, frail humanoids with super-scientific abilities.
Wolf Henchman	Race name unknown. Small humanoid wolves. Might fit in well on Earth.
Yardrats	Lightbulb-shape-headed humans with wrinkly chins, fond of wearing puffy necked gowns. Master teleporters, they may also be telepathic.
Zaacro (and Raiti)	Unknown race of telepathic aliens, capable of weaving strong illusions. Normal form is a rocky-skinned humanoid with deep set eyes.
Zarbon	Race name unknown. Tall, fair humanoids with an alternate monstrous form.

Bullding the perfect alien

Not enough aliens for you? No problem.

Of course, working within your planet's basic theme, you should already have some idea of what the inhabitants are going to be like. But you're going to have to put some NUMBERS under that thematic set of aliens to make them work within a game setting. And that's where game design comes in.

Building an alien in Dragon Ball Z is very much like building a character, when you think about it. All you're really doing is building a representative version of the race



you plan to add to your cosmos. Our baseline is always Earth Humans, who are the most typical species in the DBZ universe. As with every character, we'll start by generating some **Characteristics**.

This isn't Your Everyday Alien...

This system assumes you are creating an alien Dragon Ball Z FIGHTER, not a typical civilian. To create a typical alien on the street, generate your fighter first, then subtract 4 points each from their Physical and Combat Characteristics.

Alien Characteristics

Characteristics are values that show how good your alien will be. They are measured from 1 (equal to a weak, sub-normal human) to almost infinity. Although a fit, non-augmented human usually has values ranging around 5 to 7, your alien may have values far greater than these.

Each Alien has **4 Basic Characteristics**:

Physical: How strong and healthy your alien is.

Mental: How smart and strong-willed your alien is.

Combat: How well your alien fights.

Move: How far your alien moves each phase.

You'll also get **2 Derived Characteristics**. (Characteristics that are determined using another Characteristic as a base value). These are:

Defense: How tough your alien is. Defense is *subtracted* from any damage done to your alien.

Defense is determined by multiplying your Physical Characteristic by 5.

Hits: How hard your alien is to kill or knock out.

Hits are determined by multiplying your Physical Characteristic by 10.

You start with 40 points to build your alien:

Special Abilities

These are the little things that make aliens, well, alien. They are special things that typical humans don't have—yet, unlike powers or skills, they are not achieved through work or study. They are inborn traits and include any ONE of the following:

- **Telepathy:** The ability to clearly read the mind of any ONE person physical contact is made with, for as long as contact is maintained.
- **Telekinesis:** Ability to lift up to 10 lbs. of weight up to one's own eye height for up to 1D6 turns per attempt.
- **Adverse Environment:** This is the ability to be comfortable in ONE specific adverse environment—temperatures above 150° F or below -50° F; high radiation zones, poisonous environments, underwater or in deep space, etc.
- **Beauty:** Your alien species is extremely good looking, adding +5 to any coercion-based Mind skills, as others are swayed by your allure. Even if they aren't of your species.
- **Enhanced Movement:** This could be the ability to swim like a fish, fly like a bird, tunnel like a mole, swing like an ape or glide like a squirrel—in short, any *single* movement ability not normally found in typical humans.



- **Enhanced Sense:** This could be better than normal hearing, sight, ability to see in adverse environments or enhanced smell detection with a Mental Advantage of +5. It could also be the ability to sense a specific type of emanation or electromagnetic effect, such as radiation, ki, or telepathic communication (although not true telepathy) as determined by the GM.
- **Additional Limbs:** These limbs allow the subject to pick up one extra object per limb, or to make one additional attack for every PAIR of additional limbs, up to a total of TEN limbs.
- **Natural Weapon:** This could be any one of the following: spines, claws, large teeth, stingers, natural clubs, whips or tentacles. This natural weapon will add 2 dice to any Physical attack made with that weapon.

Important: If you do NOT select a special ability, you will instead automatically gain $1D6+2$ extra Characteristic points which may be placed in any Characteristic (or Characteristics) of your choosing. You may also elect to buy ONE additional Special Ability by spending 10 points out of your starting 40.

Example: I decide to create the Chi-Chi-Wahs, a doglike race that lives on Canis Major. I generate their Characteristics as:

Physical.....10	Mental6
Combat12	Move12

For their Special Ability, I decide to take Enhanced Sense (of smell), allowing me to add +5 every time I choose to track a smell.

Alien Skills

This is the third step towards creating your alien. Skills are things your alien knows how to do, represented as numbers. Each skill is also paired with a matching Characteristic; the Characteristic usually used is listed with the skill. **There are six types of skills in Dragon Ball Z:**

Body Skills: Anything to do with physical stuff (Physical).

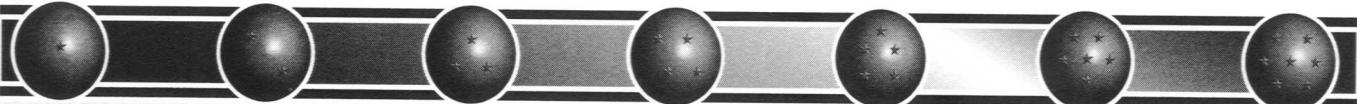
Mind Skills: Anything to do with using mind, will, or charm (Mental).

Evasion Skills: How good the alien is at not getting hit in combat (Combat).

Fighting Skills: How good the alien is at hitting things with its body (Combat). In Dragon Ball Z, these are also known as Fighting Techniques.

Weapon Skills: How good the alien is at hitting things with a weapon (Combat).

Power Skills: How good the alien is at using any special powers (Physical or Mental). In Dragon Ball Z, these are also known as Energy Attacks.



You will automatically have 40 points to distribute among your Skills.

Special Alien Fighting Techniques

Special Techniques in Combat

Fighting with a Special Technique is just like making any other melee attack; add your Combat Characteristic, Fighting Skill and the roll of three six-sided dice. The only difference is that for each additional die of damage, you'll subtract one point from your Fighting Skill.

The next step will be to determine if you have any special fighting techniques available to your alien fighter. To recap from the Dragon Ball Z Adventure Game (pgs.. 79-80), Special Techniques are "damage enhancing moves" that are used to make your attacks more personalized. Here are the steps:

1) Describe your Special Fighting Technique: The first thing to do is to describe your Special Technique. Note that a description doesn't have to cover just one move of the technique (i.e.: a kick).

2) Determine its Damage: Determine how much damage your Special Fighting Technique does. Using a Special Fighting Technique allows you to add more damage on top of the base of your Physical+ Fighting.

3) Determine the Technique's Skill cost. The trade off of a Special Technique is that for every die of damage you add to the attack (beyond your basic damage) you must subtract 1 point from your Fighting Skill when *using* that Special Technique. This is the techniques Skill Cost.

4) Name the Technique. Once again, keep your Theme in mind when naming your Technique. For example, my Chi-Chi-Wahs would obviously have attack names like *Fang of Fury* or *Go For the Throat*.

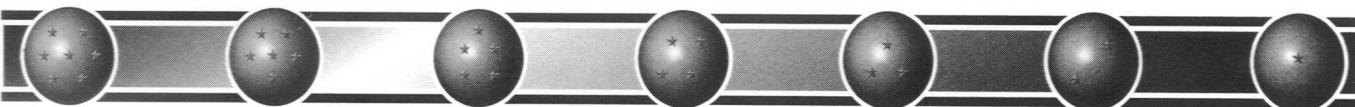
Power Levels & Power Ups

Since this is Dragon Ball Z, most of the aliens we'll meet will also have access to ki-based powers. To determine your alien's **Power Levels**, roll three dice. The first roll and second roll, added together represent the 100's place—if the value is greater than 9, this roll will represent both the 1000's and the 100's places.; The third roll will represent the 10's place. The last number is automatically a zero. **Power Ups** are determined by adding your Mental and Physical characteristics together and multiplying the result by 10.

Got your Aliens all made up? Now let's move on to the last step in the process of building and populating an alien world—Tech Levels.

But What About the Crusher Ball?

—and other power attacks used by the Ginyu Force and others? Stay tuned—we'll cover those in the New Powers Section (pgs. 79 thru 91)



Tech Levels

Most science fiction worlds use the idea of technology levels--ways of measuring the level of scientific advancement on a planet. The assumption is that technological capacity remains pretty much stable across the board; if your world is only capable of building Model T automobiles, having a fleet of rocket cruisers is pretty much out of the question.

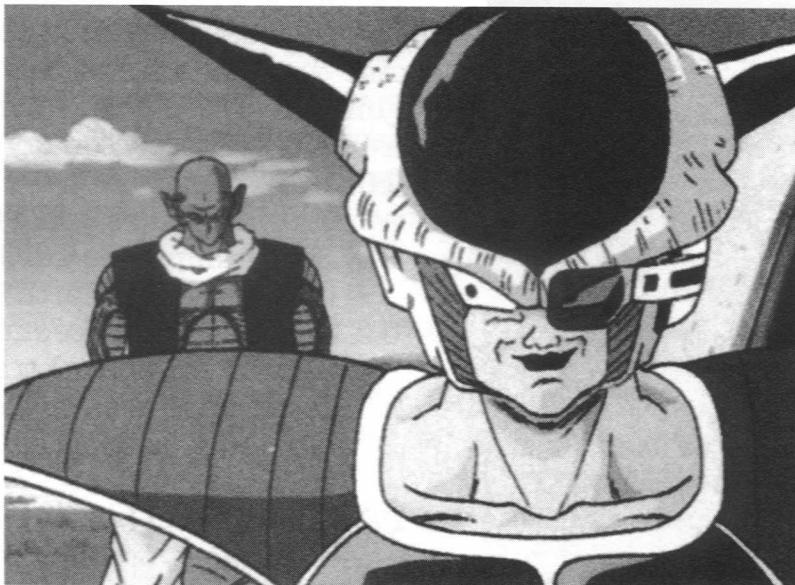
Not so in Dragon Ball Z. Here, technological advances in one area don't necessarily mean equally large jumps in another area. For example, Dragon Ball Earth commonly uses the science of capsules to store large vehicles, even complete buildings, in the space of a large pill bottle. The ability to compress almost infinite mass into a small space without its attendant weight implies an *incredible* level of technology—tech that would make the transporters and replicators of *Star Trek®* look like children's tin toys by comparison.

Yet, for all of that, Dragon Ball Z Earth has no force-fields, no battle fleets, and no high energy weapons, all of which would be simple spin-offs of a technology that has essentially mastered total control of mass, energy and gravity. The very existence of Capsule tech means that at the very least, the inhabitants of DBZ Earth should have been able to clobber the Saiyans with huge starcruisers, massive planetbuster weapons and finally "Capsule" them into tiny containers that Bulma could fit into her purse.

Why didn't this happen? Because it wouldn't have made a great story.

That being said...

Overall, however, technology in Dragon Ball Z is remarkably consistent. Almost everywhere you go, people have flying cars, spaceships, television and buildings. Even on worlds where the locals look like something that you'd battle with a can of Snail-B-Gone. Once again, it's up to your sense of a good pun to shape that technology into something interesting.



Making It Perfectly Clear:

Yes, you can have different tech levels for different aspects of technology on a single planet.

What's a "Near Star?"

Simply put, a **near star** is any star that the *fastest* ship in Dragon Ball Z could reach in a **day**. This is generally about 5 light years distant.

In general, Dragon Ball Z technology breaks into eight categories: Space Travel, Transportation, Weapons, Defense, Healing, Housing, Communications and Supply.

1a) Space Travel (access): How do your Dragon Ball Z aliens get around in outer space? In general, since we can assume they have faster than light travel (everyone else in Dragon Ball Z seems to)—the big question is how easy it is for a character to personally score a lightspeed ride).

TL Description

- A No way you're going into space.
- B Space ships are rare and have to be built for the occasion (DBZ Earth)
- C Spaceships are common but only pulled out of the hangar for special travel (Namek)
- D Spaceships are common and used in everyday travel like jet airliners (Frieza)

1b) Space Travel (speed): Once you have a ship, it's typical speed is based on your Space Travel Tech Level:

TL Typical Speed of Ships

- B Slow Ships can reach near stars in a year.
- C Medium Ships can reach near stars in a month. Roll 1D6; on a 1-4, this is what is available to your tech level.
- C Average Ships can reach near stars in a week. Roll 1D6; on a 5-6, this is what is available to your tech level.
- D Fast Ships can reach near stars in a day.

Example: Goku comes from Earth, with TL(B) Space Travel. The fastest type of ship he could normally find on Earth would be Slow. However, Dr. Briefs uses a TL(D) engine taken from Nappa's spacepod, bringing Capsule Spaceship's speed up to Fast.

2) Transportation: How do your characters get around when they're not flying through space. Antigravity? Tracks and treads? Wheels? To solve this one, ask yourself what means seems most appropriate to the particular "pun" driving your world. For example, Nameks don't seem to have much in the way of transport, but a super slick method of sliding over the surface would be altogether fitting. If you're talking about a planet of giant vegetables (or people named after vegetables), maybe spherical seed pods suspended under gossamer antigravity floats or energy parasols.

TL Description

- A You ride an animal, sail a boat, or you walk.



- B You have ground cars and jet planes.
- C You have antigravity vehicles that fulfill all transport needs (DBZ Earth, Frieza)
- D You have instantaneous teleportation (Yardrat)

3) Weapons: How do your characters *attack* others?

What is their *primary* means of aggression?

TL Description

- A It's all teeth, claws, stones, clubs, bows or swords.
- B You have chemical projectile guns and explosives. On a big day, you roll out the nukes. (DBZ Earth)
- C You have personal energy weapons equal to a 300 point Power Blast (Frieza's goons)
- D You have personal energy weapons equal to a 1000 point or higher Power Blast (Frieza's more powerful goons).

For example: Most humans have chemical projectile guns. Goku has a sword. But Frieza's henchmen use personal energy weapons at TL(C).

4) Defense: How do your characters *defend* themselves against attacks?

TL Description

- A Hide in the bomb shelters till the Bad Guys leave (DBZ Earth)
- B You have super strong metals and armors that can stop attacks up to 10 points.
- C You have personal energy fields that can generate up to a 500 point Deflection
- D You have personal energy fields that can deflect a 1000 point Power Blast.

5) Healing: How do your characters recover from injury? Can they recover from being mortally wounded or killed?

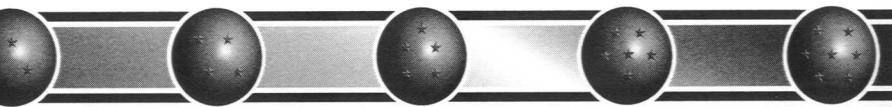
TL Description

- A Hospitals, surgery and lots of icky blood. Takes a long time to heal critical injuries (DBZ Earth)
- B Healing machines and vats. Takes a few hours to heal critical injuries (Frieza)
- C Small, hand-held healing machines (or Senzu beans) for instant healing.
- D Instant healing or even resurrection from the dead.

6) Housing: What sort of structures/cities do your characters live in? Are their houses highly advanced, self aware buildings. or just conglomerations of wood and metal?

TL Description

- A Primitive huts or caves
- B Stucco, brick or other masonry-type, single-level structures (Namek)



- C Glass, steel and wood-framed housing, skyscrapers, etc. (Earth today)
- D Futuristic skyscrapers, domes or other really science fiction structures (Frieza Planet #79)

7) Communication: How do your characters communicate over long distances? And over what distance can you stay in touch?

TL Description

- A You yell through your cupped hands or use a megaphone.
- B Limited international communications—simple radios, telegraph
- C Planet wide, nearly instantaneous communications—radio, TV, internet
- D Instantaneous communications over near-star distances (see pg. 60)

8) Supply: How do you get food and personal goods? Do you handicraft everything, or does even your food come out of some type of matter reconstruction device?

TL Description

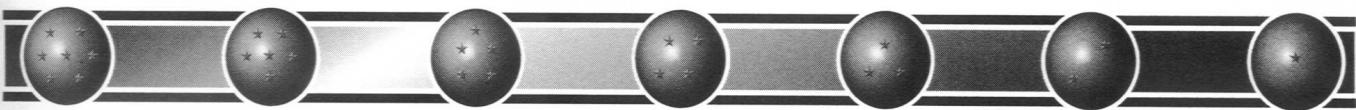
- A Everything is handmade; you have to grow all your own food.
- B You have some factories and limited mass production. You can get many local goods from a nearby store or delivery man.
- B Planet wide factories and mass production. You buy things from all over the world from shopping malls and stores
- C Galaxy-wide factories and mass production. You buy things from all over the known universe from intergalactic shopping malls, stores and trade ships.
- D Instantaneous creation of food or other supplies from some kind of matter-construction device.

