

DRAGONBALL Z

TM

THE ANIME ADVENTURE GAME



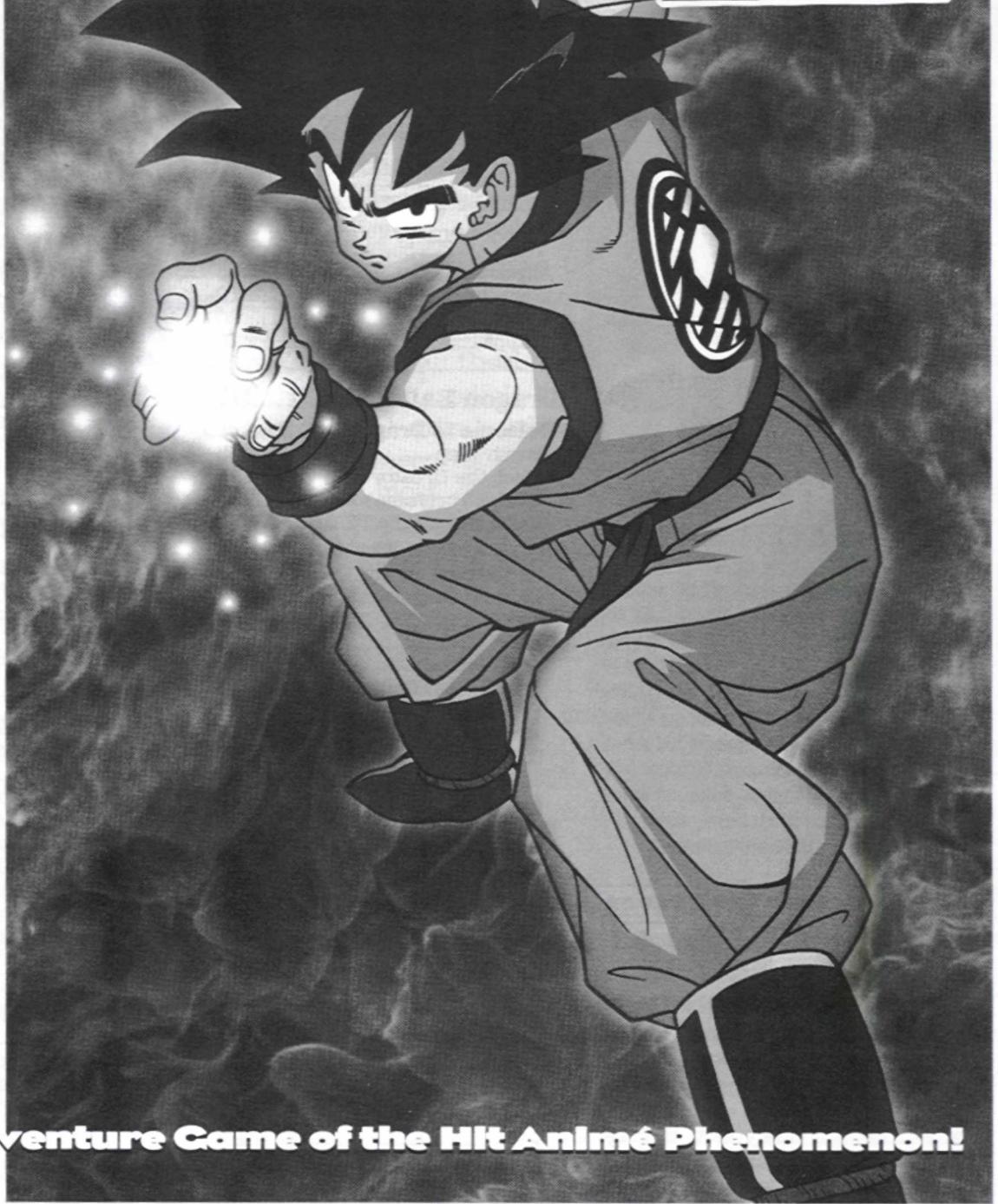
THE ULTIMATE MARTIAL ARTISTS BATTLE FOR CONTROL OF THE COSMOS!

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Love & Peace

DRAGONBALL Z™



The Adventure Game of the Hit Animé Phenomenon!





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Dedicated to Giovanni.

I wish you could have seen
this, my friend.

AM 09001 • ISBN# 1-891933-00-0

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In Translation

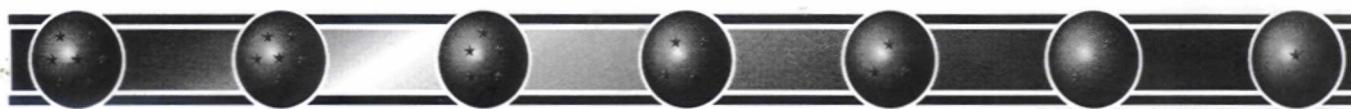


When you see this box:

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

What Is Dragon Ball Z?

It's one of the most popular animated adventure shows of all time; translated into French, German, English, Italian, Spanish and Portuguese (and many other languages). Its first installment, known simply as *Dragon Ball*, began in 1984 as a Japanese comic story (or manga) invented by creative genius Akira Toriyama (the acclaimed creator of the hit TV show *Dr. Slump*), and hit the airwaves two years later.

After several successful years of TV, movies, toys, apparel and other spinoffs, the show shifted into the more hard-edged **Dragon Ball Z** with its high octane tales of the hero Goku, his son Gohan and his handful of friends who battle for the Earth and all that's good against the deadly forces of the most incredible fighters of all time and space—in martial arts battles so awesome that a single blow could destroy a planet.

Dragon Ball Z has some of the most evil of evil beings, fierce warriors, awesome fighting techniques and wise martial arts masters of all time. Dramatic battles, good-natured humor and touching moments have been blended into a storyline which features a huge cast of strong, believable characters, (which some critics have hailed as some of the most creative and vivid in any media today). Their constant struggle of good versus evil is played out in exotic lands and remarkable planets as the essence of human nature is brought to light. The determination and frailties, good and evil, humor and quirkiness of the human race are all brought out in this epic saga.

Dragon Ball Z has been thrilling audiences around the world for years—and in September of 1998, finally hit America like a tidal wave (thanks to the efforts of Funimation Productions, Inc.), appearing on **Cartoon Network** and in video stores all over. If you've picked up this book, you probably know a lot about it already—it's hard to miss. And you've probably wished sometime that you could have the sort of adventures Goku and his friends have.

Now you can. With this book, you can create the most powerful warriors ever to have existed anywhere, and take the ability to blast planets, save universes, and conquer time and space into your own hands. For Good—or Evil—the choice is yours.

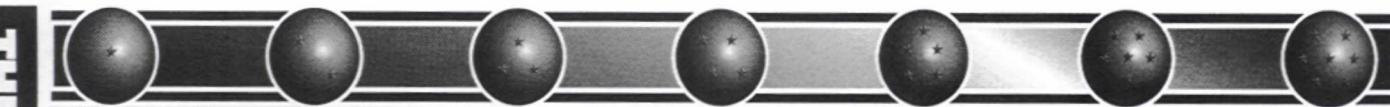
Now **you** have the Power. **The Power of Dragon Ball Z.**



3

He's the Hero

And he never runs out of hair mousse. Goku is an amazing cross between the hero of the ancient Chinese *Monkey-King* legends and the fighting kung fu skills of a Jackie Chan. With a lot of amazing superheroic powers to boot!



Sagas

The Dragon Ball Z stories are divided into several distinct chapters (the *Saiyans Attack*, the *Frieza Battle*, the *Androids from the Future*, 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.

Dragon Ball Z Story, Part One:

The Saiyan Saga

Prologue: The Original Dragon Ball Saga begins



Once upon a time, in a universe very different than our own, an elderly martial artist named Son Gohan discovered a small boy in the wilderness...

Mystified at finding an infant (with a tail, no less!) so far from civilization, the kindly Son Gohan nevertheless took him in to raise as his own. He named the boy Son Goku (remember that in Japanese and Chinese, the surname often comes first).

Baby Goku was wild and uncontrollable at first, but one day, while in one of his rages, he fell into a deep ravine and hit his head. When he recovered, his adoptive grandfather was stunned to see that the boy's savage nature had changed from hostile to friendly. Overjoyed, he set out to teach his adopted child all of his skills; an education that tragically ended one night when the full moon rose and old Son Gohan was mysteriously stepped on by a giant ape. Young Goku was now alone, but he still had a good time, living in his tiny hut at the edge of the vast wilderness.

Goku's life as a wild child ended with the arrival of a stranger to his remote forest. She had blue hair, a pink outfit and a cute little car (which Goku promptly destroyed). She also had a small device called a **Dragon Radar**, which she was using to locate seven mystical orbs of immense power. Called the **Dragon Balls**, they could grant their user anything his or her heart desired (the girl, **Bulma**, planned to wish for the perfect boyfriend).



The first of the Dragon Balls was inside old Son Gohan's hut.

In the search for the remaining orbs, young Goku (who tagged along mostly for the fun of it) encountered all kinds of adventures (most of which are recorded in the stories known as the **Dragon Ball Sagas**). He met warriors, wizards, monsters and demons, even the occasional demi-god, and eventually joined one of his rivals in training under the most powerful martial arts master the world had ever known. And at each step of his journey, young Goku got smarter, faster and more powerful, until at last,

he too became the most powerful fighter on earth.

Years passed, and the boy Goku grew to manhood, married his childhood sweetheart, and made peace with all of his many enemies (save one, the so-called "demon king" **Piccolo**). He also had a son, which he named **Gohan** (after his adopted grandfather).



One day, Goku decided to take young Gohan to meet his old adventuring companions in their traditional hangout, the **Kame House**.

And that's when the Saga of **Dragon Ball Z** really begins.

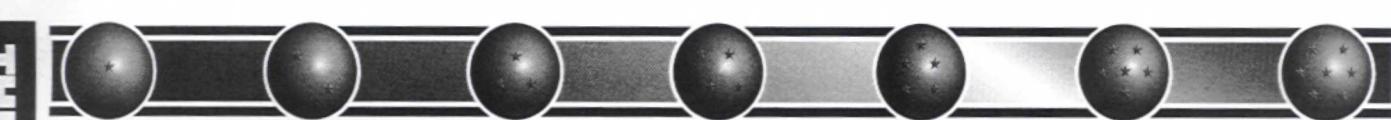
The Saiyans

It's a time of peace on the Earth. But the peace is soon to be shattered. The Saiyans are coming.

Born of a primeval force on a far away planet, the **Saiyans** have grown and developed into a warrior race so devastating and relentless that their planet itself could not survive their destructive natures.

And now one of them is coming to Earth to find his little brother.