To describe a planet's overall Tech Level, simply string together its levels in all 8 areas to get a simple Tech Code.

For example: Here's how Canis Major would look as a Tech Code.

Space Travel: **C** (Spaceships are common but only pulled out of the hangar for special travel. Average Ships to Medium Ships only.)

Transportation: **C** (Antigravity vehicles that fulfill all transport needs)



- Weapons:** **B** (Chemical projectile guns, explosives, nukes. The Chi-Chi-Wahs prefer hand to hand combat.)
- Defense:** **B** (Super strong metals and armors that can stop attacks up to 10 points.)
- Healing:** **C** (Small, hand-held healing machines for instant healing)
- Housing:** **B** (Glass, steel and ceramic housing, doghouse-shaped skyscrapers, etc.)
- Communication:** **B** (Planet wide, nearly instantaneous communications—radio, TV, internet.)
- Supply:** **B** (Planet wide factories and mass production provide things from all over the world to the shopping malls and stores).

Final Code: CCBBCBBB

Got the basic idea now? Let's jump over to the next page and look at Canis Major as it would fit on a Planet Construction Sheet.





Theme Planet/Alien Construction Form

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PLANET NAME

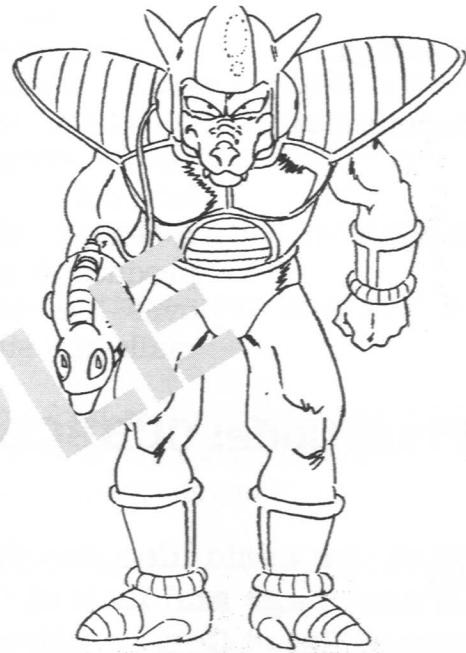
CANIS MAJOR

- 1) What is the basic theme of your world?
The theme is dogs; well, actually any kind of doglike theme.
- 2) Based on this, what is the world like and how does it fit with your theme?
Canis Major is a place a dog would love. It has miles of grassy fields to run in, and lots of tall trees.
- 3) What do the inhabitants look like?
They resemble humanoid dogs of all types, wearing silver space suits and collars with radios in them.
- 4) What do their homes look like?
Canis Major houses look like those plastic dog-houses they sell at Pet Palace. They are rounded plastic shapes with igloo like doorways. Taller cities are made up by stacking igloos on top of each other.
- 5) What do their vehicles/spacecraft look like?
Keeping with the canine theme, vehicles look like large metal wolves, with cockpits in the eyes.
- 6) What kind of other lifeforms are on this world?
A world of dogs should have lots of small, fast things to chase. There should be at least one sub-race of catlike creatures—perhaps they are evil opponents to our "good" dogs.

TYPICAL ALIEN WARRIOR ▶

Tech Code:

CCBBCBBB



ALIEN'S PICTURE

ALIEN RACE CHI-CHI-WAH

CHARACTERISTICS & POWER

P. LEVEL	1,150	PWR UP	160
MENTAL	6	COMBAT	12
PHYSICAL	10	MOVEMENT ..	12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	6	+ [Combat]	6	= 6
Evasion	6	+ [Combat]	6	= 6
Weapon	6	+ [Combat]	6	= 6
Power	6	+ [Combat]	6	= 6
Body	6	+ [Physical]	6	= 6
Mind	6	+ [Mental]	6	= 6

DEFENSE .. 80
Subtract from Damage first.

HITS .. 160
Take Damage from here

SPECIAL ABILITIES: Enhanced Sense: Smell +5

- 
- Rules of Dragon Ball Z Space Travel
 - How To Build a Space Ship
 - Ships Appearing in the Saga

Ah,
there you
are. I'm Dr.
Brief...

...and

I'm here to tell you
all about Space Travel
in the Dragon Ball Z
Universe!

SPACE TRAVEL

General Rules of Toriyama Space

1) Interstellar travel is always possible. It just doesn't get used much.

2) There are plenty of aliens Out There. Most stick to their own worlds unless they get a good reason to travel (world blown up, join Frieza's space pirates...)

3) There is no interplanetary travel. It's faster than light or nothing. And there's no tedious mucking about in hyperspace either.



Space Travel, Dragon Ball Z Style

Much of the action in Dragon Ball Z takes place on Earth, or in the higher dimensions of the Other World. But the Frieza Saga is unique in that it takes place in the vast reaches of outer space; a whole new arena of excitement and adventure for the enterprising Dragon Ball Z player.

Unlike the Other World, the realm of outer space is pretty undefined; Toriyama really only explores about a dozen planets and all of these are in one Galaxy. So if you're looking for a place to create new threats and new opponents, Space is where you have the most latitude to invent new stuff.

But before you can really start exploring the Galaxies, you're gonna need some way to get there...

Faster than light? No problem.

People really travel in the Dragon Ball Z Universe. We're not talking short hops around the Solar System to Mars or Venus (which, as far as anyone can tell, never even show up in DBZ). No, in this cosmology, almost every trip takes you to the outer edges of the universe.



And There's No Tedious Mucking About In Hyperspace Either.

Travel in the DBZ universe has some interesting assumptions. One of these is that ships travel from system to system without resorting to the old science fiction dodge of "hyperspace" to cheat Einsteinian physics.

The answer seems to be in the way ships work in DBZ. All ships operate using anti-gravity drives. Between this and the fact that all sorts of races appear to be able to build gravity training rooms, we can assume that Dragon Ball Z scientists have managed to gain total control over the Mass/Energy part of the old $E=MC^2$ equation, rendering ships essentially "massless" in real space, while imparting their hulls with inertial velocities.

Gravity drives also explain another reason why there are very few gigantic star battlewagons in Dragon Ball Z. The bigger the ship, the harder it is to render it "massless"—so the bigger the ship, the slower its inertial drives can move it.

While We're On The Subject...

Here are a couple other important principles of Dragon Ball Z spacecraft to remember:

- Dragon Ball Z ships are always used as means of transportation; there are no examples of space battleships or even weapons being used by ships. One reason may well be that, faced with the power of the average Dragon Ball Z fighter, even the most immense space fleet would stand about as much chance as a moth under a blowtorch.
- DBZ ships are used primarily to cross between star systems; they don't race around through the atmosphere or engage in dogfights. After all, who needs a clumsy spaceship when you personally can fly at near light speeds?
- In general, the smaller the DBZ ship, the faster the ship. For example, Saiyan Space Pods are tiny one man spheres and are very fast. Namekian ships are as large as a house and relatively slow.

And that brings us to another topic; how fast do these things go anyway?

Going the Distance: The Near Star Rating System

Other than size, the biggest differentiation between DBZ starcraft is in how long it takes to cross the distances of interstellar space. Since distances in Dragon Ball Z are generally pretty imprecise (travel time is based more on who

If You're looking for Space Cruiser Yamato...

This isn't the place to find it. There is almost no evidence of big spaceborne weapons in the Dragon Ball canon—possibly because if you can blow up a planet with your fingers, who needs an orbital bombardment?

For You SF Hardcores

Speedwise, the Near Star Rating system means that a fast Dragon Ball Z spaceship would move at roughly the same speed as a *Star Trek®* ship moving at warp 7 or 8.

gets where first, not precise astronomical distance), we've created the **Near Star Rating System**.

Simply put, a **near star** is any star that the *fastest* ship in Dragon Ball Z could reach in a **day**. (This is generally about 5 light years distant). So when determining distances, ask yourself:

- Using the fastest ship available, could I reach this planet from where I am in a day?
- If not, how many days would it take for me to reach this planet using the fastest ship available?

Once you have determined how long it will take the fastest ship to make the trip, simply find your ship on the following scale:

- **Very Fast Ship** (reach near stars in a day)
- **Fast Ship** (reach near stars in a week)
- **Average Ship** (reach near stars in a month)
- **Slow Ship** (reach near stars in a year)

—and change the number of days to the appropriate measurement for that ship.

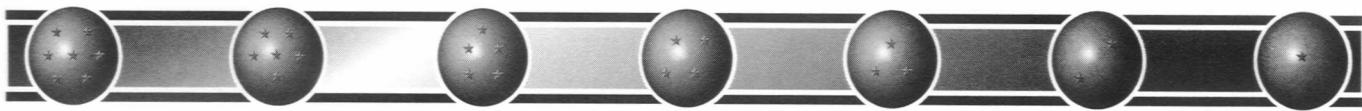
Example: A Fast ship takes off for Zaglan Betatrix, a not-so near star. You decide the trip will take ten days. This means an Average ship will make the trip in ten weeks, a Medium ship in ten months and a Slow ship in ten years.

Getting a Ship

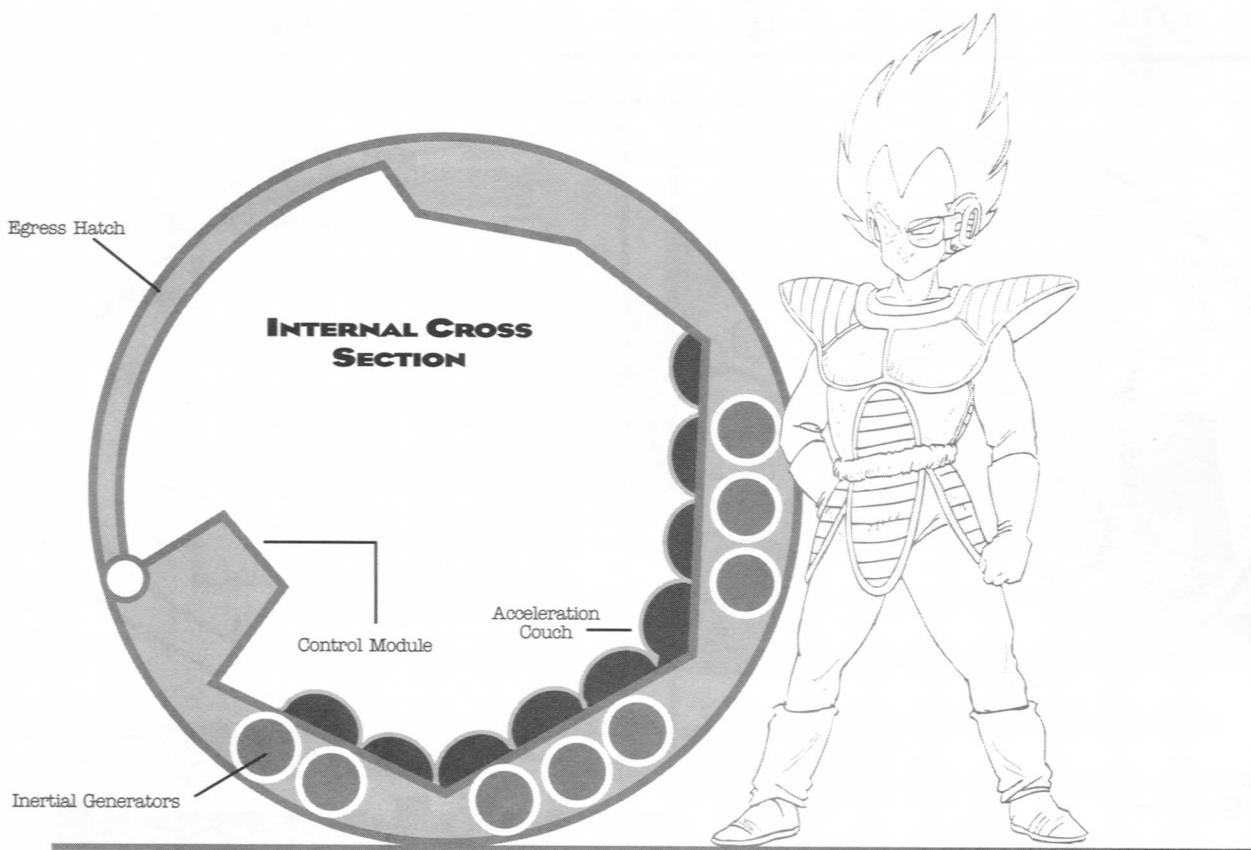
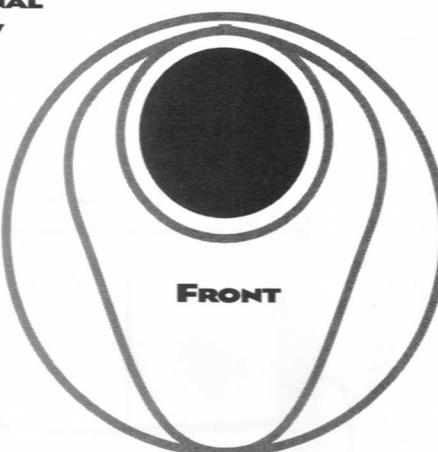
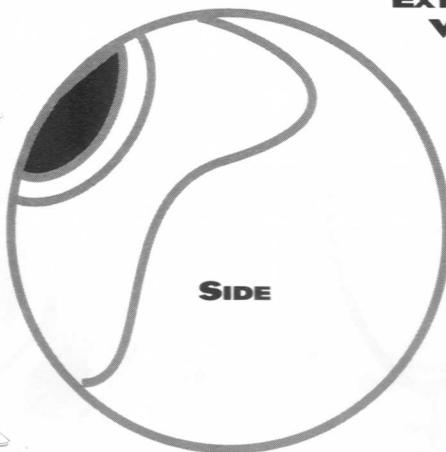
Assuming the Yardrats haven't yet given your Dragon Ball Z fighter the secret of teleportation, you're going to need a ship to go running around the universe. In Dragon Ball Z, your options are generally limited to where you come from.

- As a Saiyan (or an elite member of the Frieza Gang) chances are you have access to one of those nifty space-pods that Vegeta likes to cruise in. If you're from Frieza's home planet, you might even have a larger spaceship with a crew.
- If you're from Earth, chances are there aren't a lot of spaceships out there. Your best chance is to convince Dr. Briefs to build you one. (This will take about a week—he's still got the plans for Capsule Spaceship 1138 somewhere around in the lab).
- If you're from Namek, it's time to dust off one of those snailships that have been cluttering up the hangar bays, or perhaps Kami can help you out by telling you where there's an abandoned one on Earth.

Decide where you come from, and pick out a ship from our handy used spaceship yard starting on the next page. Or move on to page 74 and make up your own!