The mighty Saiyan warrior **Raditz** arrives on Earth searching for a fellow Saiyan who had been sent to Earth as a baby. He immediately blasts an Earthling with a measly power rating of 5 (according to Raditz's scouter eyepiece). Encountering **Piccolo** next, he dismisses the incredible Namek fighter as a nuisance for only having a power rating of 322. Mere Earthlings obviously have no possible defense against



Raditz's awesome power—and he's after bigger game anyway.

Meanwhile, at the Kame House, **Goku** notices a strong power approaching; in a clap of thunder, Raditz lands and confronts him with the truth—he is the long lost brother the warrior is searching for. Unbeknownst to both of them, the near fatal injury Goku suffered as a baby had scrambled his original programming—to conquer the Earth for his Saiyan relatives. Now, pure of heart and cleansed of evil, Goku intends to defend his adopted homeworld, no matter what Raditz has told him about his past.



Brother Against Brother

Raditz is disgusted with his brother's goodness, and gives Goku an ultimatum: destroy Earth or die. Incapacitating him with a single blow, the Saiyan kidnaps Goku's son, Gohan, and launches himself into the sky, thinking that even if Goku dies, maybe Raditz can convert this little one into becoming a true Saiyan.

Piccolo's Alliance—Who can stop Raditz?

Our hero is baffled at what to do. Then Goku's arch enemy, the Nameccian fighter Piccolo, appears. He's obviously irritated at being dismissed by this new interloper, and besides, HE wants to be the one to conquer Earth (and beat Goku). To everyone's shock, Piccolo joins forces with Goku to fight for the future of the world.

In the fiercest battle ever seen on earth, our heroes use every technique they know against Raditz—Piccolo's *Corkscrew Blast*; Goku's renowned *Kamehameha* energy attack—Raditz easily stops these assaults, which have the power to level mountains, *with his bare hands*.

There just is no power on earth capable of stopping Raditz, who is on the verge of killing Piccolo when his power is suddenly choked off. Goku has gone for the Saiyan's weak point—his tail. "*I know how much it used to hurt me when someone grabbed mine!*" he chuckles, and he tells Piccolo to charge up his most devastating energy blast to finish the helpless Raditz.

But the wily Saiyan exploits Goku's own weak point—his kind heart. Declaring he's changed his mind, he offers to reform. Although Piccolo warns of treachery, Goku grants his brother the benefit of the doubt and releases him, only to have the evil Raditz turn on him and attack at his fully restored power.



The Ultimate Sacrifice

Just as it looks like all is lost, Raditz's scouter starts screaming in alarm. He turns in horror to see that somehow, his nephew Gohan has escaped from the space pod the alien had imprisoned him in! The Saiyan blood in his veins roaring, Gohan powers up to an astounding level of 1,300 and blasts his evil uncle, weakening him enough to allow Goku to get a bearhug on him. Desperately, Goku yells for Piccolo to fire his deadly blast, knowing full well that it will kill him as well as Raditz. But his sacrifice is Earth's—and his son's, only hope. Although he hates to do it, Piccolo fires; and both Raditz and Goku are mortally wounded.

But even though Raditz is dying, he still has the last laugh—revealing that his scouter has transmitted the entire encounter back to his base; and that even more powerful Saiyans than he will be arriving within a year. Earth will be theirs for the taking.

And Goku, Earth's most powerful defender, has just perished in the battle with Raditz.

Can Earth Prepare For the Saiyans?

With news of Goku's death, the remaining good guys disperse world wide in a frantic attempt to prepare for the coming of the Saiyans. Some plan to collect the seven **Dragon Balls** that can be used to bring Goku back from the Other World. Still others will gather all of the best warriors they know and organize a force to fight the coming Saiyan threat.

But Piccolo has his own plans. Taking Gohan away from the boy's friends and family, he states that he will spend the next year training him to utilize the incredible potential sleeping within.

Over everyone's protests, Piccolo takes Gohan to a deserted wasteland far from civilization. Gohan begins his training by being abandoned in this wilderness. All he must do is survive six months (against hunger, cold, tigers, dinosaurs, etc.) and then Piccolo will return to teach him how to fight. Danger comes even from within himself when Gohan sees the moon for the first time and turns into a raging, uncontrollable Giant Monkey. To save Gohan and perhaps the entire earth, Piccolo does the only thing he can do—he gets rid of the moon—and the giant monkey turns back into the peaceful, sleeping boy.





Meanwhile, the evil Saiyan warriors **Nappa** and **Vegeta** have intercepted Raditz's posthumous message and are eager to gather the seven Dragon Balls to realize their wish for eternal life. As they blast off toward Earth, Nappa exclaims, "Immortality, here we come."

Goku's Unusual Journey Begins

Goku awakens to find himself in the **Other World** where Dragon Ball Z characters go when they die. Here he is offered the chance to receive a level of training impossible to gain

in this world, under the eye of the legendary **King Kai**. Only if he completes the treacherous journey down **Snake Way** (an immense snake-shaped road over a million miles long) to King Kai's high gravity planetoid, and masters the difficult training to follow, will he be allowed to return to life.

Back on Earth, a team assembles for training in preparation for the battle against the Saiyans. **Krillin** finds fellow warrior **Yamcha** at the ballfield where he has been playing killer baseball as a profession during the Great Peace. But he is more than willing to join the good guys for the "fight of the century" and to go into training under **Kami**—the Guardian of the Earth.

Home For Infinite Losers

Piccolo, meanwhile, pauses his own training to check in on Gohan's progress. Things are going well—Gohan has grown from a scared little boy into a budding warrior battling the predators of the wilderness. In fact, Gohan has turned survival training almost into summer camp as he enjoys teasing the animals—even the saber-tooth tiger—that used to terrorize him. ("Don't give up; you almost caught me that time!") Piccolo has not forgotten him, but is still monitoring his progress to see when he's ready for training.

After running for months, Goku learns he is only 1/4 of the way to King Kai's. He hitches a ride with a street cleaner and thinks he has made it to the end of Snake Way and the beginning of his training. But he falls asleep and tumbles off the road—straight down to the land of no return: the **Home For Infinite Losers**. In the race of his life, Goku chases **Mez**, the fastest ogre in all HFIL, and is shown the secret passage back to Snake Way as a reward.



Unfortunately, this secret passage leads back to the beginning of Snake Way and there are only three months left until the Saiyans arrive on Earth. But Goku has snatched some of the HFIL ogres' forbidden fruit which has given him renewed energy to race toward King Kai's and the training he needs to save the world.

Escape From Piccolo

Far away in the wilderness, Gohan finally figures out that he has been marooned on an island by Piccolo—so he builds a boat and heads out to sea only to be caught in the throes of a violent storm. Thrown up on shore, he heads for home. But Piccolo, who has been keeping tabs on Gohan, locates him. Reminded of his mission to save the Earth, Gohan willingly returns with Piccolo for his final training.

Princess Snake's Hospitality

High above the Earth on **Kami's Lookout**, a select group of warriors have gathered at the bidding of Kami, whose special training will prepare them for the arrival of Saiyans. Each warrior has a special ability to contribute in the upcoming fight against the Saiyans...**Yamcha** has his energy manipulating techniques, **Krillin** has his training alongside Goku, **Tien** and **Chiaotzu** have their multi-form capabilities. Now is the time to lay aside differences and petty jealousies and hone their skills for the survival of the Earth.

Meanwhile, Goku nearly comes to the end of Snake Way only to land in the lair of **Princess Snake**. Eager to trap the first man that has been there in 500 years, Princess Snake will stop at no deception to keep Goku there instead of releasing him to find King Kai and the training he has spent so much time and effort seeking.

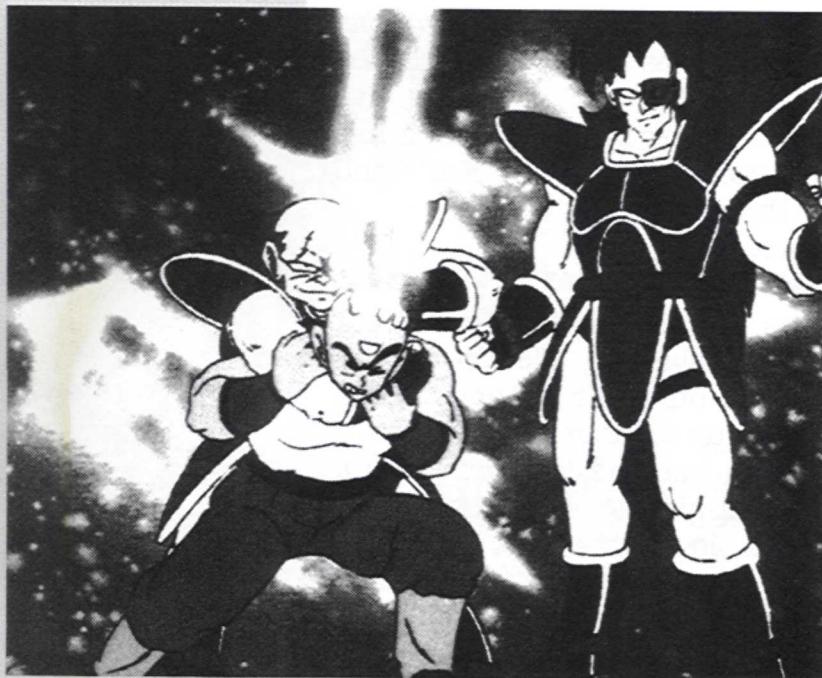
Gohan has completed survival training and is now ready to begin intensive fighting training under Piccolo. He is to fight against Piccolo at all times except when he eats and sleeps. Piccolo teaches Gohan to use his mind as well as his body in a fight, with wise advise such as "You don't see the enemy—you feel him."



Showdown in the Past

The others are also training. **Krillin** is practicing his kicks, **Chiaotzu** his energy blasts, **Tien** his splitting into two and then four images, **Yajirobe** his standing on one finger (there's always one guy that's less than enthusiastic).

The team learns vividly that to be strong you must know yourself and your enemy, as they enter the **Pendulum Room**—an awe-inspiring virtual reality experience that



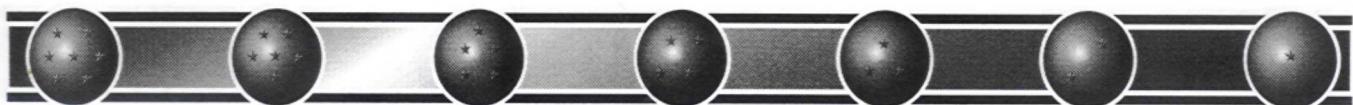
dulum Room, but Yamcha, Krillin, Tien and Chiaotzu all renew their vows to fight in the upcoming battle, and they all return to their training with a new intensity.