EXTERNAL
VIEW



69

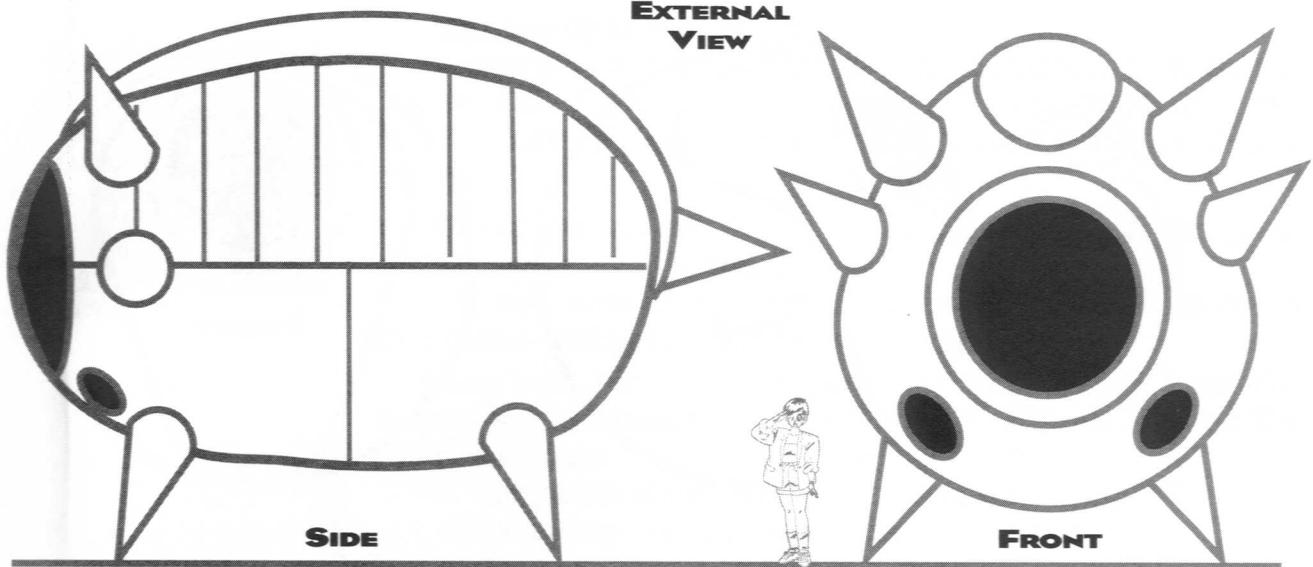
Saiyan Globeship

Size: About the size of a small car

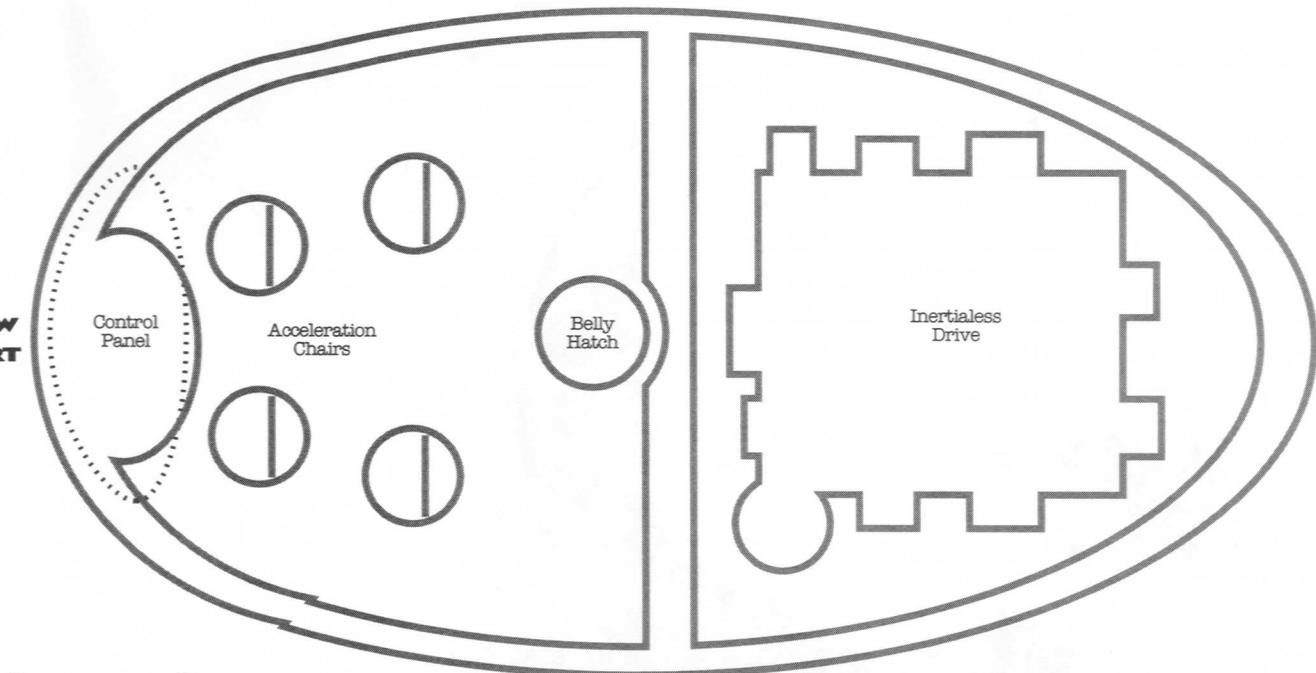
Passengers: 1 (2 in a pinch)

Near Star Travel Speed: Day

The preferred mode of travel for a Saiyan Space Pirate, these one-man (two in a pinch) pods are the speediest ships around. They can also support one person in suspended animation for up to a month; two people for up to ten days.



VIEW PORT



INTERNAL CROSS SECTION

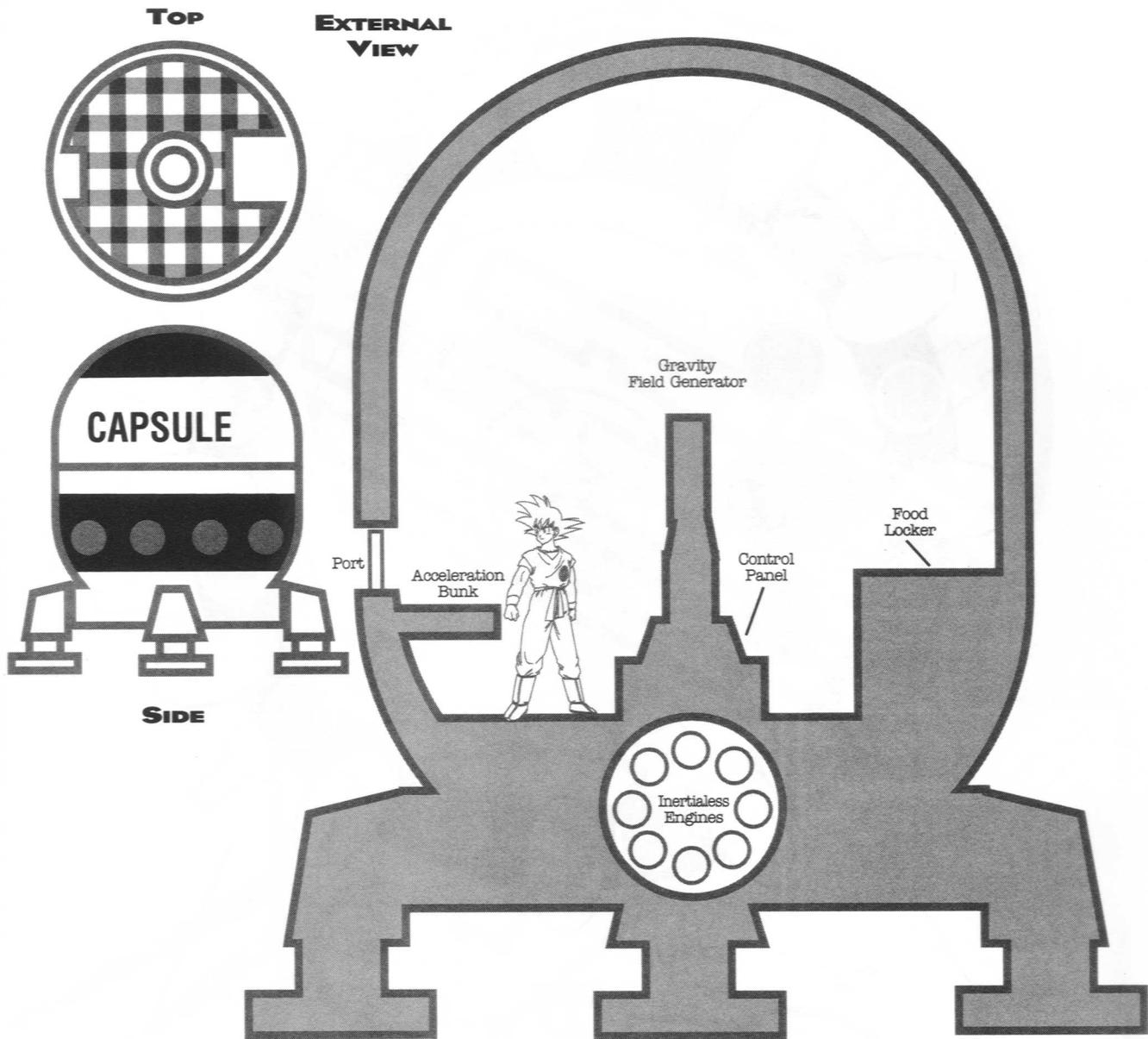
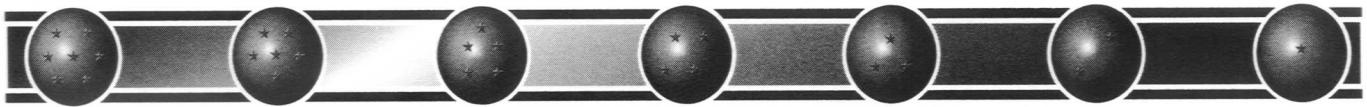
Namek Snailship

Size: About the size of a small house

Passengers: up to 6

Near Star Travel Speed: Week

This ancient spacecraft was common during the early ages of Namekkian space travel. It is therefore fairly large and unsophisticated, but very reliable.



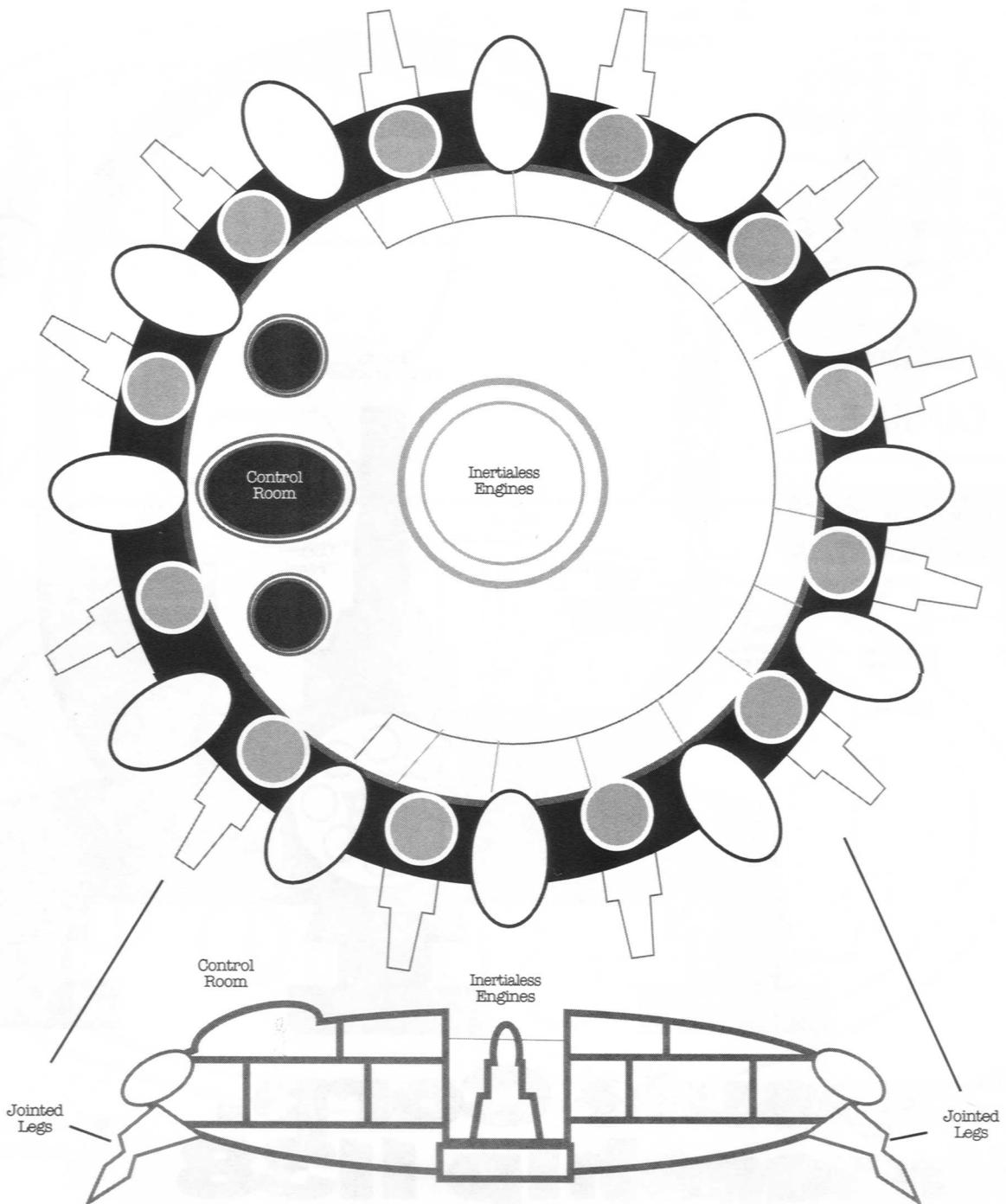
Capsule Corp. Spaceship 1138

Size: About the size of a small house

Passengers: 6

Near Star Travel Speed: Week

This spaceship was built by Dr. Briefs, using the inertial engines salvaged from Nappa's sabotaged space pod. The inertial engines have been re-aligned in a polarized induction field that allows their thrust to be aimed in several directions at once, to be inverted to create an artificial black hole. Although it is quite fast, the Capsule Spaceship is not quite equal to a Space Pod in speed since Dr. Briefs diverted some of its power to create the 50G gravity field Goku needed to train.



Frieza's Spaceship

Size: About the size of a large building

Passengers: up to 100

Near Star Travel Speed: Week

Frieza's spaceship is very similar to his father King Cold's—a flattened disk with bug-like legs all round the rim. The main inertial drive is in a core through the middle, surrounded by columns. Although not terribly fast, it can carry a crew of over a hundred (in cold sleep).



73

Space Kids' Colony Ship

Size: About the size of an ocean liner

Passengers: 200

Near Star Travel Speed: Year

This "stealth" colony ship (using a super-reflective mirrored hull) was designed by a race of humanoids fleeing their planet's destruction. The ship is crewed by children—their parents remained to fight and were vaporized with their planet by Frieza and his gang.

Bullding Your Own Spaceship

Ookay, so we've got the basic principles down. We've looked at a few models already out there and kicked the tires. Now let's get crackin' on building your own space ships.

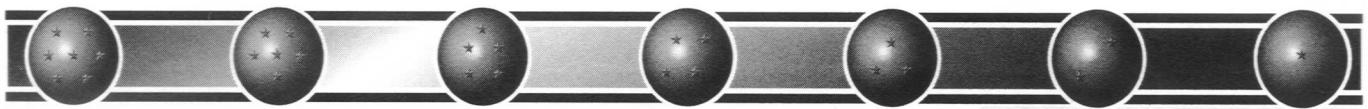
Step 1) Determine your planet's Tech Level: Assuming you've already come up with a planet, you should have a pretty good idea of your spaceship technology level. If not, here's a reminder:

TL Description

- A No way you're going into space.
- B Space ships are rare and have to be built for the occasion. Your ships are **Slow** (reach near stars in a year)
- C Spaceships are common but only pulled out of the hangar for special travel. Your ships are typically **Average** to **Fast** (reach near stars in a month or a week, depending on design of ship. Roll 1D6. On 1-4, your ship level is Average, on a 5-6, it is Fast)
- D Spaceships are common and used in everyday travel like jet airliners. Your ships are typically **Very Fast** (reach near stars in a day)

Step 2) Find someone to build your ship: A typical mechanic can build you a ship at the Tech Level of your home world. But it takes a really GOOD engineer to build you something *above* that. We like to call this the Dr. Briefs Factor; it takes a certified genius to take a highly advanced alien engine out of a wrecked spacepod and build a gravity engine and amplifier into another ship.

Die Roll	Your Ship Builder
1	Typical garage mechanic/inventor: This is the typical "mad scientist" working from his garage, experimenting in technology Where No Man Has Gone Before. He might have a brainstorm, or he might fall flat on his face with his Phlogiston Engine. Roll 1D6. 1=Drop one Tech Level. 3-4= Par for your Tech level. 5-6=Raise ship one Tech Level.
2-3	Spaceship engineer. Your ship is at par for your planet's current Tech Level, produced by the best minds your planet has to offer—think NASA.



4-5 Advanced engineer: This is the typical comic book super scientist. Thanks to this genius, your ship will be one Tech Level higher than your normal planetary level, or if stuck at Average, rises to Medium.

6 Supergenius (Dr. Briefs): Your ship is two Tech Levels higher than your normal planetary level.

Example: Ska-Goh plans to meet old friends on New Namek. He gets Mad Doctor Xinn (a garage inventor) to build him a spaceship. Since Ska Goh comes from Dragon Ball Earth, his base Tech Level is B, which means his ship reaches near stars in a year. But Doctor Xinn rolls a 6, raising his design from Tech B to Tech C, dropping the trip to a near star down to a week.