The End of Snake Way

In the Other World, Goku finally makes it all the way down Snake Way to King Kai's tiny, round, and heavy (gravity ten times the force of Earth's) world. Mistaking the monkey **Bubbles** for **King Kai**, Goku thinks he is beginning his training as he imitates the monkey's movements. The real King Kai's approach interrupts this hilarious mimicry. After passing the **pun test** (Goku must tell a pun good enough to make King Kai laugh). King Kai begins Goku's unorthodox training in the 158 days left before the Saiyans reach Earth.

Fortunately for Goku, training on King Kai's heavy gravity world is the same as training 1,000 years on Earth. Unfortunately, to have a chance at beating the mighty Saiyans, Goku needs to surpass the power of even the great King Kai. But training is going well—Goku conquers gravity and captures the elusive monkey Bubbles. His next task is develop speed by knocking the incredibly quick grasshopper **Gregory** down with a hammer. Kai is so pleased with Goku's performance that he then agrees to teach him all of his secret techniques. Goku accomplishes this in only two weeks, leaving 118 days for him to master the powerful **Kaio-Ken** and mystical **Spirit Bomb** under the training of King Kai himself. But so intent are they on training that they have forgotten that it will take Goku two days to run

encompasses past, present or future. In their minds they are transported to the Saiyan home-world to fight against Saiyans. The good guys are astonished at the strength and seeming unstoppability of the evil warriors as they survive all the good guys' best fighting techniques. Then, the Pendulum shifts and the good guys are back to the present. Kami warns them that the Saiyans approaching are far stronger than those they experienced in the Pen-



back down Snake Way to the Real World—he's going to be late for the fight of the century!

A Black Day For Planet Earth

Nappa and Vegeta reach Earth with a titanic explosion. They then amuse themselves for a while, destroying a few cities and forcing their helpless inhabitants to flee for their lives. But then **Earth's Defenders** arrive to face down the invaders. Nappa and Vegeta laugh at the weak power ratings that register on their scouters—disdaining combat, they instead scatter a fistful of seeds that grow into **Saibamen** plant-warriors. One kills **Yamcha** in the first encounter, but the rest are taken care of by the heroes; until Vegeta grows bored, vaporizes the remaining plant men, and instructs Nappa to attack our heroes.

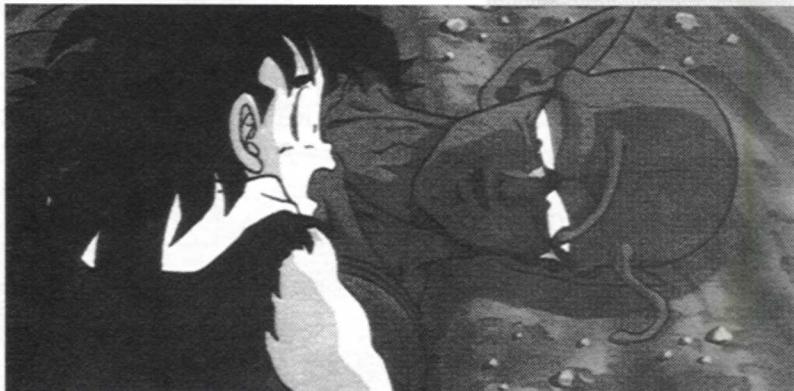
Our heroes respond with massive energy beams but they have no effect. In desperation, **Chiaotzu** initiates a suicide attack in hopes of destroying Nappa but in vain as Nappa is barely affected by the explosive attack. **Piccolo** devises a plan which requires Gohan to harness the Power of Light which lies deep within him for a single blast. But at the crucial moment, Gohan loses his nerve. Gohan has let the good guys down. But during the next attack, Piccolo steps in front of an energy beam to save Gohan's life.

And Nappa decides he has had enough fun and goes in for the finish...

Battle of the century: Salyan against Salyan.

Then Goku sweeps in to the rescue.

The Saiyans can't believe it. Goku has a power level of 5,000! Everyone is awed by Goku's power and a major battle erupts between Goku and Nappa. But Goku is so fast he can't even be seen by normal humans. Goku uses the Kaio-Ken maneuver to defeat Nappa. Vegeta has no use for such a useless Saiyan that can't defeat Goku and summarily vaporizes the downed Nappa with a single gesture.

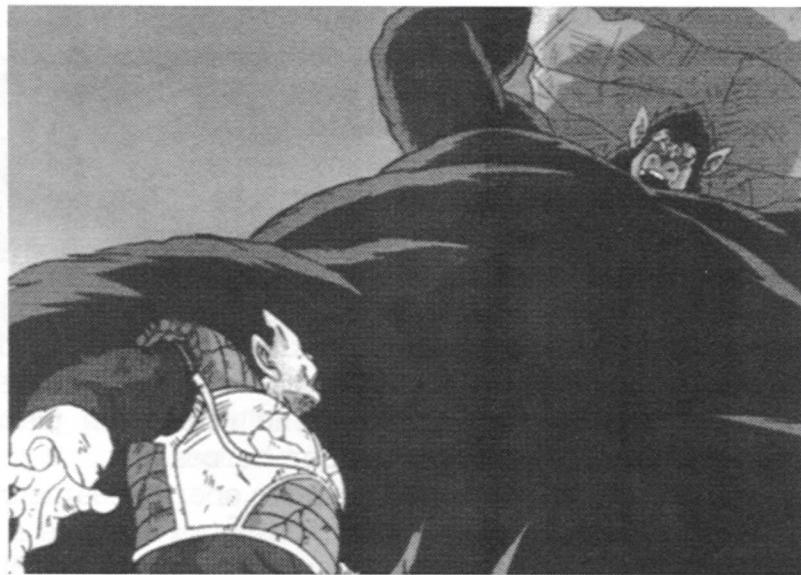


The Dragon Ball Z Episode Guide

Here are all the Saiyan 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
1-2	1	The Arrival of Raditz
3	2	The World's Strongest Team
4	3	Gohan's Hidden Powers
5-6	4	Goku's Unusual Journey
7-8	5	Gohan's Metamorphosis
9-10	6	Gohan Makes a Friend
11	7	Trouble on Arlia
12-13	8	Home For Infinite Losers
14	9	Princess Snake's Hospitality
15-16	10	Escape From Piccolo
17	11	Showdown in the Past
18	12	The End of Snake Way
19	13	A Fight Against Gravity...Catch Bubbles!
20	14	The Legend of the Saiyans
21	15	Black Day for Planet Earth
22	16	The Battle Begins...Goku, Where Are You?
23	17	The Saibamen Strike
24	18	Nappa...The Invincible?
25	19	Tien Goes All Out!
26-27	20	Time's Up!
28	21	The Return of Goku
29	22	Goku Strikes Back
30-31	23	Goku vs Vegeta...A Saiyan Duel
32	24	Vegeta...Saiyan Style!
33-34	25	Stop Vegeta Now!
35	26	Battle's End

The battle shifts to another location as Goku and Vegeta face off. In a series of tremendous impacts that release more energy than ten hydrogen bombs, the greatest battle on Earth resonates across the countryside. Each opponent "powers up" to a level higher than each could imagine the other could achieve, but Vegeta is able to gain the upper hand. As Goku is being crushed, Krillin and Gohan arrive and distract Vegeta. This gives Goku enough time to



take the last energy remaining in him and transfer it to Krillin who, along with Gohan's help, directs it to smash Vegeta. Vegeta is badly damaged but manages to escape in his space capsule.

Earth has been saved.

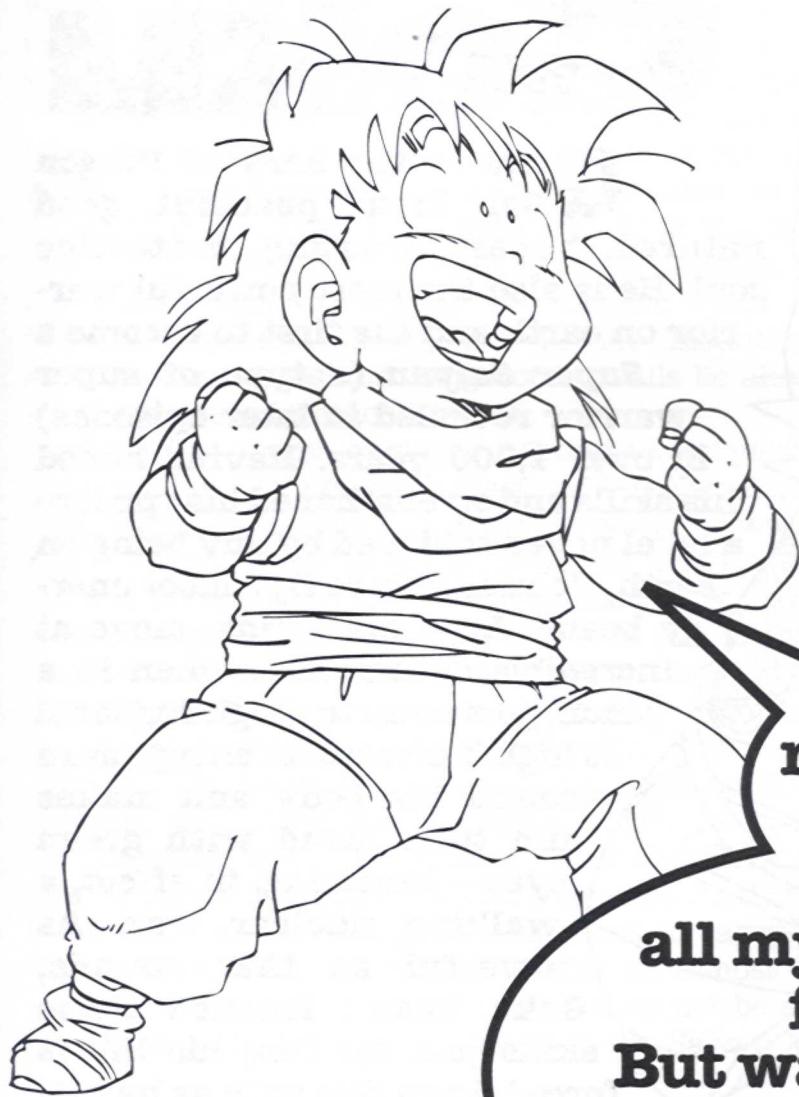
But the price has been steep. Almost all of Earth's mightiest warriors have been killed and now depend on their remaining friends to find new Dragon Balls to bring them back from the Other World. Even mighty Goku has been hurt so seriously that it will take months for him to recover.

And although Vegeta has been defeated, he is still alive...and will be back.

The **Saiyan Saga** has ended.

But even more terrible villains await our heroes. And the answer to their ultimate destiny lies a thousand light years away, on a distant world under strange stars.

Namek.

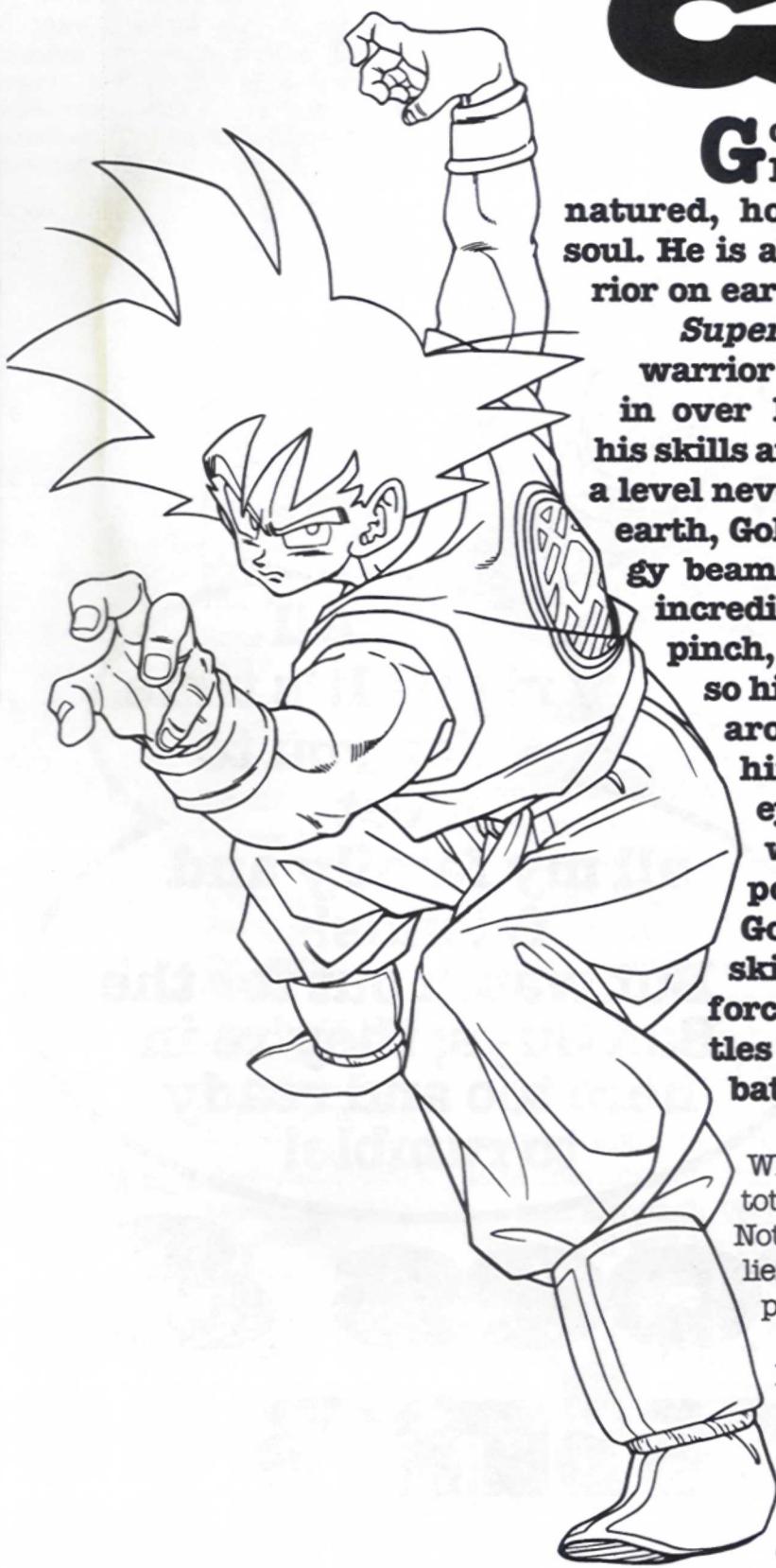


All
right! It's time
for you to
meet
all my family and
friends!

But watch out for the
Bad Guys; they're in
here too and ready
to rumble!

Heroes & Villains





Goku

Goku is the hero of Dragon Ball Z: a peaceful, good natured, honest, trusting, protective soul. He is also the most powerful warrior on earth and the first to become a *Super Saiyan* (a type of super warrior revealed in later episodes) in over 1,000 years. Having honed his skills and strengthened his spirit to a level never achieved by any being on earth, Goku is able to fly, shoot energy beams from his hands, move at incredible speeds and, when in a pinch, power-up to a fighting level so high it creates an energy aura around his body and makes him turn blond with green eyes—becoming, in effect, a walking nuclear war. As powerful as that sounds, Goku hasn't learned these skills just for fun; his life is forced down this path as he battles evil invaders in the final battle to save Earth.

When the Saiyans arrive it is a total shock in more ways than one. Not only does Goku meet his deadliest foe ever—one that is far more powerful than he is, but he also learns the mysterious secret of his own past—he is himself a Saiyan formerly named Kakarot, sent to Earth as a baby to grow up and destroy the planet in the process. However, when he was discovered in the wilds as an infant and raised by peaceful old Son



Gohan, his life was changed forever. A near-fatal head injury scrambled his programming and instead of growing up to become a destructive super-warrior, he became innocent and pure of heart, fighting for good instead of evil.

Goku does defeat his evil brother, but at the cost of his own life. Fortunately for our heroes (and for the rest of Earth), it's not the end of Goku. He is taken to the Other World to train under the mysterious King Kai in preparation for the coming of two even stronger Saiyans. He will be summoned back to life by the Dragon Balls when the Saiyans approach Earth, but in the meantime, many strange adventures and dangerous pitfalls lie ahead of him as he struggles to reach his goal.

Goku has many powerful fighting techniques including the powerful *Kamehameha Blast* and the *Kaio-Ken* which he later learns from King Kai. His most powerful weapon is the *Spirit Bomb*, an immensely powerful energy ball which gathers energy from all sources on the planet, concentrates it in one sphere and then releases it in one mighty swoop. This ball can be used only once and must be guided carefully for it can destroy the planet if used inappropriately.

Goku's power level changes rapidly, going from a 300 level in the beginning, peaceful episodes to 5,000 after training with King Kai, to 8,000 when he is angry, to 21,000 when doing the famous *Triple Kaio-Ken*. And all of this is before his Super Saiyan stage! To further aid him, Goku also has his Flying Nimbus Cloud to carry him from place to place and his Power Pole as an almost limitlessly expanding weapon. But even these may not be enough for those who will follow on the heels of the Saiyan Menace.

Goku's Little Extras

Besides his pretty formidable fighting skills, Goku also has two other advantages—his **Flying Nimbus Cloud** and his **Power Pole**. The Nimbus Cloud (known in Japan as the *kintoun*) can carry Goku at speeds up to Mach 2, and will automatically come back to catch him if he falls off (he rides it like a flying skateboard).

Goku's Power Pole (aka *nyoibo* in Japan), can extend up to 500 feet and is a powerful fighting staff as well (GAME NOTE: treat the Power Pole as a club that adds 10 dice to his hand to hand attacks).

GOKU (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	8000	PWR UP . . .	270
MENTAL.....	3	COMBAT . . .	40
PHYSICAL.....	24	MOVEMENT .	110

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	40	=70
Evasion	35	+[Combat]	40	=75
Weapon	10	+[Combat]	40	=50
Power	55	+[Combat]	40	=95
Body	25	+[Physical]	24	=49
Mind	5	+[Mental]	3	=8

DEFENSE. 120
Subtract from Damage first.

HITS . . . 240
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:** Mentored by his adoptive grandfather, Son Gohan, he later trained under Master Roshi (aka the Turtle Master).
- SKETCHES:** Kind of bashful, eats amazing amounts of food.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
SPIRIT BOMB	INFINITE
KAMEHAMEHA BLAST	900-2000
GAME NOTE: Goku has other attacks—as a rule, assume he has a variety of assorted "janken" (hand to hand) attacks in the 15-25 die range.	



Gohan



Goku and Chi Chi's four year old son, Gohan was named after his adoptive grandfather Son Gohan. Physically, he resembles a young Goku right down to the tail and the ability to become a giant were-ape in the light of the full moon. Like his dad, he's also a good-natured soul and pure of heart. But while he's his father's son in these ways, he is also very different from Goku—a defender of the weak rather than a warrior.

Raised to be a scholar by his overprotective mother, Gohan is thoroughly unprepared for the hand fate deals him in a single terrifying afternoon—his father is revealed to be an alien, his evil uncle kidnaps him—almost any kid would fold under the pressure. Yet in the end, he surprises everyone with an uncontrollable display of power that allow his father to regain the upper hand against the evil of Raditz.

Then Goku is killed in the climactic battle that saves Earth (and Gohan). And in that moment, Gohan's destiny is forever altered; from scholar to soldier, from wimp to warrior. His teacher is the enigmatic Piccolo, once his father's worst enemy, now a substitute parent determined to turn Gohan into a living weapon fully capable of "killing the Saiyans and saving the Earth."

Abandoned for six months in the wilderness (while Piccolo secretly watches over him), Gohan battles hunger, scorpions, saber-toothed tigers and tyrannosaurs as he struggles towards self-sufficiency. Only then does his Nameccian mentor reveal himself to begin a new round of intensified training in the art of combat. With Piccolo as his harsh taskmaster, Gohan learns to use newly heightened senses to "feel" his enemy and release his inner strengths. And as his powers grow, Gohan begins to accept the awesome responsibility that Destiny has laid on his four year old shoulders.



When the final showdown with the Saiyans comes, he is ready.

Almost.

Gohan starts out strong, but a momentary loss of nerve in battle soon costs his friends dearly. But his determination is redoubled with the death of his mentor Piccolo, who takes a power blast intended for his young student—and it is Gohan who turns the tide of battle in the end by taking his hereditary form of a giant were-ape and crushing the nearly victorious Vegeta. And in future chapters of the Dragon Ball Z Saga, Gohan's desire to make up for his moment of fear will take him all the way to the planet Namek itself to search for the original Dragon balls that can bring his friends back to life.

In Translation



Cohan: Superhero?

In the Japanese version, Gohan takes on the mantle of the Great Saiyaman, and with the help of his classmate, Videl, fights criminals and other assorted powerful villains.

Yet, for all his powerful fighting abilities to come, at heart Gohan will never be a natural warrior, and will always be caught between the desire to seek a peaceful resolution to conflict and the need to fight for what is right. Unlike his father, Goku, who likes testing his

skills against other fighters, Gohan fights mainly to protect others weaker than himself. Eventually, he will come to grips with this inner struggle, leading to his adopting the role of a superhero as he reaches adulthood. But just as his dual heritage will always divide him between planets, his dual nature will always be there to divide him between scholar and warrior.

COHAN (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....2800	PWR UP 150
MENTAL.....7	COMBAT 15
PHYSICAL.....8	MOVEMENT . . . 20

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	15	=25
Evasion	10	+[Combat]	15	=25
Weapon	3	+[Combat]	15	=18
Power	10	+[Combat]	15	=25
Body	4	+[Physical]	8	=12
Mind	7	+[Mental]	7	=14

DEFENSE ..40
Subtract from Damage first.