Step 3) Determine what extras your Ship Designer has crammed into your ship. Locate your Inventor's rating at the top of the chart, then roll 1D6 in his/her column for each additional feature of your ship. If the value rolled falls within the range specified, add that extra to your interstellar hot rod!

EXTRA	YOUR SHIP BUILDER IS:			
	GARAGE INVENTOR	ENGINEER	ADV. ENGINEER	SUPERGENIUS
Anti-Theft System	4-6	3-6	2-6	1-6
Anti-Intruder System	5-6	4-6	3-6	2-6
Automatic Pilot (planetary)	5-6	4-6	3-6	2-6
Automatic Pilot (Interstellar)	6	5-6	4-6	3-6
Compressed Food for year	5-6	4-6	3-6	2-6
Interstellar Radio	6	5-6	4-6	3-6
Suspended Animation	5-6	4-6	3-6	2-6
Mini exploration ground craft	3-6	2-6	1-6	1-6
Mini exploration submarine	4-6	3-6	2-6	1-6
Mini exploration flyer/grav car	5-6	4-6	3-6	2-6
Mini exploration spacecraft	5-6	4-6	3-6	2-6
Personal Power Armor	4-6	3-6	2-6	1-6
Personal mini robots	4-6	3-6	2-6	1-6
Healing Tank	6	5-6	4-6	3-6
Holographic Recreation Area	6	5-6	4-6	3-6
Limitless Food Processor	6	5-6	4-6	3-6
Gravity Training Generator	No way	6	5-6	4-6

Example: Karma Sen decides to visit Planet 10 to participate in the Interstellar Wolf-man Budokan. He steals a Red Ribbon experimental starship (advanced engineers). Rolling our way down the chart, we find his ship also comes with an Anti-Theft and Anti-Intruder System (4 and 5), a planetary Automatic Pilot (3), a Mini Exploration Flyer (5) and a Healing tank (5). Good going, Karma!

Interstellar communications?

Did you know *scouters* can do this. In the space of a hearing aid?!? That's how Vegeta learns about the Dragon Balls—he overhears Raditz talking to Goku on Earth while he's still a year away in space!

Here's a theory...

Judging from what we have seen of Frieza's ship designs and his inability to repair a scouter, there's an inference that his high tech may be from another source—perhaps the now long extinct Truffles of planet Plant/Vegeta...

Extras Descriptions

- **Anti-Theft System:** Complex lock system activated by voice or personal thumbprint.
- **Anti-Intruder System:** Internal countermeasure like lasers, smoke and gas emitters, all designed to stop nomal boarders .(Dragon Ball Z Fighters usually laugh at lasers and gas)
- **Automatic Pilot (planetary):** Ship can automatically take off or land itself on voice or radio command. Will stay in orbit until you take over again.
- **Automatic Pilot (Interstellar):** Ship can automatically locate and travel to an interstellar location if given coordinates via voice or radio. Will reach destination and take up orbit.
- **Compressed Food for year:** Supplies for one person for one year; reduced 2 months for every additional person added.
- **Interstellar Radio:** Instantaneous communication between ship and any star system/other ship with an interstellar radio
- **Suspended Animation:** Stasis Field. All time stops for ship occupants up to 5 years.
- **Mini exploration ground craft:** A small 4-man vehicle or mini-tank capable of exploring environments on planets or in vacuum (unlimited air, water, power).
- **Mini exploration submarine:** A small 4-man submersible vehicle capable of exploring aquatic environments including acid, swamp and lava (unlimited air, water, power).
- **Mini exploration flyer /grav car:** 2-man mini-plane or anti-gravity car for flying around planetside (but not space).
- **Mini exploration spacecraft :** 2-man mini-spaceship for flying around in space (but not in atmosphere).
- **Personal Power Armor:** One-man cargo lifter armor, with minimal protection, this would allow a typical person to lift a small car.
- **Personal mini robots:** Small robots (not taller than a small dog) who can do complex tasks when instructed to do so. Not really self-aware, they have no personal volition.
- **Healing Tank:** On board ship (non-mobile) healing tank that will restore anyone from near death to full health in 45 minutes.
- **Holographic Recreation Area:** Three dimensional visual environment simulator, with smell, taste, touch generators added. You can simulate almost any environment. Great for training.
- **Limitless Food Processor:** What Goku needs. Recycles cosmic dust, debris, hydrogen into any type of food and drink.
- **Gravity Training Generator:** Can increase gravity inside your ship up to 100 gravities, in increments of 5G's. Remember: normal humans have a 6G limit!!!

Let's take a look at a ship broken down on one of our handy Dragon Ball Z Spaceship Construction forms. We'll start with Princess Jade, who decides to hire the local mad scientist (garage inventor) of her Tech Level B world to build her a royal space yacht...

Your Ship's Name

THE KOZMIC KUBE

SHIP PROFILE

Planet Tech Level (check one):

- A (No ships)
- B (Slow Ships: NS in 1 year)
- C (Average Ships: NS in 1 month)
- C (Fast Ships: NS in 1 week)
- D (Very Fast Ships: NS in 1 day)

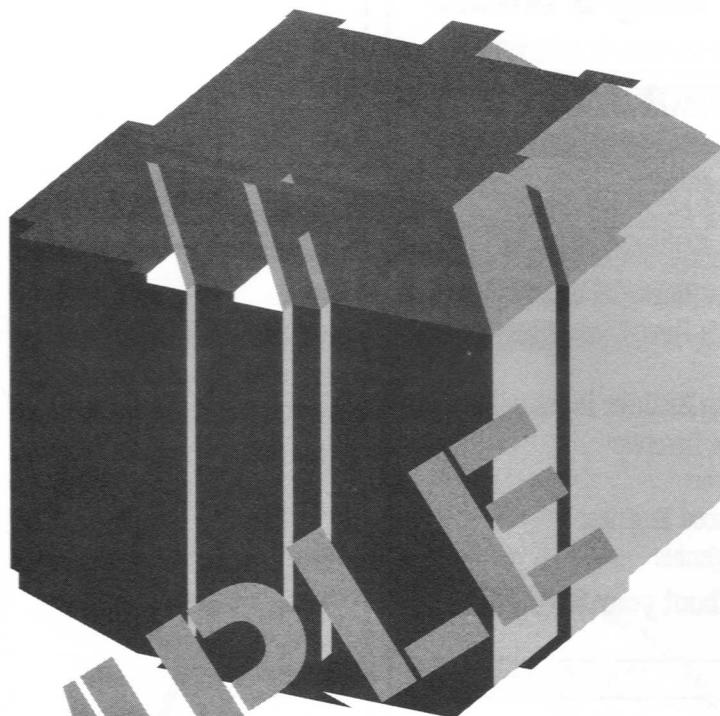
Your Ship Builder is (check one):

- Garage Inventor
- Engineer
- Advanced Engineer
- Supergenius

Tell us about your Ship Builder:

Weird Doctor Zap came up with this cosmic conversion engine and he wanted us to test it out on a trip to Planet 10. He rolled well so we got a C Tech

DRAW A PICTURE OF YOUR SHIP HERE



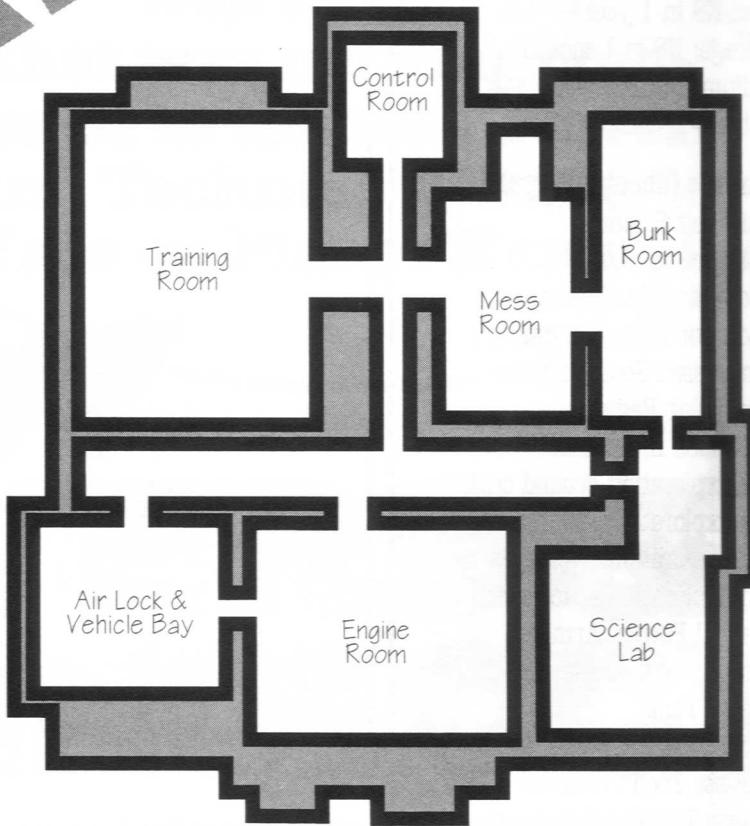
Your Ship's Speed (check one):

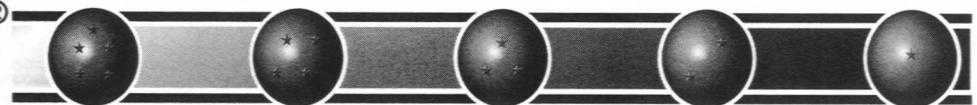
- Slow: NS in 1 year
- Average: NS in 1 month
- Fast: NS in 1 week
- Very Fast: NS in 1 day

Ship Extras (check all applicable):

- Anti Theft System
- Anti-Intruder System
- Automatic Pilot (planetary)
- Automatic Pilot (Interstellar)
- Compressed Food for year
- Interstellar Radio
- Suspended Animation
- Mini exploration ground craft
- Mini exploration submarine
- Mini exploration flyer/grav car
- Mini exploration spacecraft
- Personal Power Armor
- Personal mini robots
- Healing Tank
- Holographic Recreation Area
- Limitless Food Processor
- Gravity Training Generator

DRAW A PICTURE OF YOUR SHIP HERE





Your Ship's Name

SHIP PROFILE

Planet Tech Level (check one):

- A (No ships)
- B (Slow Ships: NS in 1 year)
- C (Average Ships: NS in 1 month)
- D (Fast Ships: NS in 1 week)
- D (Very Fast Ships: NS in 1 day)

Your Ship Builder is (check one):

- Garage Inventor
- Engineer
- Advanced Engineer
- Supergenius

Tell us about your Ship Builder:

Your Ship's Speed (check one):

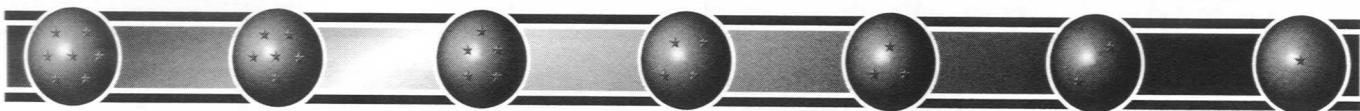
- Slow: NS in 1 year
- Average: NS in 1 month
- Medium: NS in 1 week
- Fast: NS in 1 day

Ship Extras (check all applicable):

- Anti Theft System
- Anti-Intruder System
- Automatic Pilot (planetary)
- Automatic Pilot (Interstellar)
- Compressed Food for year
- Interstellar Radio
- Suspended Animation
- Mini exploration ground craft
- Mini exploration submarine
- Mini exploration flyer/grav car
- Mini exploration spacecraft
- Personal Power Armor
- Personal mini robots
- Healing Tank
- Holographic Recreation Area
- Limitless Food Processor
- Gravity Training Generator

DRAW A PICTURE OF YOUR SHIP HERE

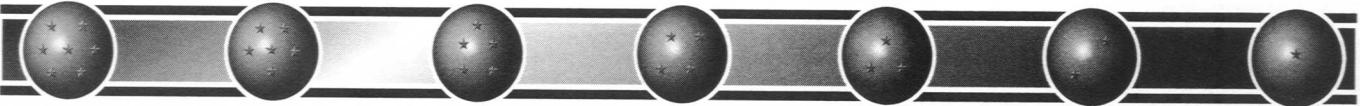
DRAW DECK PLAN OF YOUR SHIP HERE

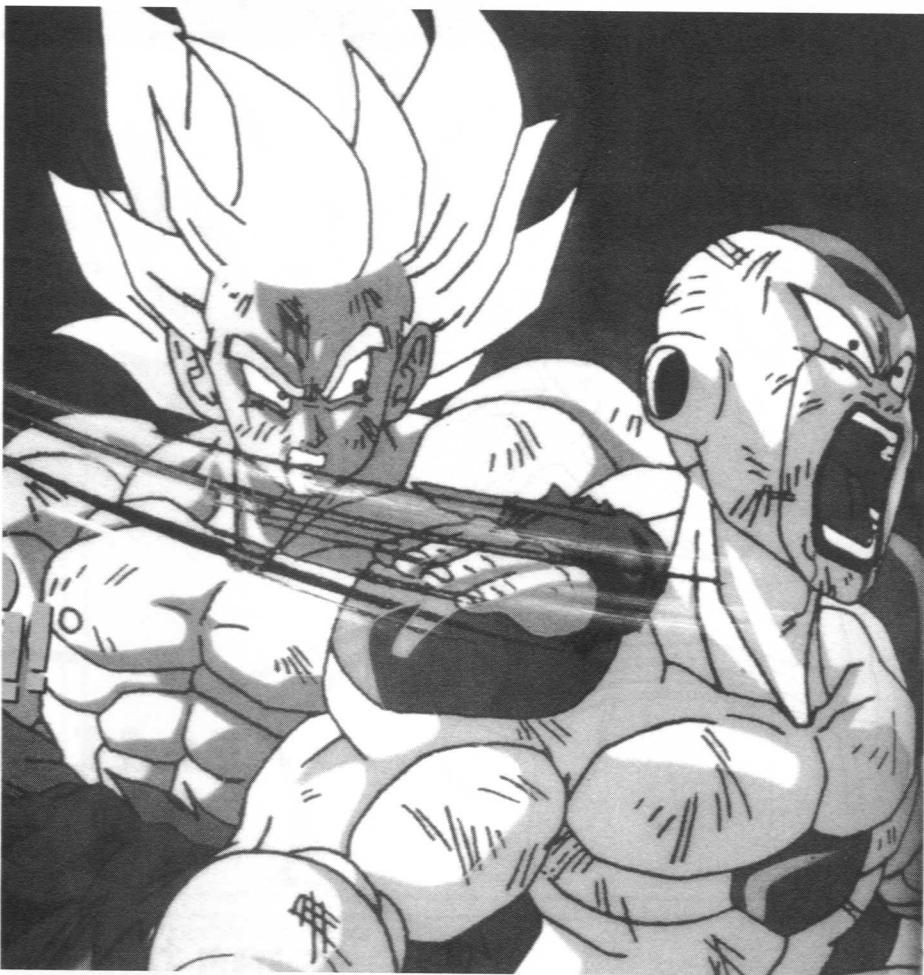


- Good Guy's Powers
- Bad Guy's Powers
- New Techniques
- New Ways to Get Better
- New Technologies
- About the Saiyans
- Super Saiyan Powers

And I thought training with Piccolo was tough! But that was nothing compared to the new Powers and Technology I had to face on Planet Namek!

NEW POWERS & TECHNOLOGY





New Enemies, New Powers

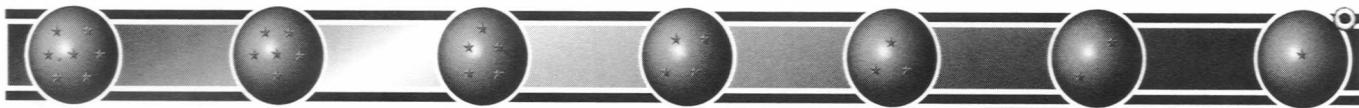
Up to this point, you've spent a lot of time learning the ropes; where the planets are, how to populate them with colorful characters, even how to get from place to place.

But one of the things that distinguishes one Saga from another is the quantum leap in scale—especially on the Power Scale. In the Frieza Saga, we now enter the big leagues, where the chief baddies are stacking up in the tens of thousands and the head honcho hits his stride at a cool TWO MILLION. And it's just gonna get worse as the Sagas go on...

So get ready kids, because this time around, a mere triple Kaio-Ken is not gonna cut it...

Think we're kidding?

In the next Saga, one villain character hits 2.5 million (but gets his clock cleaned anyway by a good guy with a 4 million power-level clout)!