HITS 80
Take Damage from here

BACKGROUND

- SPECIES:** Saiyan-Human.
- PERSONALITY:** A bit shy, doubts himself, would rather hang back.
- HISTORY:** When his father was killed, was trained by Piccolo to fight in the Namek style.
- SECRETICKS:** Shy, childish (he's only four, so cut him some slack!), timid.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
ENERGY BLAST	10-50

GAME NOTE: Gohan has a great deal of potential, but not a lot of skill yet. His hand to hand attacks are in the 6-10 extra die range, and he has no really effective energy attacks. In later parts of the Sagas, he will devise his own version of his father's famous Kamehameha blast, but that's still a ways off yet. However, his half-blood heritage still gives him a really high power level!

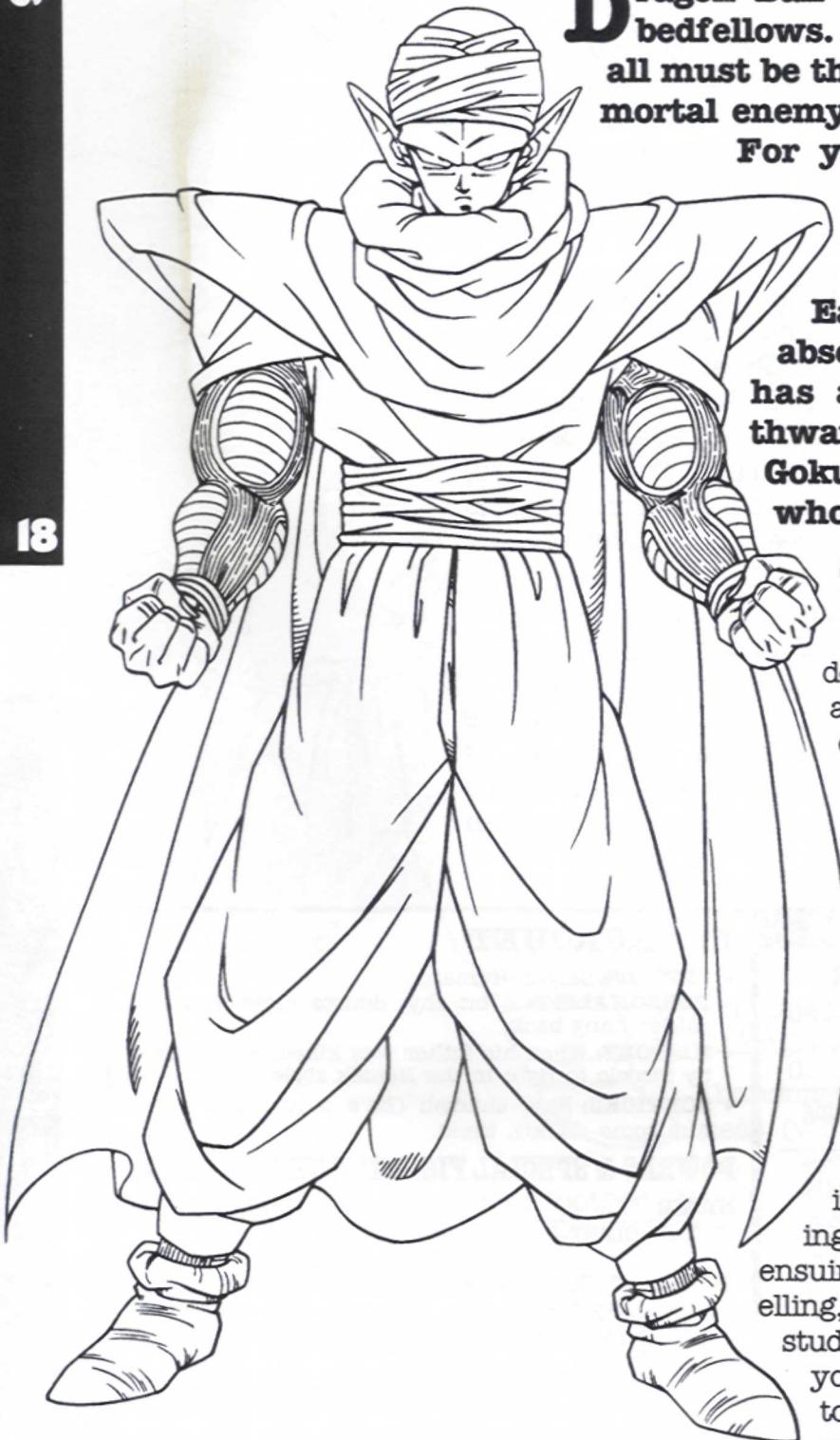
Piccolo

Dragon Ball Z battles make for strange bedfellows. And the strangest alliance of all must be the one between Goku and his mortal enemy, the alien demigod Piccolo.

For years, Piccolo has been the bane of Goku's existence, as the powerful green warrior has fought to conquer all Earth and place it under his absolute rule. Several times, he has almost succeeded, only be thwarted at the last moment by Goku and his friends (several of whom he's killed in the process!).

So imagine everyone's shock when Piccolo shows up at the Kame House moments after Goku's defeat by his evil brother Raditz, and offers to help his greatest enemy take the Saiyan renegade down. They are even more astounded as the heat of battle forges an unbreakable bond between the two adversaries, bringing them to risk their very lives for each other.

But when Goku is killed in the final showdown with Raditz, Piccolo's heretofore selfish life takes a major turnaround, as he tackles the responsibility of training Goku's son Gohan for the coming battle with the Saiyans. The ensuing months of training are gruelling, but the result is a unique master-student relationship that brings the young boy and would-be tyrant together. In the final showdown, it will be this bond that drives the





PICCOLO (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	3400	PWR UP	220
MENTAL.....	10	COMBAT	25
PHYSICAL.....	16	MOVEMENT	100

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

alien loner to save his student's life by taking an energy bolt intended for Gohan.

Tall and green-skinned like his Namek relatives (although Piccolo doesn't suspect he's an alien until he is told by Raditz during their battle), Piccolo wears an extremely heavy costume and cape as constant training for his muscles. His powers are fearsome indeed; he can produce awesomely powerful blast of energy from his fingertips, move faster than the speed of sound, regenerate limbs lost in combat, and even

In Translation



Kami and Karma

In the Japanese version of the Sagas, when Kami first came to Earth many eons ago to become its Guardian, he deliberately split off all of the evil in himself and retained only the good. The resulting evil re-formed into Piccolo, who then became Kami's dark side. The catch is, they are irrevocably bound together, if one dies, the other will also vanish.

But as his association with Gohan brings out the seeds of goodness in him, Piccolo must face the prospect that he might become as pure as his other half; an interesting kind of redemption indeed.

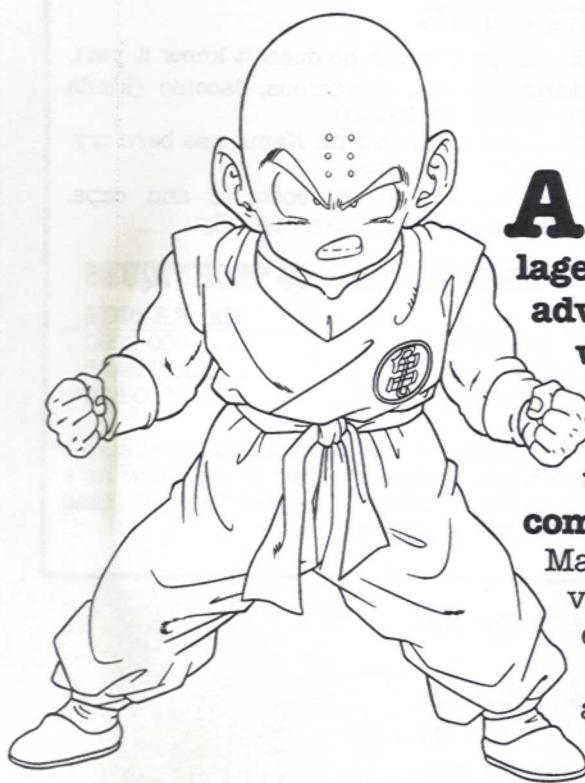
BACKGROUND

- **SPECIES:** Namek (though he doesn't know it yet).
 - **PERSONALITY:** Grim, dangerous, laconic (kinda like a green Clint Eastwood).
 - **HISTORY:** Came to Earth with Kami, has been trying to take over ever since.
 - **SCHTICKS:** Wears a heavy costume and cape. Hates Goku (and talking) about equally.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
CORKSCREW BLAST	1000-2000
MULTIPLE IMAGE	300/PHASE
DEMON LIGHT BEAM	500-800

GAME NOTE: It's assumed that Piccolo has other attacks—they just aren't specifically mentioned in the show. As a rule, assume he has a variety of assorted "janken" (hand-to-hand attacks) in the 10-20 die range.



Krillin

As young boys, Krillin and Goku were fierce rivals under the martial arts tutelage of Master Roshi. But through their many adventures, Krillin came to realize that Goku was special and that the Power of Light was very strong within him. And ever since Goku sought out the Dragon Balls to bring Krillin back to life, these two competitors have been the best of friends.

Make no mistake about it—Krillin holds Goku in the very highest respect. In turn, Goku constantly encourages Krillin to have confidence in his own abilities as Krillin becomes a remarkable (for any human) fighter. Incredibly dedicated to his companions, (especially Goku) Krillin values his friendships above all other things. It is this

integrity that drives him to face the Saiyans even in the face of his own certain and irreversible death (having resurrected him once, the Dragon Balls cannot revive him a second time).

Short and bald, Krillin often provides comic relief in tense situations as he tries to keep up with Goku and some of the other more powerful warriors. But don't get the idea that he's a helpless buffoon. A strong fighter on his own, he's always there to help Goku, and has saved his friend's life more than once. And armed with his deadly *Destructo Disk* (an incredibly powerful, frisbee-shaped energy blast that literally slices through mountains) he's a force even the strongest foe must reckon with.

KRILLIN (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	1770	PWR UP	210
MENTAL.....	6	COMBAT	20
PHYSICAL.....	15	MOVEMENT	80

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	16	+[Combat]	20	=36
Evasion	16	+[Combat]	20	=36
Weapon	7	+[Combat]	20	=27
Power	20	+[Combat]	20	=40
Body	14	+[Physical]	15	=29
Mind	9	+[Mental]	6	=15
DEFENSE ..	75			
Subtract from Damage first.				
HITS ..	150			
Take Damage from here				

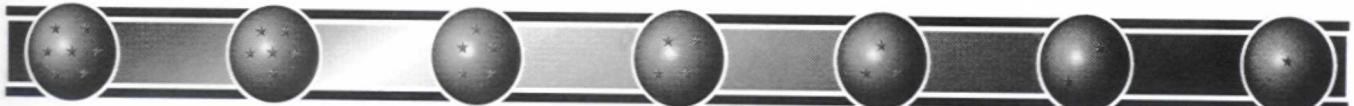
BACKGROUND

- 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	EXTRA DICE
DESTRUCTO DISK	700
ENERGY PUNCH	100-300

GAME NOTE: It's assumed that Krillin has other attacks—they just aren't specifically mentioned in the show. As a rule, assume he has a variety of assorted hand to hand attacks in the 7-15 die range.