Good Guys Powers

Let's start by taking a good look at what the Forces of Light have on their side, okay?

Read Power Level

Vegeta couldn't do this during the Saiyan Saga, but his beating at the hands of Goku obviously rattles something around in his spiky head so that by the Frieza Saga, he is the only one of the baddies who can read power levels without a scouter device.

Rule: Read Power Level automatically comes to players with Power Levels above 20,000, assuming they are able to make a Hard (18) Difficulty Mental Feat to realize it can be done. This roll may be made at the start of each game session until successful.

Hide Power Level

The ability to damp down your power level to give a false reading. Good for faking an opponent out; if he thinks you're only able to power up a 200 point attack, imagine how surprised he's gonna be when you hit him with a 5,000 point Kamehameha blast.

Rule: Hiding a Power Level is automatically available to any fighter with a Power of at least 300, assuming they are able to make a Hard (18) Difficulty Mental Feat to realize it can be done. (Although Saiyans don't normally think of it—Vegeta sure didn't!) This roll may be made at the *start* of each game session until successful.

Healing (Dende)

This is Dende's special ability; as the purest of the Namekians (and future Guardian), his touch can restore an injured warrior to full health and power again. The downside is that his purity means he has no fighting skills—which gets him toasted by Frieza once the wily alien figures out Dende's true value. While Dende is the only character that can do this in the Sagas so far, there's no reason why this couldn't be a type of technique instead (if your GM allows it).

Rule: To heal someone, you will spend 10 points of power for every 10 Hits restored. To heal AND restore power (which is what Dende basically does), you will spend 40 points of your own power to restore 10 points of both Power and Hits.

Telepathy(Chiatsu)

The ability to send messages mind to mind. You can talk directly to one person or to a group. There is no effective

The KaME-ha-ME-HA (Goku) vs the KAme-HAME-HA (Gohan)

You can tell the difference even if Gohan can't pronounce it right—in the KaME-ha-ME-HA, cupped hands are held low alongside the body and brought forwards; in the KAme-HAME-HA, the hands are cupped forwards of the body and thrust out in a straight line.

Making it Perfectly Clear: How much power do I have at the start of combat?

Unless you have had a chance to rest for an hour, be healed or eat a senzu bean, your starting power level will be whatever it was at the end of your last combat. No matter what your Power Level is [PWR.LVL], you must first power up to use it, and you may not gather more power each phase than your current Power Up [PWR. UP].

limit on range—Dragon Ball Z characters have sent messages between entire solar systems during the Sagas.

Telepathy in Dragon Ball Z is not like picking up a telephone, however. As with many will-based powers, the target's mental state, your clarity of mind and the Hand of Fate can often times determine just how clearly your message gets through.

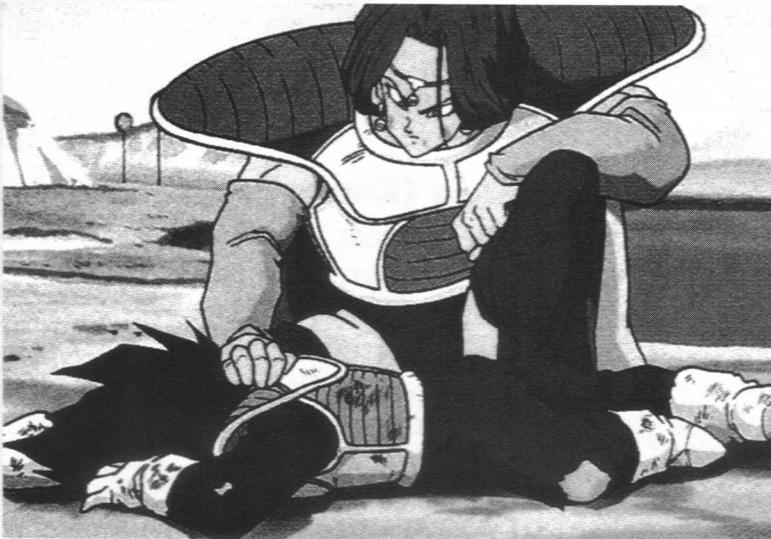
Rule: You may attempt to achieve Telepathic abilities by rolling a value on 3D6 lower than your Mental Characteristic. This roll may only be made once every Saga, at the GM's discretion, and should come as the outcome of a major training breakthrough or other big life change.

At the start of any telepathic communication, roll 1D6:

Roll Result

- 1-3** Crystal clear: they understand you perfectly
- 4-5** Communication fuzzy. Write down your message. Delete every other word in the message (example: "Tell _____ that _____ needs _____ right _____.")
- 6** No communication: You just don't get through.

This will be the state of communication until your next attempt is made. You may not make another attempt for at least two turns.

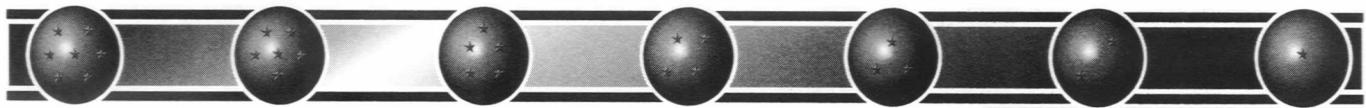


and Krillin use it constantly to know where the Dragon Balls are and who's got them. Frieza and Vegeta can both do this, but Vegeta is better at it. Sensing power is NOT the same as being able to read a power level; these are two different skills.

Rule: Sensing Power automatically comes to players with Power Levels above 500, assuming they are able to make a Hard (18) Difficulty mental Feat to realize it can be done. This roll may be made at the start of each game session until successful.

Sense Power

This ability not only tells you where power is being used anywhere on the planet, but also, with greater experience, whether it is good or evil, and, with personal knowledge of the source, even whose power it is. VERY important in the Frieza Saga, where Vegeta, Gohan



Power*	You Know
500	There's "something wrong"
1000	That there is a great power being generated somewhere nearby.
2000	That there is a great power being generated somewhere on the planet
5000	Where the greatest level of power is being generated on the planet.
10,000	Where all the power sources are on the planet.
15,000	The location and relative strength (strongest to weakest) of all power levels on the planet
20,000	The location, relative strength and type (evil or good) of all power levels on the planet
25,000	The locations and individual power signatures of people you know personally, all over the planet.

*Power levels approximate when based on DBZ characters. They're all over the board on this one.

How does a guy with a 30 power skill throw a 3000 point attack?

Whups. I blew that one.

At the time I wrote the rule, I hadn't yet seen translated versions of the later Sagas, where control ceases to be an issue. By the middle of the Sagas, it became obvious that once Krillin had thrown a "Destructo Disk," once, it no longer mattered how BIG the next one was. My advice; use the sidebar ("Wanna Cut Out a Step?") on pg.86 of the DBZA game instead of the main rules on 85-86. That way, the first time you throw an attack, you roll to see if you master it at all—after that, the power of the attack doesn't factor into it any more.

Kakusadan (Krillin)

These are Krillin's trademark two-handed energy blasts that are launched overhead, merge in flight to one beam, then slam down on the opponent from above as a rain of smaller beams. Great for an area attack.

Rule: A Kakusadan is basically a Bending, Homing Energy Blast with an Area Effect component (see pg. 91 of DBZA rulebook) Krillin's are usually in the 600-800 point range.

Awaken the Sleeping Power (Guru)

This ability allows Guru to increase the power level of another fighter by showing the warrior his inner strength. As a game function, one must find Guru (or your game's equivalent) and enter his presence.

Rule: To determine if you have a sleeping power within, roll 2D6; on a roll of 2, you have the potential. Guru can then increase your power level based on a 1D6 roll:

Die roll	1	2	3	4	5	6
Multiply Power by	1.5	2	2.5	3	3.5	4

Example: Karsk comes to Guru with a power level of 10,000. Guru awakens Karsk's "sleeping power"; the die roll is a 4. Karsk's power is increased to 30,000 (10,000 x 3)

Important Note: You may only have your sleeping power awakened ONCE.

Making it Perfectly Clear : How often can I power up?"

"Powering up" is the action of summoning energy from your inner (or outer) reserves to be used to perform an action. This reserve, called your power level [P. LVL] is the total limit of power you have to work from until you rest for an hour (or are healed or eat a senzu bean). You may only transfer or use as much of this power as your Power Up stat [PWR UP] permits.

Blinding Flash (Krillin)

Useful when the really powerful bad guy is closing in and you need to make a speedy getaway. Blinding Flash is useful because it doesn't care about your opponent's power level or if he has a Deflection up—his only chance to evade it is to turn away (and hope it doesn't bore right through his skull).

Rule: A Blinding Flash is a non-aimed, non-directed area-based energy attack—it goes off just in front of the user's hands. The radius of effect increases at a difficulty of +5 for every 2 yards from center of the attack. Each victim rolls 2D6. Failure to roll lower than his Mental Characteristic means he looked. Failing to avoid looking leaves him blinded for 1D6 turns, unable to follow, fight or defend.

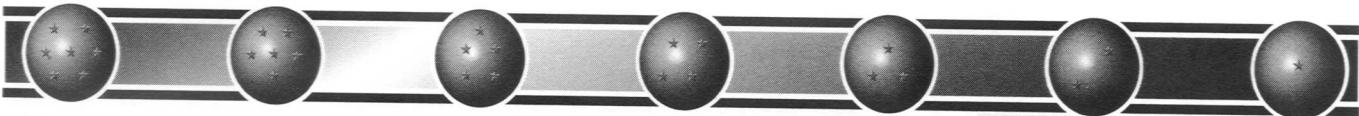
Obviously, the user of this attack knows when to blink so he isn't affected. Might be nice to tell any nearby friends to also blink though.

Absorption (Nail, Cell)

At the time of the *Frieza Saga*, Absorption is an ability available only to Namekians. In the same way that Piccolo can split into multiple physical bodies and then re absorb those bodies at will (useful for practicing when there's no Goku around), higher level Namekians can absorb the minds and bodies of other Namekians to create a super-powered fighter. Unlike a **fusion**, which creates a hybrid of both personalities (you'll see this in the *Majin Buu Saga*), an Absorption gives all the power to one personality, in this case, the most powerful of the two participants.

Rule: Only Namekians (or aliens granted this ability by the GM) can achieve absorption. Only two people can be part of an absorption and if either party has previously absorbed someone else, a new absorption will not be possible until the previous absorption has been cancelled. The parties must have power levels within 200 points of each other. The party with the highest power level will become the dominant party of the new form.

- Absorption allows the dominant party to add the weaker's Power Levels, Power Up Level, Defense, Hits, Special Techniques and all shared Skills to his own (if a skill is not shared, you simply gain that Skill at the previous owner's level).
- Separating from an absorption is a Mega Hard Mental Task which must be performed by the party with the lower Power Level.



Frieza's Powers

Here are just a few of the things the Big F can lay on ya:

85

Frieza's Eyebeams

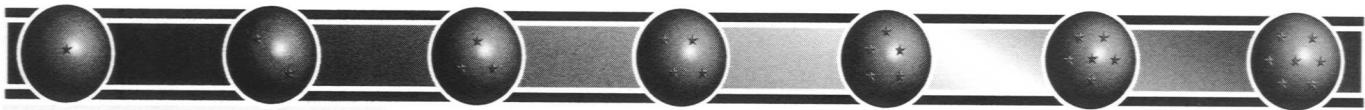
Ki attacks launched from the eyes, these are not as powerful as from the hands, but can be launched with no power-up time.

Rule: Eyebeams are very limited energy attacks instantly available to anyone with a power level above 20,000. They require no power up time, but will only produce up to 200 dice of damage.

Frieza Beam

This is an energy attack that Frieza can fire from his fingertips. Unlike most energy attacks, this one is a continuous beam that can slice right through an opponent.

Rule: In gameplay, we treat this as a special effect (see pg. 91 of the main DBZA rulebook) called **continuous fire**. This effect allows you to keep pouring in an additional amount of damage equal to one half the initial power for each successive phase, up to 1D6+2 phases, without having to re-roll to hit. Any character can achieve this effect; it just



eats up a lot of power. Good for keeping the pressure on an opponent.

Ki Force Attack: (Frieza, Goku)

This is an invisible blast of force launched from the eyes or palm, that knocks the opponent back like a moving wall. Ki Force attacks aren't really powerful, but they can be launched off the cuff to throw an opponent off his stride.

Rule: Limited to characters with Power Levels over 20,000, Ki Force attacks are like applying pinpoint knockback without any tiresome blasting. To do this, you must gather ki as if making a standard energy attack, but apply the attack directly to the target, ignoring any Deflections or Defenses, subtracting the number of attack die from the target's Physical Characteristic as you do so (see pg. 70 of the DBZA rulebook for the rules on *Knockback*). There is no power up time required, but you are limited to no more than 40 dice for any one Ki Force attack.

Energy Bomb (Frieza)

This is a delayed attack designed to take out an entire planet. It's deceptively small—in theory, it reacts with the planet's internal gravitational field, building and warping it until the entire globe blows itself apart. This is not all that hard to do—Vegeta did it to Arlia and he didn't have a Power Level any higher than 7,500 at the time.

Rule: Basically, all this takes is generating a 3,200+ point energy ball and throwing it at your feet. Roll 1D6+1; this is how many minutes you have till the whole place pops like a balloon. Once initiated, this cannot be stopped.

Stage X [Multi-Forms] (Frieza)

You gotta hate that Frieza. Just when Goku thinks he's got him on the ropes, the scaly little devil charges up to reveal a new form even more powerful than the last. And he does that *three more times*.

Eek.

Anyone but the eternally optimistic Goku would have been hatin' life about then.

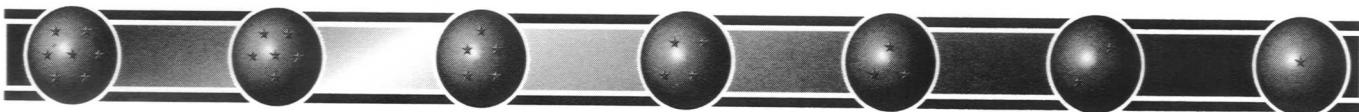
So why don't the bad guys just power up to Stage 10 at the start and get it over with? Here's the theory. In the same way a near-death experience makes Saiyans more powerful, getting hammered on activates a defense mechanism in some lifeforms (like Frieza). As they fight, adrenaline and rage release special body chemicals that reshape muscles, bones and the ability to channel power up energy. As the process

Okay, it's our theory

Master Toriyama never explains the planetbuster directly, but if you watch enough Star Trek® like we do, you can usually figure the pseudo-science of this stuff out...

He also never explained this one either...

But it's a huge staple of anime—kind of like how pro wrestlers manage to miraculously recover from almost being tagged out—that Toriyama doesn't have to explain it. You get beat up on until you get suddenly more powerful. That's the way it works. Always.



kicks in, the body shifts from one powerful form to another even more powerful form. Aliens like Frieza are particularly good at this, and can have two, three or even four different "stages," which they can hold back on, but cannot trigger until sufficiently physiologically threatened.

Rule: Assuming you are an alien with this ability (this must be allowed by your GM), roll 1D6-1 to determine how many additional forms (beyond your base form) you have. *Example: Frieza rolled a 4 on 1D6, giving him an additional three forms.*

Multi-forms are a transformation triggered by a life threatening situation. **You may not activate a higher form until your current form has been depleted down to at least one half of its total Power Level or its total Hits** (whichever comes first). At this point, you automatically shift to the next higher form, increasing your Power Level, Defense, Hits and Skills by the following multipliers:

- Form 1** (Your Base Power Level, all others at Base Values)
- Form 2** (Base Power Level x2; all others, Base Values x2)
- Form 3** (Form 2's Power Level and Power Ups x3; all others, Base Values x3)
- Form 4** (Form 3's Power Level and Power Ups x4; all others, Base Values x4)
- Form 5** (Form 4's Power Level and Power Ups x5; all others, Base Values x5)

Changing Forms takes 1D6+1 phases, during which the character cannot attack or perform another action (although he can maintain a Defection which has already been generated before the transformation).

Example: Chilla starts with a power level of 1,000,000 and has four additional forms. This will give him the following Power Level jumps:

- Form 1 1 million (base Power Level) x1*
- Form 2 2 million (Base Power level x2)*
- Form 3 6 million (Form 2's Power Level x3)*
- Form 4 24 million (Form 3's Power Level x4)*
- Form 5 120 million (Form 4's Power Level x5)*

He rolls a 3 on the transformation time dice, which means he will be unable do anything but transform for 4 phases.