Bulma

The only child of brilliant Dr. Briefs (head of the world-spanning Capsule Corporation), Bulma has inherited both her father's technical savvy and more money than she could spend in three lifetimes. She's also immature, emotional, self-centered, impatient, argumentative, boy-crazy, given to fits of hysterics and can't shut up for a minute.

Fortunately, she's also incredibly determined and willing to do whatever it takes to get what she wants. Bulma won't let anything stand in her way—not mountains, not alien invaders, not even her own pride.

From the moment she encountered young Goku living by himself in the wilderness, Bulma has been the Dragon Ball Z crowd's resident supergenius. Her earliest invention was the **Dragon Radar** that allowed her to locate the Dragon Balls. She also discovered the capabilities of the Saiyan **scouter** and enhanced it for her own use. She's rebuilt spaceships and constructed time machines...

—and complained about the lousy food, awful accommodations and lack of good-looking guys the whole way.

Her abilities have enabled her to save the day more than once for the rest of our heroes. But she's a maverick, and her stubborn independence has endangered everyone on the Dragon Ball Z team almost as often as it's saved them.



21

BULMA (SAIYAN 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	4	+[Combat]	3	=7
Evasion	5	+[Combat]	3	=8
Weapon	4	+[Combat]	3	=7
Gadgeteer*	14	+[Mental]	8	=22
Body	4	+[Physical]	4	=8
Mind	8	+[Mental]	8	=16

DEFENSE .. 20
Subtract from Damage first.

HITS . . . 40
Take Damage from here

In Translation



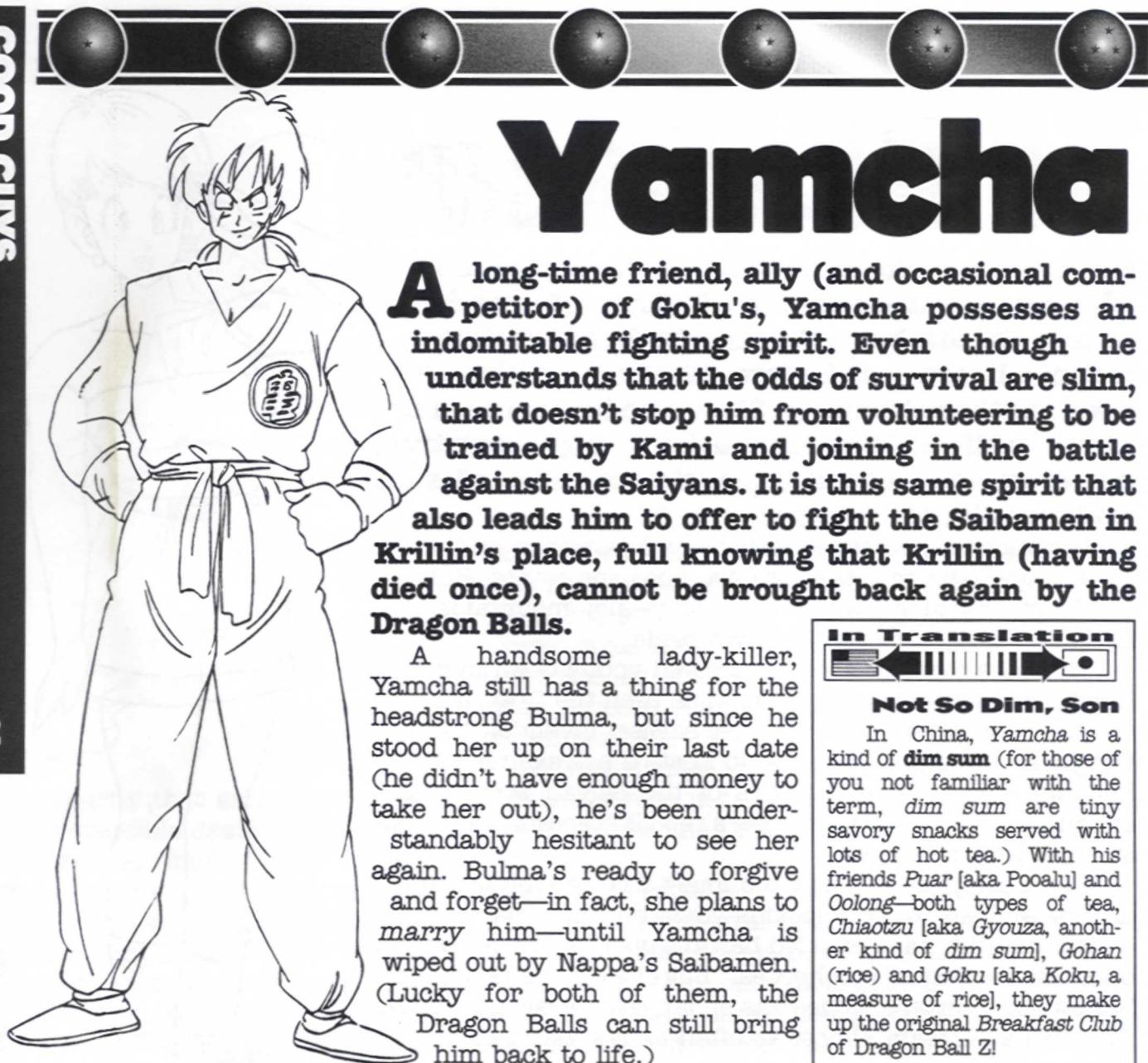
Show us your Knickers!

Bulma's name makes little sense until you realize that the rest of her family are all named for types of underwear—dad **Dr. Briefs**, son **Trunks**, daughter **Bra**. Shift the letters around through a Japanese-English filter, and you get her real name—**Bloomers** (old fashioned ladies' underwear).

BACKGROUND

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

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



Yamcha

A long-time friend, ally (and occasional competitor) of Goku's, Yamcha possesses an indomitable fighting spirit. Even though he understands that the odds of survival are slim, that doesn't stop him from volunteering to be trained by Kami and joining in the battle against the Saiyans. It is this same spirit that also leads him to offer to fight the Saibamen in Krillin's place, full knowing that Krillin (having died once), cannot be brought back again by the Dragon Balls.

A handsome lady-killer, Yamcha still has a thing for the headstrong Bulma, but since he stood her up on their last date (he didn't have enough money to take her out), he's been understandably hesitant to see her again. Bulma's ready to forgive and forget—in fact, she plans to marry him—until Yamcha is wiped out by Nappa's Saibamen. (Lucky for both of them, the Dragon Balls can still bring him back to life.)

In Translation

Not So Dim, Son

In China, Yamcha is a kind of **dim sum** (for those of you not familiar with the term, *dim sum* are tiny savory snacks served with lots of hot tea.) With his friends Puar [aka Pooalu] and Oolong—both types of tea, Chiaotzu [aka Gyouza, another kind of *dim sum*], Gohan (rice) and Goku [aka Koku, a measure of rice], they make up the original Breakfast Club of Dragon Ball Z!

YAMCHA (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	1600	PWR UP	180
MENTAL.....	6	COMBAT	15
PHYSICAL.....	12	MOVEMENT	70

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	15	=26
Evasion	10	+[Combat]	15	=25
Weapon	7	+[Combat]	15	=13
Power	10	+[Combat]	15	=25
Body	10	+[Physical]	12	=22
Mind	9	+[Mental]	6	=15

DEFENSE ..60
Subtract from Damage first.

HITS ..120
Take Damage from here

Between saving the Earth and trying to go out with Bulma, Yamcha also has quite a reputation as a professional baseball player. He is usually accompanied by his devoted cat companion Puar.

BACKGROUND

- **SPECIES:** Human.
- **PERSONALITY:** Carefree, reckless, cocky.
- **HISTORY:** Training unknown. Met Goku when young, and both have fought at the Budokai.
- **SCHTICKS:** Lady-killer, always broke, loves baseball.

POWERS & SPECIAL FIGHTING TECHNIQUES

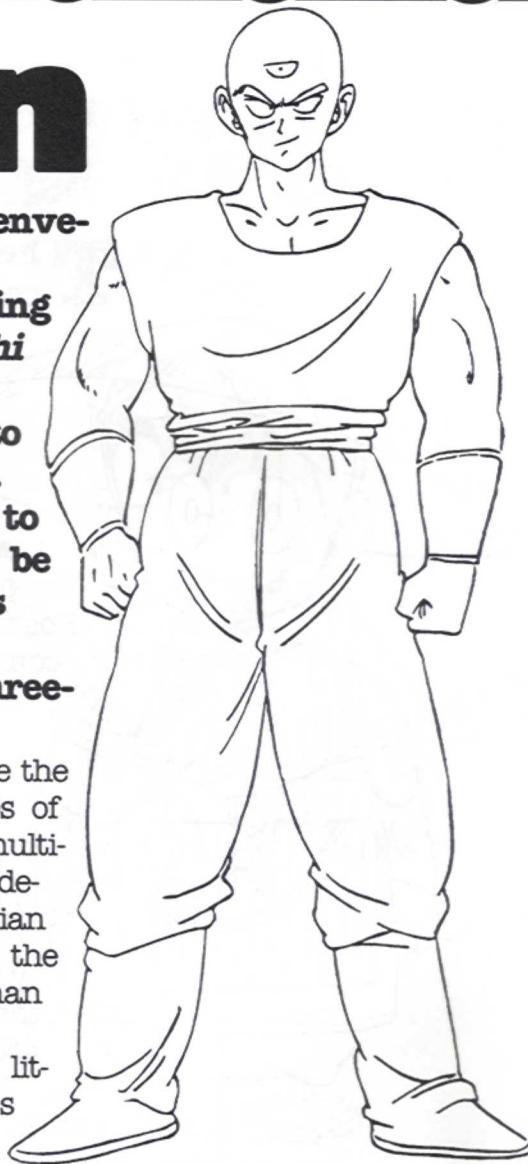
NAME	EXTRA DICE
WOLF WIND ATTACK (HAND TO HAND).....	4-10
YAMCHA'S ENERGY BOMB.....	400-600

Tien

Focused, serious and always pushing the envelope of his skill, Tien is intent on becoming the most powerful fighter ever. Having already bested Goku at the 22nd *Tenkaichi Budokai* (a yearly fighting tournament held on Papaya Island), he is well on his way to achieving his goal when the Saiyans attack. So it's no surprise that he's one of the first to join Earth's elite defenders—the chance to be trained by the immortal Kami and to test his abilities against the alien menace of Vegeta was just too good for this powerful three-eyed fighter.