Eeek.

Multiple Stages are not for everyone; in DBZ, they are limited to Frieza's species and no other (unless you manage to convince your GM differently).

For example:

Say my values at Base Level are:

Power Level.....	10,000
Power Up.....	2,000
Defense.....	100
Hits.....	200
Skills (all)	25

At Form 3, they would be:

Power Level.....	60,000
Power Up.....	12,000
Defense.....	300
Hits.....	600
Skills (all)	75

Where did you get these Numbers anyway?

Most of the numbers we use come from either the original Toriyama manga, the excellent Dragon Ball Z guidebooks from Shueisha, Japanese or English videos, and occasionally, a guess here and there or a consensus of several dozen assorted fans (we do listen to you guys, y'know!). But since Toriyama himself likes to keep the numbers vague, often times no source is absolute; that's where we have to make a call based on game mechanics (where, like in science, results can be reproduced). In the case of Frieza, we had numbers for Form 1 and Form 2, but not for all the partial power level steps up to final Form 4.

To make it all come out sensibly, we basically applied a multiplier to the previous value, starting with 500,000 (actually 530,000) which got us 1,000,000 for Form 2 (a match in manga and video), 3,000,000 for Form 3 [1mill x3], and 12 million [3 mill x4] for Form 4. But there is some evidence that Frieza still is holding back and that he goes through a few mini jumps on the way to 12,000,000! To make this work out, we looked at the battles and pretty much arbitrarily divided the 12 million jump in half for a 6 million step, assuming Frieza was "doggin' it" at half power just to see how tough Vegeta was.

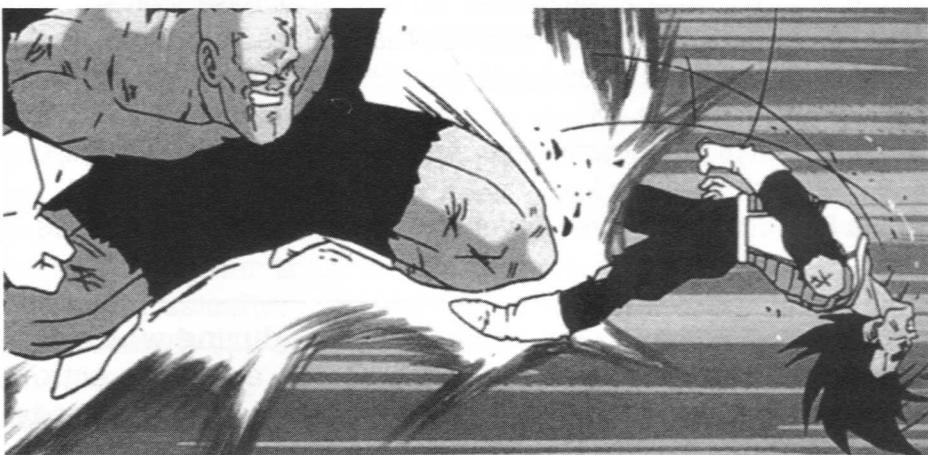
In short, we don't claim to be absolutely accurate. But you can play a game to it.

Frieza Gang Powers

Monster Form (Zarbon)

Zarbon may not like doing it, but "monstering out" is a time honored ability in animé. A Monster Form is essentially a single stage Multi-power Form—it just, in this case, happens to be a form that the vain Zarbon thinks is ugly and vulgar.

Rule: A Monster Form is a multipower form available to non-Changeling aliens (at GM's discretion) that doubles your current Power Level, Defense, Hits and Skills. The drawback is that the Monster form only lasts for 1D6+10 phases and requires a resting time of 1 hour between transformations (monstering out takes two phases, with the same restrictions as a Multi-form Transformation) And it's always an ugly form too, but you won't mind that as much as that wimpy pretty boy Zarbon does...

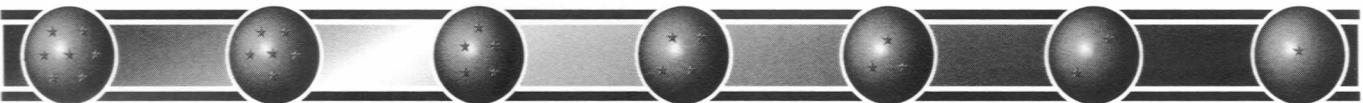


Ginyu Powers

Besides being able to pose like a bad disco band, the redoubtable Ginyu Force also has its own powers:

Body Change (Ginyu)

Other guy kicking your butt? Why not swap places and kick your own butt? Or just swap bodies and refuse to hit yourself? This is Ginyu's big ability, and he uses it to great effect when he takes over Goku's body and uses it to put the takedown on the good guys. The catch is that it operates like an energy beam attack—and whoever you hit, you swap bodies with. In Ginyu's case, when Bulma threw a frog in the way, guess what super powerful Ginyu leader hopped away?



Rule: Body change is a beam attack that shoots from one selected limb (or eyes). It is a line of sight attack; you must have a clear, straight-line path to your target. The FIRST living being the beam strikes automatically is transferred into your body; you are transferred into its.

While in your target's body, you will be able to use its Strength and Speed, but not its Special Techniques or Power Level (these transfer with the mind of the original owner). Body Change lasts until the changer either does the technique again to recover his body, or you manage to intercept the Change beam when it is aimed at another target.

Time Stop (Guldo)

This allows Guldo to stop his opponents in place—the catch is, he must keep focused on his targets to maintain the Time Stop (he may still attack/defend at half his Skills). Time Stop can be used two ways: to freeze opponents in place while the action continues around them, or to stop the passage of time altogether over a specific area.

Rule: In game play, Time Stop allows all unaffected players a free turn each turn it is activated. The user must refrain from doing anything other than concentrating on his time stopped targets. In the "freeze opponent" mode, the user may freeze one opponent for every two points of Mind Skills he/she has. In a "total" Time Stop, the user can freeze time over an area. The radius of effect increases at a difficulty of +5 for every 2 yards from the center of the attack.

Eraser Gun (Recoome)

One of the Ginyu Force's most devastating attacks, this is a mouth fired beam that vaporizes not only objects, but warps the space-time around them momentarily. This is not the same thing as the attack Nappa fires out of his mouth during the Saiyan Saga.

Rule: The Eraser Gun is a special type of energy attack that emanates from Recoome's mouth, literally vaporizing anything it hits. However, it can be stopped by any Deflection over 1000 points. A close-in weapon, its range affects its accuracy, subtracting 20 from the user's Skill for every 2 yards of distance from your mouth.

Crusher Ball (Jelce and Burter)

This modified "ball" attack, used by Jiece, is much like a mini Spirit Bomb, but without the ability to gather life energy to it.

Rule: A Crusher Ball is basically a ball-shaped, Homing Energy Blast (see pg. 91 of DBZA rulebook) Usually in the 1000-2000 point range. Too bad Goku dodged it

**No, You
can't body
change with
a plant..**

So don't even try it.

How many Dice is that?

You may have noticed that we no longer give approximate dice damages for these attacks. This is because from all the evidence, these fighters just power up as much as they think they can gather at the time and hurl it.

Just another argument for ignoring the Power Skill roll past the first use of an attack.

What About Burter's Super Speed?

We treat this effect as a very powerful *bukuu-jutsu* (pg 92 of the Dragon Ball Z Adventure game), but extend the table up to Mach 20 (with a 20 point cost increase for every additional Mach).

This also allows you to extend the Superspeed table out almost infinitely, assuming you maintain a minimum 500 point Deflection to ward off those pesky air molecules...

How come the Saga Characters have such high Movements?

Whups. So much for MY illusion of omnipotence. Baaaad Game Designer! Baaaaaad!

In the rest of Fuzion®, Move is MVx2 meters, but a Sprint is MVx3m. Dragon Ball Z ignores Sprints—DBZ's Move is equivalent to the Combat Move of regular Fuzion®. This was so you could use a typical 6' human/action figure as a yardstick.

Where I goofed was that I originally charted out DBZ Character Moves based on their powered up state instead of unpowered. Then I realized all the superspeed I was seeing was a factor of being powered up and using *Bukuu-jutsu* to get around. But I forgot to change the character's MOVE Characteristics to reflect that. Their real MOVES are reflected in this rulebook.

Purple Comet Flash (Burter)

Another attack by the two lighter-weights of the Ginyu Force, this is a purple-colored energy blast without a homing. Like many of the Ginyu's attacks, its most special component is the name.

Rule: A Comet Flash is basically a violet, non-Homing Energy Blast (see pg. 91 of DBZA rulebook), probably in the 2000-2500 point range.

Metal Binding Attack

This is a "Control Material" attack (pg. 87). The user has control of one general type of material (in this case, metal) and can shape it to create bonds that wrap around an assailant. See Control Material for rules on using this attack.

New Techniques

Besides the goodies listed above, we've included a variety of new techniques that can be used in your adventures:

Mental Control

This is the ability to take over another person's body. Chiao-Tsu uses this several times to good effect, allowing him to stop attacks before they even start. Granted at the GM's discretion, this attack uses your Mental Characteristic+ Mind Skills+ 3 six-sided dice, against a Difficulty based on the table below:

Difficulty	What you want them to do:
Easy (14)	Something simple, or that they really want to do anyway.
Hard (18)	Something fairly complex or that they would rather not do, but will not cause them harm.
Really Hard (22)	Something very complex or that they definitely wouldn't want to do, or that might cause them some minor harm.
Mega Hard (26)	Something with a lot of complex steps, or that might cause them (or someone they care about) serious, possibly fatal harm.



Counterblasts

A counterblast is basically stopping an energy blast by hitting it dead on with your own energy blast. To perform a counterblast, you must make a roll of your Combat+Power Skill+1D6 vs the other guy's Combat+Power Skill+1D6, *plus* have an equal or higher amount of energy in your blast. On a successful roll, you stop or deflect the blast—if the amount of energy in your counterblast is more than 100 points higher than your opponent's, you blast his attack PLUS yours right back in his face.

Shapechange

This is the ability to change your form to match any life form you have personally seen. This does not give you access to Power Levels, Skills or other abilities, but if the lifeform has native abilities like flight or natural weapons, you will have those as part of the transformation (although you will have to use these at half (round down) your normal Fighting or Body Skills until you have used those particular abilities three times).

Control Material

This is basically what a “metal binding attack” is all about; taking control over a material. You must choose one material, and it must be in a free state: i.e., not part of the physical structure of another type of material. Roll 1D6+1 to determine just how many cubic meter/yards of the material will be available to you. Controlling it is based on your Mind Skills:

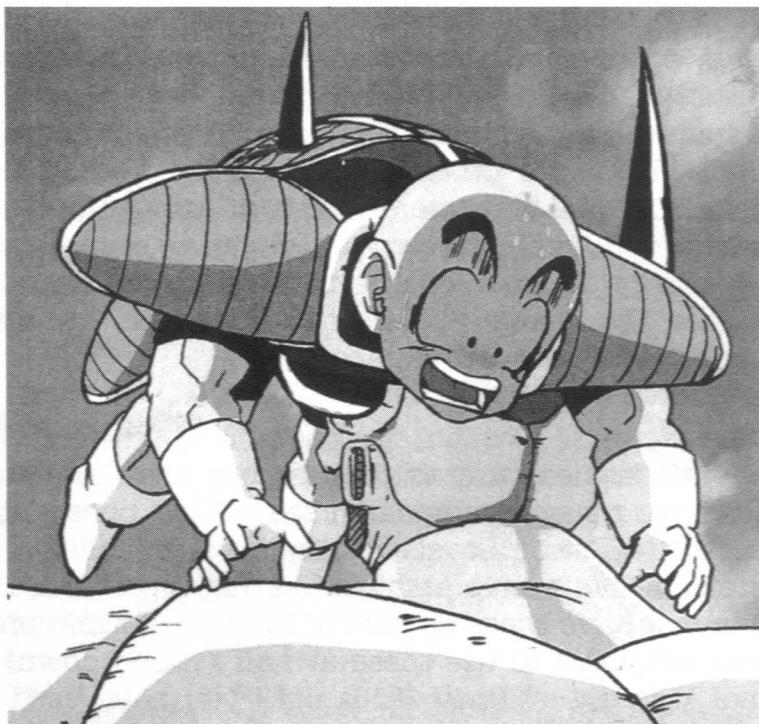
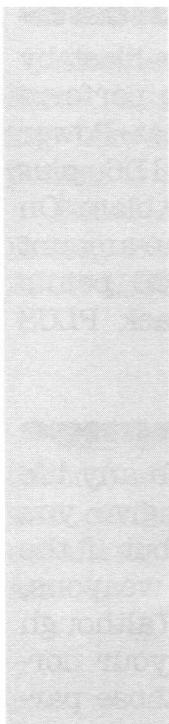
Difficulty	Task/Shape
Easy (14)	Simple shape or task (bars, rods, spheres, wrap up a target)
Hard (18)	Fairly complex shape or task (tools, swords, create bars around a target)
Really Hard (22)	Very Complex shape or task (vehicles, complex shapes, fight a target with the material)

How come I can't create a character tough enough to beat Vegeta?

Because you're not supposed to. At least not at the start.

Look, here's the basic idea: Dragon Ball Z characters mostly improve through power use and skills, not through bulking up their stats. As Goku progresses through the Sagas, his ability to use ki improves, but his abilities in his unpowered "stocking feet" don't change all that much. He's not that much stronger or faster, and certainly not any smarter than he was before. But when he powers up, his abilities become more godlike with every level he progresses, and his skills do jump tremendously. So we deliberately set all the DBZ heroes' Characteristics at a range that no player character could reach off the bat just to make them formidable targets that your players could aim to beat.

But that doesn't mean you can never catch up. Say you have an average Combat Characteristic of 10 and a Skill to match. You'll catch up to Saiyan Cycle Goku's Combat (40) in three skill jumps. You'll match his Fighting skill in two additional skill jumps. So in a mere 70 points (three or four really tough fights) you'll match Goku blow for blow. Of course, his SKILLS will get better, but his initial 30 point advantage will be moot in just a few games.



New Ways to Get Better

A few nifty ways to improve your abilities through hard work, a bit of home remodeling, the right wardrobe and a change of locale.

Think of this as lifestyle adjustments for the powerful and Super Saiyan...

Weighted clothing

A very old staple of Asian martial arts movies, weighted clothing helps you train by making your body heavier and forcing you to work harder to do your moves. The advantage is that once you take the weighted duds off, you will gain increased speed and flexibility.

Rule: If you have been wearing and training in weighted clothing for at least one year of in-game time, your Combat Skill Level will automatically increase by 10% when it is removed. However, you must immediately replace the clothing and continue to wear it as usual after the battle is over or lose the advantage it gives you.

Gravity Rooms

The high-tech way to have weighted clothes. Gravity Rooms can create an artificial gravity field from zero (you're floating) to 100 times Earth-Normal. Goku and



Vegeta uses this tactic to good advantage later in the Dragon Ball Z Saga to bulk up for big fights.

But where do you get a Gravity Room? Check out the rules for Building a Spaceship on pgs. 74-75. Roll to get someone to invent your Gravity Room on pg. 74, then ignoring everything else but the section on Extras (pg. 75), move to the Extras table and make the roll to see if your pet scientist(s) can build your G-room. Since it takes a while to do this, you may only make an attempt to get a G-room built once every six (game time) months.

Rule: If you have been training under multiple gravities, multiply the level of experience gained (normally 12 experience points per year, 1 point per training month or 0.4 per week) by the number of gravities. *Example: Karma Sen trains for 1 year under 5 gravities. He will gain sixty points of experience (12x5=60).*

Extreme Training

Conforming to the Dragon Ball Z adage that whatever doesn't kill you just makes you a stronger Super Saiyan, Extreme Training takes place in particularly hostile environments. You're not dealing with some wimpy gravity here—you're dealing with gravity, monsters, hallucinations, hail the size of basketballs... In short, Extreme Training is the way to get better (or dead) FAST.

Extreme Training can take place on a planet with all these conditions, or in places like the **Room of Spirit and Time** (which can morph to create these conditions in a space where one day is equivalent to a year elsewhere!) How fast you improve is based on how much you have to face and how long you have to face it for. And that means **Extreme Factors**; how many terrible conditions you will face while training.

Roll Extreme Factor

- | | |
|---|---|
| 1 | Extreme fluctuations of temperature—
+100°F to -60°F in twenty minute intervals,
for example. |
| 2 | Big, nasty beasties with lots of bitey-chewy
fangs, claws, stingers, extra mouths.... |
| 3 | Extreme weather (giant hailstones, water-
fall-like storms, arctic blizzards, rains of
vampire frogs...) |
| 4 | Roll 1D6-1. That's the current number of
extra gravities. Ouch. Count each gravity
as ONE additional factor on top of the first
one. |

table continued next page

He Ain't Heavy, He's a Saiyan...

Note that humans may only go up two gravities per year, and can only withstand a maximum of 6 gravities. On the other hand, Saiyans (and Saiyan halfbreeds) can jump up to 10 gravities per year, and have no known gravity maximum.

Yes, we know we changed this

In the DBZA rulebook (pg. 87), we state the increase was 10 Experience Points per year (based on some clues Toriyama left). But then we realized that this meant no improvement would happen over a shorter period. So we've changed from 10 to 12, allowing monthly improvements. This is one of those rare moments when game play even beats out the Master himself.

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OOPS!

If you haven't yet gotten trained up to that Gravity Level, consider yourself flattened and unable to move. Better call for help quick!



- | | |
|---|--|
| 5 | Unstable terrain; landslides, rocks fall out of the sky, avalanches, earthquakes, gouts of lava shooting out of the ground in random places... |
| 6 | Weird mental effects: hallucinations, imaginary foes, you see visions, hear voices... |

Rule: Roll 1D6. Reroll any repeats. Depending on your roll, your selected training place will have the Extreme Factor for that number, PLUS every additional Factor of a lower number. *Example: you roll a 4. This means you not only have to deal with multiple gravities, but also Extreme Weather, Big Nasty Beasties and Extreme Fluctuations of Temperature.*

Multiply how many points you will get for staying in this nasty place (12 per year, 1 per month, 0.4 per week) by the number of Extreme Factors to get the final amount of Experience you will gain.

Example: Chilla rolls a 4, which gives him gravities (he rolls another 1D6-1 and gets an extra 5 gravities piled on top) plus extreme weather, big nasty beasties and extreme temperatures. 4 factors, plus 5 for the gravities gives him a total of 9 factors. After a year in this hell hole, he will gain 108 experience points (9x12 per year).

New Technologies

Useful things to boost power, get healed or go places no Z Fighter has any business going...

Space Suit

Sure, FRIEZA can run around in space in his jammies. But what about the rest of us? Even mighty Goku will be gasping for oxygen under those conditions. Lucky for us, Dr. Brief has invented the Capsule Space Suit. With magnetic boots, unlimited air (recycled) supply and a rugged, airtight construction (2 points), this suit also will allow the user to fire ki attacks and even engage in slightly limited hand-to-hand combat (-10 from your combat skill).

Battle Armor

Saiyan battle armor (aka a Fighting Jacket) first shows up in the Saiyan Cycle (natch), but we don't really get a sense of its ubiquitous nature until we hit the *Frieza Saga*. Here, we see all the members of the Frieza Gang wearing it; even the Ginyus have their own version. After this, all sorts of characters in the Sagas start wearing it; it's light, stylish



(comes in both a short-sleeved, briefs style (Nappa) and a full bodysuit model (Vegeta's fave), and most important of all, it's an extra layer of protection just in case you get bushwacked.

Saiyan armor is more than just chunks of stylish tidirium polysilicate structural matrix (?). It also incorporates an internal Deflection that is always on whenever you wear the armor. Since the Deflection is always on, this means that even if someone gets the drop on you before you've raised a Deflection, your back is still covered (so to speak). This Deflection can be penetrated, but cannot be knocked down unless the armor is destroyed (100 pts., taken off before you take body damage). There are four ways to get Saiyan Battle Armor.

1) Join up with Frieza. Or practice your power-poses and go for a slot with the Ginyu Force (they've got a few new openings right now...)

2) Fight a Saiyan (or a member of the Frieza Gang/Ginyu Force, beat his booty and peel him out of that armor like a banana. One size fits all.

3) Catch Vegeta in a good mood and hope he agrees to loan you his. Instead of just ki-blasting you to kibbles and bits...

4) Play a Saiyan character (Native Saiyans always seem to have this stuff—they're probably born in it.) Roll 1D6: 1-5, you have the older Battle Armor; on a 6, you get the nifty new Fighting Jacket.

Rules:

- **Battle Armor protects** torso, shoulders and groin with a 400 point deflection. When hit, roll 1D6—on a roll of 2 or less, you got hit somewhere the jacket didn't cover and you don't gain anything from its Deflection.
- **Fighting Jackets protect the whole body** with an 800 point Deflection. No matter where you are hit, you always gain the advantages of this Deflection.
- **Fighting Jacket/Armor Deflections** will always take effect *after* any Ki-raised Deflection has taken effect (Deflections are not cumulative!)

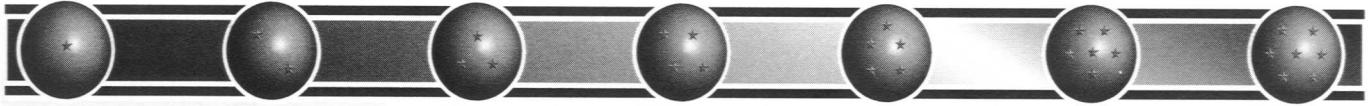
Beam Guns

Pity those poor slobs in the bottom ranks of the Frieza organization. No Super-Saiyan power ups, no giant monkey powers, not even a puny ki attack. To keep these guys with the program at all, Frieza has issued them **Beam Guns**. Small blasters worn on the forearm, Beam Guns have their own Power Level, Power Up rate and a standard Beam

Cover Me!

The older Battle Armor covers chest, groin and shoulders, but not the body. It also has a somewhat lighter Deflection. The jazzy new version (Fighting Jacket) that Vegeta wears incorporates a lighter mesh body suit to cover the whole body and a much stronger integrated Deflection as well.

Besides, in a Fighting Jacket, you don't look as silly as you do running around in those little Speedos you get with Battle Armor.



Attack, making the Frieza minion a bush league Z Fighter in his own right.

Rule: Beam Guns have a Power Level of 400, a Power Up of 100, and deliver a straight line, non-special effect energy blast.

What's with These Saiyans Anyway?

Super Saiyan powers, Near Death Power Ups, and who wants to peel Frieza like a banana?

Whatever doesn't kill you, simply makes you stronger. This appears to be the basic theory behind Saiyan abilities.

The Saiyan body is designed to be a repository of hyper evolution—when faced with a threat that nearly kills it, it automatically learns the threat and heals back tougher and more ready to deal with that threat the next time. Have to fight heavy gravities? If you can tough it out, your body will adapt to make you even more heavy-gravity proof. Taking too many Spirit Bombs in the face? If you live through it, your constantly evolving Saiyan Body will heal up (if you make it) and allow you to bounce those portable supernovas off your back like a duck shedding water in a rainstorm.

This may be the true secret of the Saiyans; unlike their planetary neighbors, these homicidal warriors didn't evolve the use of technology to survive on their high gravity, super-deadly world. Instead, they evolved themselves, gaining the ability over the millennia to rapidly toughen their bodies against any type of stress or injury (if they could just survive the initial impact).

Channelling Ki

The fundamental underpinning to this is the almost limitless ability of Saiyans to channel Ki. Most fighters can use Ki—all can generate it. But they're limited by just how much their bodies can handle. Too much, and it burns you out like a candle in a blowtorch. By comparison, a Saiyan's incredible ability to stand (and also recover from) massive physiological stresses allows him to absorb and use unbelievable



amounts of ki energy without burning to a crisp. Toss in the ability to hyper-evolve to deal repeatedly with higher amounts of energy and suddenly you have a being capable of handling enough Ki to wipe out a planet.

The evolution of a Super Saiyan is simply a logical extension of this Ki channeling ability—a Saiyan whose high speed hyper-evolution is so fast that he can get tougher without even stopping to heal. Eventually, he's so tough he can push his body into evolutionary overdrive without even taking a hit—he just wills his body to channel Ki into itself and boost his capacities to even greater levels.

Saiyan Rage

Rage is also a powerful force in Saiyan physiology; anger kicks their hyper evolutionary abilities into overdrive. This power up allows them to handle even more Ki or even trigger the Super Saiyan transformation.

Rule: It takes a major event—death of a family member or best friend to trigger a Saiyan Rage. When enraged, a Saiyan's abilities literally explode, temporarily doubling all his Characteristics, Power Ups, Power Levels and Skills for $1D6+5$ phases. Saiyan's may only become enraged once during any one battle!

Near Death

Finally, Near Death experiences will also drive a Saiyan's hyper-evolution into overdrive. Being nearly killed (reduced down to your last five Hits) will automatically increase your Power Level and Power ups by a factor of 1.5 to 3 times your previous level (roll 1D6; on a 4 or lower, the increase is 1.5 times, on 5, it's 2 times, on a 6, it's 3 times).

Big Monkey Time

One major ability of Saiyans is the power to transform into a gigantic were-ape at the sight of a full moon. Between the ability to pick up skyscrapers and shoot Godzilla-sized energy blasts out of their mouths, it's no wonder Saiyans found it easy to clean out distant planets for fun and plunder.

Rule: Ape transformations normally may only take place at night. Assuming it's night (GM's call), there is a 2 in 6 chance that the moon's full when you want to transform. Roll 1D6 and see if you get lucky on a 2 or less). You must also be outside in *direct* moonlight!

If you are able to transform, changing to a giant monkey will automatically allow your Saiyan to increase his Power Levels, Power Ups, Hits, Defense, Physical, Move and Combat Stats tenfold. (However, Mental Stats and all Skills

Giant Monkey?

In Japan, the giant monkey form is known as an *oozaru*. And the rays from the moon that cause the transformation are called *Burazu* rays.

stay the same—you're not too smart or skilled as a giant monkey!). It takes 1 round to transform to ape or back.

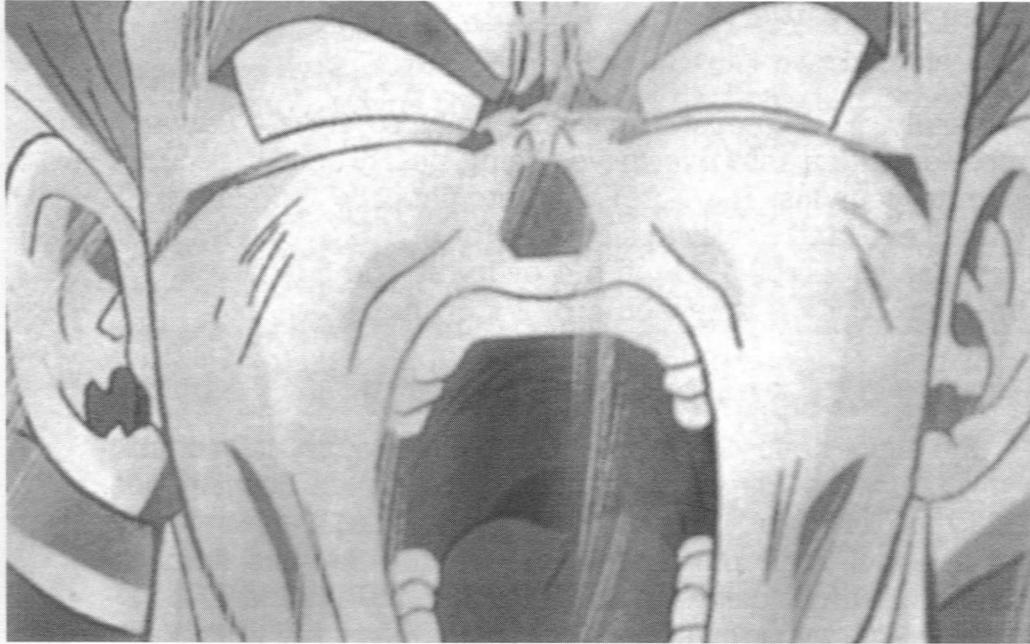
Once transformed, you can maintain your big ape state until either:

- Someone cuts off your tail (takes at least 15 dice)
- The real moon sets (or the fake moon is turned off)
- You decide you've stomped enough cities for a night.

Note: If your tail is cut off, it will regrow in about five years (unless it is permanently removed via magic or high tech surgery).

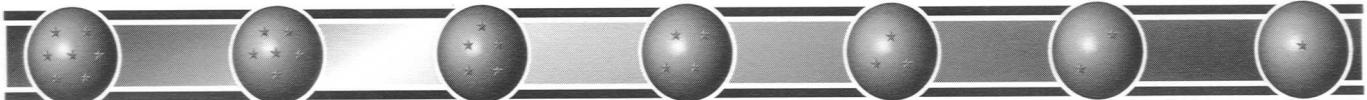
Artificial Moons

If you haven't got time to wait for a full moon, there's still another option—a pocket sized, *Burazu*-ray emitting fake moon! This tiny fusion generator will burn for ten hours before shutting down—just pull it out of your battle jacket, hit the activation button and it will rise to hover stationary a mile up in the air. Only Saiyans have access to *Burazu* ray emitters; they must be granted to your character by the GM of your game.



Super Saiyans

It is written that only a Saiyan who has a purity of heart can achieve the powers of the Super Saiyan—the legendary



mega-fighting machine whose Power Levels will exceed tens of millions.

Yes, the legend is true—Goku, the purest of heart of the Saiyans, channels his rage at his friend Krillin's death at the hands of evil Frieza and is ultimately able to achieve that state. Later, his son Gohan (who has got to be the ultimate innocent!) reaches the same exalted state, as does Trunks after him.

Who can become a Super Saiyan?

The rules are pretty clear. To become a Super Saiyan, you must be:

- Of at least partial Saiyan Birth
- Have a pure heart/or pure purpose
- Have skills and training beyond that of all other common fighters (minimum Power Level of 5 million).

Triggering the Change

Triggering a change requires that you have reached at least a minimum power level of 5 million and are currently in a state of Saiyan Rage (pg. 97). If these two things have occurred, roll another 2D6—on a roll of 2, you have triggered your Transformation. If you fail, you may try again any subsequent battle until you have transformed.

Once you have successfully transformed, you will be able to shift to Super Saiyan state any time you are already enraged and can roll a 4 or less on 2D6.

How Super Saiyan Power affects your Character

The Super Saiyan state brings more changes than just the characteristic glowing blonde hair and green eyes. **As a Super Saiyan, your current Power Levels and Power ups will multiply by 2 and half times. Even more importantly, your Combat Skills also increase by the same 2.5 multiplier,** pretty much making you a combat god (unlike a Kaio Ken, which just increases your Power Level).

However, all good things DO come to an end. The Super Saiyan state can't be maintained forever; each round, roll 2D6. If the total is below 3, you will drop out of your SS1 state and revert to your **base** power level (without benefit of any Kaio Kens or Rages). You will also drop out of Super Saiyan state whenever you have been knocked below half of your total Hits through damage. You may also choose to drop out of your Super Saiyan state at any time through your own volition.

But what about Vegeta?

We will, in future Sagas, see the Big Vee finally get his fondest wish and achieve the state of blonde-haired, emerald-eyed fighting fury. But how's that possible—Vegeta doesn't have a pure heart, does he?

His explanation? His heart IS pure—pure EVIL!!

Personally, we don't buy it. We see Vegeta do too many noble, honorable things in the Sagas to allow him to be pure evil. But perhaps his purity of purpose—his unceasing drive to become the best, is what finally gives him the ability to get the gold.

Here's where it gets sticky

Toriyama never tells us exactly how much the SS state increases your power levels; in fact, he claims in later Sagas that there's no way to mathematically measure the increase.

Well, that's fine for him, but as game designers, we needed NUMBERS. Looking at the change in Goku's abilities, we finally decided that since the manga seemed to show him as reaching a 5-6 million Power Level at Kaio Ken 20, then jumping to 15 million at Super Saiyan One (SS1), that the multiplicative factor was roughly 2.5 times the Saiyan's current Power Level. That's our story, and we're sticking to it.

We'll deal with SS's 2, 3 and 4 in the next book—giving your GM a chance to recover from all you multi-million-point player characters!