But Tien is no pushover; his fighting skills include the ability to hover in midair, throw devastating bombs of mental force, grow extra limbs and even split into multiple clones of himself (each with the power to fight independently). He is nearly the equal of the Nammeccian warrior Piccolo, and is the only human member of the team capable to dispatching Nappa's dread Saibaman fighters with ease.

Tien's best friend and constant companion is the little prince Chiaotzu, who, to Tien's distress, sacrifices himself in a suicidal attack on Nappa.



TIEN (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	1830	PWR UP . . .	210
MENTAL.....	6	COMBAT . . .	20
PHYSICAL.....	15	MOVEMENT . .	90

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	20	=35
Evasion	15	+[Combat]	20	=35
Weapon	7	+[Combat]	20	=27
Power	20	+[Combat]	20	=40
Body	12	+[Physical]	8	=20
Mind	9	+ [Mental]	6	=15

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

In Translation



I've Got My Eye on You

In some Asian religions, the third eye represents having opened one's self to enlightenment and wisdom. With his enlightened eye and Chinese-style attire, Tien (or *Tienshinshan* in Japan) is a classic kung-fu fighting monk.

BACKGROUND

- SPECIES:** Human (see above to explain the 3 eyes).
- PERSONALITY:** Stable and serious.
- HISTORY:** Trained under same master as Chiaotzu, an enemy of Master Roshi's.
- SCHTICKS:** Big conical monk's hat.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
TIEN'S ENERGY BOMB . . .	600-700
MULTI IMAGE ATTACK . . .	300/PHASE



Chiaotzu

The devoted companion of Tien, this white-faced, red cheeked little guy is a skilled warrior in his own right. Prince-emperor of a distant and mysterious land called *Mifan*, he has also mastered a wide variety of fighting and mystical arts—he can teleport, hypnotize and even freeze an opponent in place with his powers.

Originally, Chiaotzu and Tien were students of Master Roshi's greatest rival, but after meeting Goku and his companions, they decided to fight on their side instead.

Together, they all went on to battle Piccolo in one of his many attempts to take over the world—in the process, Chiaotzu was killed (but later brought back by the Dragon Balls).

When the Saiyans threaten to enslave Earth, Chiaotzu quickly joins Tien as one of the first fighters to be trained by Kami. His bravery and nobility come to the fore when he selflessly teleports onto the evil Nappa's back and self-destructs in a vain attempt to save his comrades—a sacrifice made all the more poignant for the fact that having died once, he cannot be revived again by the Dragon Balls' power.

CHIAOTZU (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL	530	PWR UP	140
MENTAL	6	COMBAT	10
PHYSICAL	8	MOVEMENT	7

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	10	=21
Evasion	9	+[Combat]	10	=19
Weapon	7	+[Combat]	10	=17
Power	10	+[Combat]	10	=20
Body	10	+[Physical]	8	=18
Mind	9	+[Mental]	6	=15

DEFENSE ..75
Subtract from Damage first.

HITS ..150
Take Damage from here

BACKGROUND

- SPECIES:** Human. (No, really. It's the makeup!)
- PERSONALITY:** Quiet, childlike, very honest.
- HISTORY:** Trained under same master as Tien, an old enemy of Master Roshi's.
- SECRETICKS:** Has a favorite doll named Ran-Ran.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
POWER BLAST	200-300
TELEPORTATION ATTACK	800-900

GAME NOTE: It's assumed that Chiaotzu has other attacks not specifically mentioned in the show. As a rule, assume he has a variety of assorted hand to hand attacks (*janken*) in the 7-15 die range.



Yajirobe

You couldn't find a more unlikely hero if you put out a want ad. And if you did, Yajirobe probably wouldn't answer anyway.

Like the wandering *ronin* (masterless samurai) he so much resembles, Yajirobe prefers to stay on the sidelines of the battle, his eye firmly fixed on the Main Chance. And while he won't go out of his way to get near danger (he won't even go into the Pendulum Room to train!), he's quite willing to give the press stirring interviews in which he brags about the "Elite Force" of defenders

that he claims to be leading (anyone mentioned this to Goku?) But for all his bluster and occasional cowardice, Yajirobe always comes through in the end—he's the one who sneaks up on the giant-monkey-met-



In Translation



Samurai Night Fever?

Yajirobe is an obvious parody of the many ronin characters in Japanese action movies. But there's also something kind of *familiar* about his character to American fans too. It wouldn't be above master punster and pop culture aficionado Akira Toriyama to sneak in a little John Belushi joke or two...

YAJIROBE (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL	500	PWR UP	140
MENTAL	7	COMBAT	16
PHYSICAL	14	MOVEMENT ..	20

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	=36
Weapon	24	+[Combat]	16	=40
Power	4	+[Combat]	16	=20
Body	4	+[Physical]	14	=18
Mind	4	+[Mental]	10	=14
DEFENSE ..	70	HITS ..	140	

Subtract from Damage first.

Take Damage from here

morphed Vegeta and lops off his tail, cutting the Saiyan Prince down to human size again and making it possible for the others to prevail.

Of course, Vegeta promptly stomps him for his troubles...So the 'lil samurai may have a point about staying well out of the action...

BACKGROUND

- **SPECIES:** Human.
- **PERSONALITY:** Loud, braggart, a bit of a coward.
- **HISTORY:** Unknown.
- **SCHTICKS:** Eats too much and hides from battle.

POWERS & SPECIAL FIGHTING TECHNIQUES

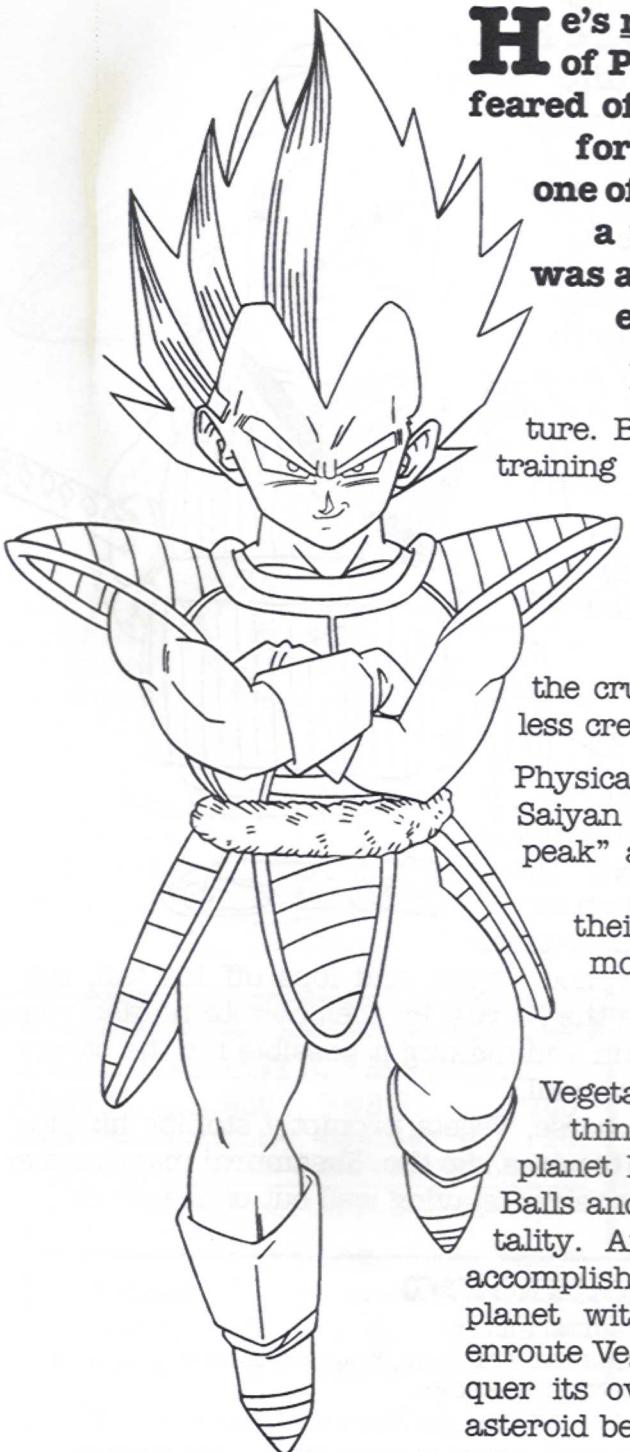
NAME SUPER LAI-JUTSU STRIKE (KATANA)

EXTRA DICE

SUPER LAI-JUTSU STRIKE (KATANA)



Vegeta



He's not Mister Congeniality. Prince Vegeta of Planet Vegeta is the most powerful and feared of a race of aliens known Galaxy-wide for their savagery and ruthlessness. He is one of the Saiyan *Super Elitists*; the worst of a thoroughly nasty crew that (luckily) was all but wiped out by an even more powerful crowd of nasties many years ago.

Arrogant to a fault, Vegeta absolutely loathes the idea of being weaker than any other creature. Because of that fear, he is driven to constant training and searching for the extra edge that will make him supreme. As the mightiest warrior of the Saiyans, Vegeta has no tolerance for failure, often eliminating his own men for showing any weaknesses in battle. His controlled and civil manners only partially mask the cruel tyrant who enjoys toying with those helpless creatures who dare oppose him.

Physically smaller than Goku, Vegeta has the typical Saiyan wild black hair with a pronounced "widow's peak" and wears the battle armor of a space mercenary. Like other Saiyans who still possess their tails (his will grow back), he can metamorph into a gigantic were-monkey when he sees the full moon.

With his constant companion Nappa in tow, Vegeta sets off across the Galaxy for what he thinks will be an easy three day conquest of the planet Earth, followed by his gathering the Dragon Balls and wishing for something simple—like immortality. After all, what can the Earthlings hope to accomplish against a being who can destroy an entire planet with a single gesture? (To prove his point, enroute Vegeta stops on planet Arlia long enough to conquer its overlords and reduce the entire world to an asteroid belt.)

He gets a rude shock when he meets **Goku** and his son **Gohan**. Although Vegeta's skill and raw power (in ape form) exceeds even Goku's, together, the father-son



team-up successfully thwarts the Saiyan's takeover; especially when Vegeta makes the mistake of creating an artificial moon to power his own Giant Monkey metamorphosis and accidentally triggers a similar transformation in young Gohan (who promptly stomps on him). Between this indignity, Yajirobe's cutting off his tail to reverse Vegeta's metamorphosis, and the humiliation of ending up at Krillin's mercy (at sword point, no less), Vegeta is forced to flee back into space before he is killed outright.