GOKU* (FRIEZA SAGA)**CHARACTERISTICS & POWER**

P. LEVEL	300,000*	PWR UP . .	60,000*
MENTAL	3	COMBAT . .	40
PHYSICAL.....	24	MOVEMENT . .	25

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	70	+[Combat]	40	=110
Evasion	60	+[Combat]	40	=100
Weapon	15	+[Combat]	40	=55
Power	140	+[Combat]	40	=180
Body	100	+[Physical]	24	=124
Mind	10	+ [Mental]	3	=18

DEFENSE	.200	HITS . . .	400
Subtract from Damage first.			Take Damage from here

*Base before Kaio Ken (x20) and Super Saiyan (x3)

KRILLIN (FRIEZA SAGA)**CHARACTERISTICS & POWER**

P. LEVEL ...	16,500	PWR UP . . .	3,200
MENTAL	6	COMBAT . . .	20
PHYSICAL.....	15	MOVEMENT . . .	15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+ [Combat]	20	=55
Evasion	35	+ [Combat]	20	=55
Weapon	10	+ [Combat]	20	=30
Power	50	+ [Combat]	20	=70
Body	20	+ [Physical]	15	=35
Mind	10	+ [Mental]	6	=16

DEFENSE ..	75	HITS . . .	150
Subtract from Damage first.			Take Damage from here

VEGETA (FRIEZA SAGA)**CHARACTERISTICS & POWER**

P. LEVEL	3,600,000	PWR UP . . .	720,000
MENTAL	10	COMBAT . . .	35
PHYSICAL.....	24	MOVEMENT . . .	18

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	90	+ [Combat]	35	=125
Evasion	80	+ [Combat]	35	=115
Weapon	10	+ [Combat]	35	=45
Power	160	+ [Combat]	35	=195
Body	100	+ [Physical]	15	=115
Mind	12	+ [Mental]	10	=22

DEFENSE ..	120	HITS . . .	240
Subtract from Damage first.			Take Damage from here

SUPER SAIYAN GOKU (FRIEZA SAGA)**CHARACTERISTICS & POWER**

P. LEVEL ...	15,000,000	PWR UP . . .	3,000,000
MENTAL	3	COMBAT . . .	40
PHYSICAL.....	24	MOVEMENT . . .	25

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	175	+ [Combat]	40	=215
Evasion	150	+ [Combat]	40	=190
Weapon	38	+ [Combat]	40	=78
Power	350	+ [Combat]	40	=390
Body	250	+ [Physical]	24	=274
Mind	25	+ [Mental]	3	=28

DEFENSE ..	500	HITS . . .	1000
Subtract from Damage first.			Take Damage from here

GOHAN (FRIEZA SAGA)**CHARACTERISTICS & POWER**

P. LEVEL ...	18,000	PWR UP . . .	3,600
MENTAL	7	COMBAT . . .	15
PHYSICAL.....	10	MOVEMENT . . .	16

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+ [Combat]	15	=45
Evasion	25	+ [Combat]	15	=40
Weapon	25	+ [Combat]	15	=40
Power	60	+ [Combat]	15	=75
Body	20	+ [Physical]	8	=28
Mind	10	+ [Mental]	7	=17

DEFENSE ..	50	HITS . . .	100
Subtract from Damage first.			Take Damage from here

BULMA (FRIEZA SAGA)**CHARACTERISTICS & POWER**

P. LEVEL	16	PWR UP . . .	N/A
MENTAL	12	COMBAT . . .	3
PHYSICAL.....	4	MOVEMENT . . .	4

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	6	+ [Combat]	3	=9
Evasion	7	+ [Combat]	3	=10
Weapon	4	+ [Combat]	3	=7
Gadgeteer*	36	+ [Mental]	8	=44
Body	5	+ [Physical]	4	=9
Mind	12	+ [Mental]	8	=20

DEFENSE ..	20	HITS . . .	40
Subtract from Damage first.			Take Damage from here



GURU

CHARACTERISTICS & POWER

P. LEVEL.....2000	PWR UP . . . 400
MENTAL20	COMBAT . . . 14
PHYSICAL.....10	MOVEMENT . . . 6

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	8	+[Combat]	14	=22
Evasion	10	+[Combat]	14	=24
Weapon	4	+[Combat]	14	=18
Power	60	+[Combat]	14	=74
Body	20	+[Physical]	10	=30
Mind	60	+[Mental]	20	=80

DEFENSE .125

Subtract from Damage first.

HITS . . . 250

Take Damage from here

NAIL

CHARACTERISTICS & POWER

P. LEVEL ..400,000	PWR UP . . . 80,000
MENTAL10	COMBAT . . . 30
PHYSICAL.....15	MOVEMENT . . . 12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	30	=60
Evasion	35	+[Combat]	30	=75
Weapon	12	+[Combat]	30	=42
Power	80	+[Combat]	30	=110
Body	15	+[Physical]	25	=40
Mind	7	+[Mental]	10	=17

DEFENSE .125

Subtract from Damage first.

HITS . . . 250

Take Damage from here

PICCOLO (POST NAIL)

CHARACTERISTICS & POWER

P. LEVEL ..800,000	PWR UP . 160,000
MENTAL20	COMBAT . . . 65
PHYSICAL.....50	MOVEMENT . . . 24

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	60	+[Combat]	65	=125
Evasion	65	+[Combat]	65	=130
Weapon	25	+[Combat]	65	=90
Power	160	+[Combat]	65	=225
Body	55	+[Physical]	50	=105
Mind	20	+[Mental]	19	=39

DEFENSE .250

Subtract from Damage first.

HITS . . . 500

Take Damage from here

NAMEK ELDERS

CHARACTERISTICS & POWER

P. LEVEL.....1000	PWR UP . . . 200
MENTAL14	COMBAT . . . 15
PHYSICAL.....8	MOVEMENT . . . 10

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	15	=25
Evasion	12	+[Combat]	15	=27
Weapon	4	+[Combat]	15	=19
Power	40	+[Combat]	15	=55
Body	15	+[Physical]	8	=23
Mind	20	+[Mental]	14	=34

DEFENSE ..40

Subtract from Damage first.

HITS . . . 80

Take Damage from here

NAMEK WARRIORS

CHARACTERISTICS & POWER

P. LEVEL....1000-4000	PWR UP . 200-800
MENTAL7	COMBAT . . . 20
PHYSICAL.....12	MOVEMENT . . . 14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	20	=35
Evasion	16	+[Combat]	20	=36
Weapon	5	+[Combat]	20	=25
Power	60	+[Combat]	20	=80
Body	55	+[Physical]	12	=67
Mind	12	+[Mental]	7	=19

DEFENSE ..60

Subtract from Damage first.

HITS . . . 120

Take Damage from here

DENDE

CHARACTERISTICS & POWER

P. LEVEL ...10,000	PWR UP . . . 2,000
MENTAL12	COMBAT . . . 10
PHYSICAL.....10	MOVEMENT . . . 12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	8	+[Combat]	10	=18
Evasion	10	+[Combat]	10	=20
Weapon	2	+[Combat]	10	=12
Power	80	+[Combat]	10	=90
Body	6	+[Physical]	10	=16
Mind	15	+[Mental]	12	=27

DEFENSE ..50

Subtract from Damage first.

HITS . . . 100

Take Damage from here

FRIEZA 1**CHARACTERISTICS & POWER**

P. LEVEL ..500,000	PWR UP . 100,000
MENTAL10	COMBAT 40
PHYSICAL.....15	MOVEMENT .. 15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	40	+[Combat]	40	=80
Evasion	45	+[Combat]	40	=85
Weapon	10	+[Combat]	40	=50
Power	55	+[Combat]	40	=95
Body	40	+[Physical]	15	=55
Mind	7	+[Mental]	10	=17

DEFENSE ..75	HITS ... 150
Subtract from Damage first.	

FRIEZA 2**CHARACTERISTICS & POWER**

P. LEVEL1,000,000	PWR UP . 200,000
MENTAL10	COMBAT 40
PHYSICAL.....15	MOVEMENT .. 15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	80	+[Combat]	40	=120
Evasion	90	+[Combat]	40	=130
Weapon	20	+[Combat]	40	=60
Power	110	+[Combat]	40	=150
Body	80	+[Physical]	15	=95
Mind	14	+[Mental]	10	=24

DEFENSE ..150	HITS ... 300
Subtract from Damage first.	

FRIEZA 3**CHARACTERISTICS & POWER**

P. LEVEL3,000,000	PWR UP . 600,000
MENTAL10	COMBAT 40
PHYSICAL.....15	MOVEMENT .. 15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	120	+[Combat]	40	=160
Evasion	135	+[Combat]	40	=175
Weapon	30	+[Combat]	40	=70
Power	165	+[Combat]	40	=205
Body	120	+[Physical]	15	=135
Mind	21	+[Mental]	10	=31

DEFENSE ..225	HITS ... 450
Subtract from Damage first.	

FRIEZA 4**CHARACTERISTICS & POWER**

P. LEVEL ...12,000,000	PWR UP . 2,400,000
MENTAL10	COMBAT 40
PHYSICAL.....15	MOVEMENT .. 15

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	160	+[Combat]	40	=200
Evasion	180	+[Combat]	40	=220
Weapon	40	+[Combat]	40	=80
Power	220	+[Combat]	40	=260
Body	160	+[Physical]	15	=175
Mind	28	+[Mental]	10	=38

DEFENSE ..300	HITS ... 600
Subtract from Damage first.	

ZARBON**CHARACTERISTICS & POWER**

P. LEVEL23,000	PWR UP 4,600
MENTAL7	COMBAT 16
PHYSICAL.....20	MOVEMENT .. 14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	16	=46
Evasion	30	+[Combat]	16	=46
Weapon	10	+[Combat]	16	=26
Power	60	+[Combat]	16	=76
Body	20	+[Physical]	12	=32
Mind	7	+[Mental]	7	=14

DEFENSE ..100	HITS ... 200
Subtract from Damage first.	

HENCHMEN**CHARACTERISTICS & POWER**

P. LEVEL....1000-4000	PWR UP . 200-800
MENTAL7	COMBAT 20
PHYSICAL.....12	MOVEMENT .. 14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	20	=35
Evasion	16	+[Combat]	20	=36
Weapon	5	+[Combat]	20	=25
Power	60	+[Combat]	20	=80
Body	55	+[Physical]	12	=67
Mind	12	+[Mental]	7	=19

DEFENSE ..60	HITS ... 120
Subtract from Damage first.	

DODORIA**CHARACTERISTICS & POWER**

P. LEVEL ...22,000 PWR UP . . . 4,400
 MENTAL5 COMBAT . . . 35
 PHYSICAL20 MOVEMENT . . 12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	35	=70
Evasion	30	+[Combat]	35	=65
Weapon	10	+[Combat]	35	=45
Power	60	+[Combat]	35	=95
Body	30	+[Physical]	20	=50
Mind	8	+[Mental]	5	=13

DEFENSE 100
 Subtract from Damage first.

HITS . . . 200
 Take Damage from here

CUI**CHARACTERISTICS & POWER**

P. LEVEL ...20,000 PWR UP . . . 4,000
 MENTAL6 COMBAT . . . 20
 PHYSICAL10 MOVEMENT . . 13

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	20	=50
Evasion	25	+[Combat]	20	=45
Weapon	10	+[Combat]	20	=30
Power	30	+[Combat]	20	=50
Body	25	+[Physical]	10	=35
Mind	6	+[Mental]	6	=12

DEFENSE ..70
 Subtract from Damage first.

HITS . . . 150
 Take Damage from here

CAPTAIN GINYU**CHARACTERISTICS & POWER**

P. LEVEL ..120,000 PWR UP .. 24,000
 MENTAL6 COMBAT . . . 30
 PHYSICAL24 MOVEMENT . . 18

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	40	+[Combat]	30	=70
Evasion	45	+[Combat]	30	=75
Weapon	10	+[Combat]	30	=40
Power	80	+[Combat]	30	=110
Body	90	+[Physical]	24	=114
Mind	8	+[Mental]	6	=14

DEFENSE 180
 Subtract from Damage first.

HITS . . . 260
 Take Damage from here

RECOOME**CHARACTERISTICS & POWER**

P. LEVEL ...60,000 PWR UP .. 12,000
 MENTAL6 COMBAT . . . 20
 PHYSICAL34 MOVEMENT . . 12

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	20	=55
Evasion	35	+[Combat]	20	=55
Weapon	8	+[Combat]	20	=28
Power	70	+[Combat]	20	=90
Body	100	+[Physical]	34	=134
Mind	6	+[Mental]	6	=12

DEFENSE 190
 Subtract from Damage first.

HITS . . . 350
 Take Damage from here

BURTER**CHARACTERISTICS & POWER**

P. LEVEL ...90,000 PWR UP .. 18,000
 MENTAL6 COMBAT . . . 25
 PHYSICAL20 MOVEMENT . . 40

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	45	+[Combat]	25	=70
Evasion	40	+[Combat]	25	=65
Weapon	10	+[Combat]	25	=35
Power	80	+[Combat]	25	=105
Body	90	+[Physical]	20	=110
Mind	8	+[Mental]	6	=14

DEFENSE 180
 Subtract from Damage first.

HITS . . . 260
 Take Damage from here

JEICE**CHARACTERISTICS & POWER**

P. LEVEL ...85,000 PWR UP .. 17,000
 MENTAL7 COMBAT . . . 25
 PHYSICAL15 MOVEMENT . . 16

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	40	+[Combat]	25	=65
Evasion	45	+[Combat]	25	=70
Weapon	10	+[Combat]	25	=35
Power	90	+[Combat]	25	=115
Body	80	+[Physical]	15	=95
Mind	8	+[Mental]	7	=15

DEFENSE ..90
 Subtract from Damage first.

HITS . . . 180
 Take Damage from here

GULDO**CHARACTERISTICS & POWER**

P. LEVEL ...12,000	PWR UP ... 2,400
MENTAL15	COMBAT 20
PHYSICAL.....12	MOVEMENT .. 14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+[Combat]	20	=55
Evasion	40	+[Combat]	20	=60
Weapon	10	+[Combat]	20	=30
Power	50	+[Combat]	20	=70
Body	30	+[Physical]	12	=42
Mind	15	+[Mental]	15	=30

DEFENSE ..80 **HITS** ... 140
Subtract from Damage first. Take Damage from here

ZAACRO & RAITI**CHARACTERISTICS & POWER**

P. LEVEL500	PWR UP 100
MENTAL7	COMBAT 16
PHYSICAL.....12	MOVEMENT .. 14

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	12	+[Combat]	16	=28
Evasion	16	+[Combat]	16	=32
Weapon	10	+[Combat]	16	=26
Power	16	+[Combat]	16	=32
Body	10	+[Physical]	12	=22
Mind	7	+[Mental]	7	=14

DEFENSE ..60 **HITS** ... 120
Subtract from Damage first. Take Damage from here

SPACE KIDS**CHARACTERISTICS & POWER**

P. LEVEL10	PWR UP ... N/A
MENTAL7	COMBAT 10
PHYSICAL.....2	MOVEMENT .. 10

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	10	=20
Evasion	10	+[Combat]	10	=20
Weapon	8	+[Combat]	10	=18
Power	N/A	+[Combat]	10	=10
Body	6	+[Physical]	2	=8
Mind	7	+[Mental]	7	=14

DEFENSE ..10 **HITS** ... 25
Subtract from Damage first. Take Damage from here

PORUNCA THE DRAGON**CHARACTERISTICS & POWER**

P. LEVELN/A	PWR UP ... N/A
MENTAL25	COMBAT 35
PHYSICAL.....40	MOVEMENT .. 30

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	20	+[Combat]	35	=55
Evasion	20	+[Combat]	35	=55
Weapon	N/A	+[Combat]	35	=35
Power	220	+[Combat]	35	=255
Body	60	+[Physical]	40	=100
Mind	50	+[Mental]	25	=75

DEFENSE ..200 **HITS** ... 480
Subtract from Damage first. Take Damage from here

DR. BRIEF**CHARACTERISTICS & POWER**

P. LEVEL12	PWR UP ... N/A
MENTAL18	COMBAT 2
PHYSICAL.....3	MOVEMENT .. 2

SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	3	+[Combat]	2	=5
Evasion	4	+[Combat]	2	=6
Weapon	1	+[Combat]	2	=3
Gadgeteer*	90	+[Combat]	2	=92
Body	4	+[Physical]	3	=7
Mind	15	+[Mental]	18	=33

DEFENSE ..15 **HITS** ... 30
Subtract from Damage first. Take Damage from here

Rules of Namek's Dragon Balls

All Seven Balls must be gathered.

The Dragon must be summoned in the Namekkian language.

Wishes must be made in the Namekkian language.

Only three wishes may be made.

You can revive any one or group of people, if they didn't die of natural causes.

Once used, the Balls turn to stone, scatter & cannot be brought together for 130 days.



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