In Translation



More than Meets the

As the Saga progresses, we eventually learn that Vegeta actually has a boss of his own: the dreaded **Frieza**, whose gang travels the universe conquering and selling planets to the highest bidder. Although Vegeta works for Frieza, he doesn't much like or respect him, because he knows that sooner or later he'll will find something that will make him more powerful than the big F.

Something like...say...the Dragon Balls?



As time goes on, Vegeta becomes positively obsessed with beating Goku; especially when he realizes that our hero will almost certainly become the first in over a 1000 years to achieve the ultimate power of the legendary **Super Saiyan**. Vegeta is even more intent on destroying Gohan, for the Prince has realized that his combination of human and Saiyan is stronger than either race alone, making Gohan a formidable threat to him. Yet, time and time again, Goku keeps coming back stronger and stronger, and the mighty Prince Vegeta is slowly coming to accept that he may not be the most powerful creature in the universe.

Yet.

VEGETA (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	7500	PWR UP . . .	250
MENTAL.....	10	COMBAT . . .	45
PHYSICAL.....	15	MOVEMENT .	120

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	45	=75
Evasion	35	+[Combat]	45	=80
Weapon	7	+[Combat]	45	=52
Power	60	+[Combat]	45	=105
Body	10	+[Physical]	15	=25
Mind	12	+[Mental]	10	=22

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

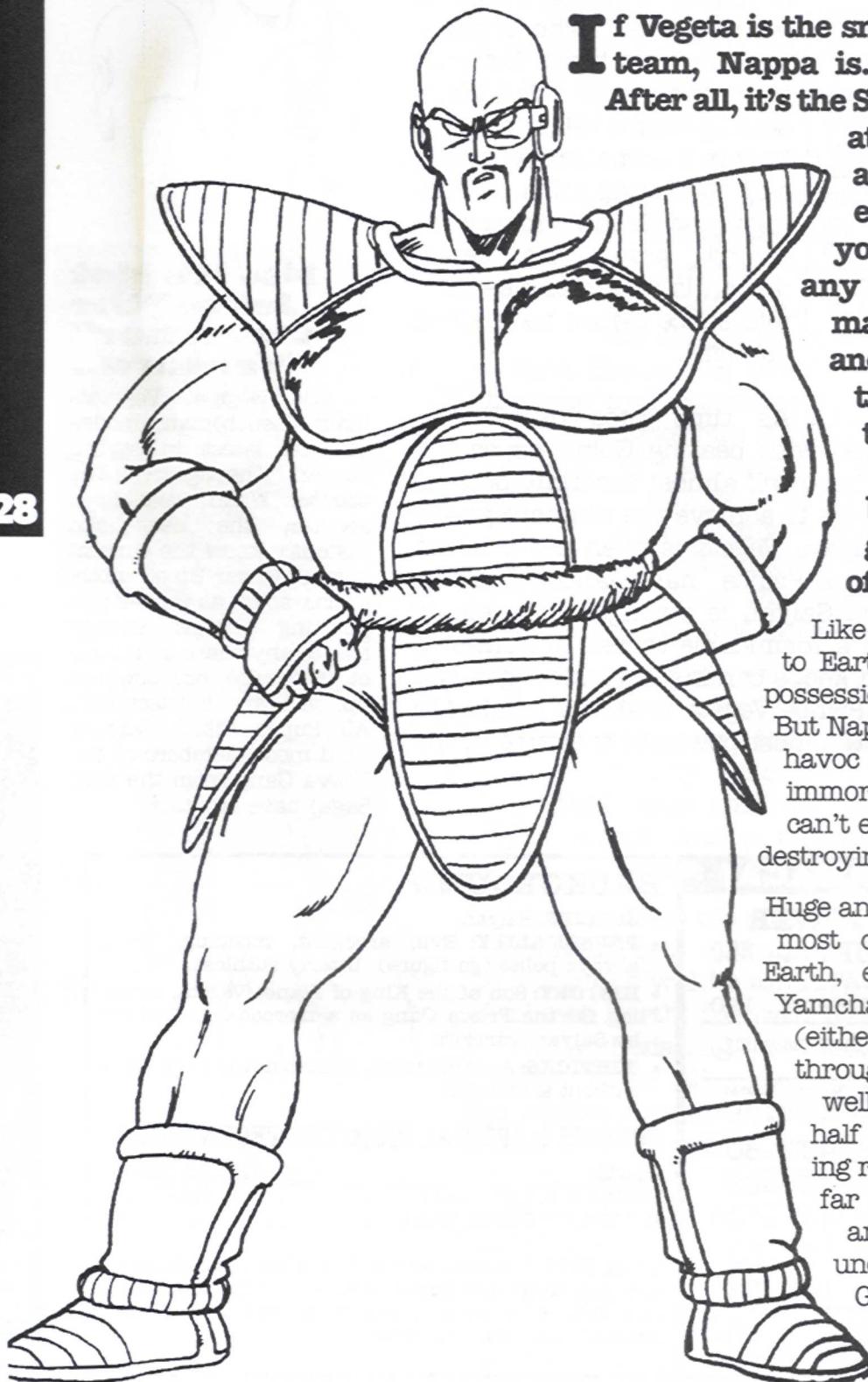
BACKGROUND

- **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	EXTRA DICE
VEGETA'S POWER BLAST	700-1000
MULTI-SHOT POWER BLAST	600-800

GAME NOTE: It's assumed that Vegeta has other attacks—they just aren't specifically mentioned in the show. As a rule, assume he has a variety of assorted hand to hand attacks in the 15-20 die range.



Nappa

If Vegeta is the smart one of the Saiyan team, Nappa is...well, the *rabid* one. After all, it's the Saiyan Prince who says at one point in the battle against Earth's defenders, "Re-mind me to get you de-wormed..." Like any well-trained henchman, Nappa is afraid of and under the total control of his lord and master—Vegeta—who doesn't hesitate to bring him to heel if the giant warrior gets out of line.

Like Vegeta, Nappa has come to Earth to conquer it and take possession of the Dragon Balls. But Nappa's not the sort to wreak havoc in the hope of gaining immortality (heck, he probably can't even spell it!). He just likes destroying things.

Huge and unstoppable, Nappa does most of the early damage on Earth, easily eliminating Piccolo, Yamcha, Tien and Chiaotzu (either directly or indirectly through his pet Saibamen) as well as two entire cities and half a naval fleet in the opening rounds. But the big guy has far more brawn than brains, and when he seriously underestimates the power of Goku's *Kaio-Ken*, he is ruthlessly liquitated by Vegeta for his failure.



NAPPA (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	4500	PWR UP . . .	140
MENTAL.....	2	COMBAT . . .	35
PHYSICAL.....	25	MOVEMENT . . .	100

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	25	+[Combat]	35	=60
Evasion	20	+[Combat]	35	=55
Weapon	10	+[Combat]	35	=45
Power	30	+[Combat]	35	=65
Body	15	+ [Physical]	25	=40
Mind	2	+ [Mental]	2	=4

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

BACKGROUND

- **SPECIES:** Saiyan (but looks like pro wrestler Jesse Ventura. Just like him. It's scary).
- **PERSONALITY:** Violent, impatient, a bit slow on the uptake.
- **HISTORY:** Trained by Prince Vegeta, he is the Prince's personal one-man-gang and companion.
- **SCHTICKS:** Gets antsy if he can't destroy something every ten minutes or so. Kinda like a two year old.

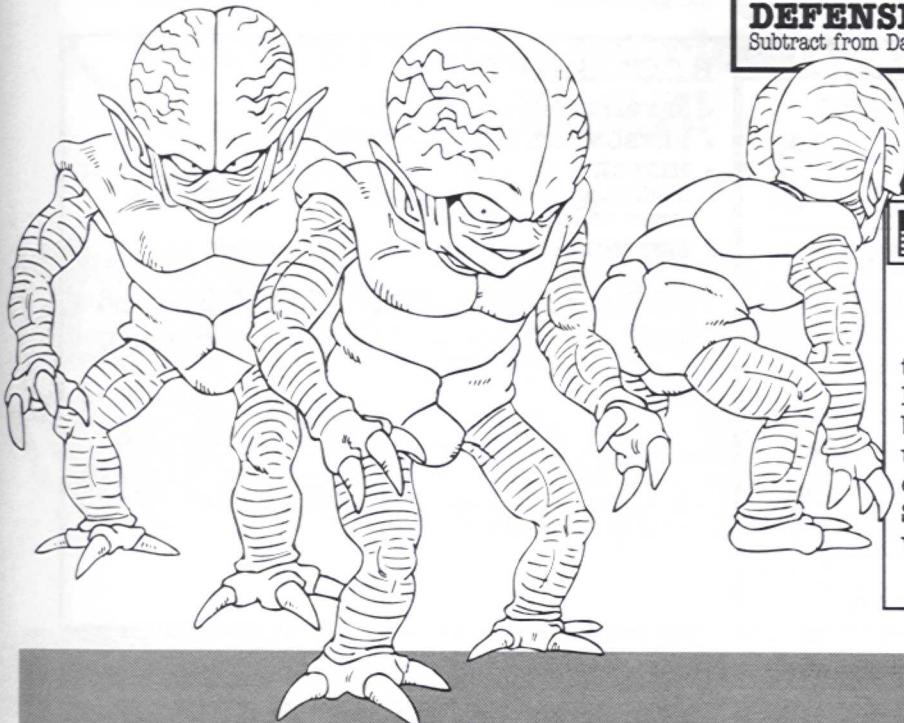
POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
ENERGY BLAST . . .	600-700

GAME NOTE: It's assumed that Nappa has other attacks not specifically mentioned in the show. Assume he has a variety of assorted janken in the 20-25 die range.

Nappa's Saibamen

No visit with Nappa would be complete without meeting his personal army of **Saibamen**. Grown from seeds solely for the purpose of fighting, they are savage opponents with no free will, but plenty of innate cunning. One of them manages to even take down Yamcha (although Tien and Krillin handily wipe out the rest).



SAIBAMEN

CHARACTERISTICS & POWER

P. LEVEL.....	1200	PWR UP . . .	170
MENTAL.....	2	COMBAT . . .	15
PHYSICAL.....	15	MOVEMENT . . .	80

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+ [Combat]	15	=25
Evasion	9	+ [Combat]	15	=24
Weapon	1	+ [Combat]	15	=16
Power	9	+ [Combat]	15	=24
Body	12	+ [Physical]	15	=27
Mind	1	+ [Mental]	2	=3

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

In Translation



Nappa's Green Thum

Called "cultivars" in the Viz translation of the original Dragon Ball Z manga, the term can also be translated as "cyberman", or, using the already established vegetable naming pattern of the Saiyans, be another pun on the word *yasai* (i.e: vegetable men).



Raditz

One of the very few Saiyan warriors to survive the destruction of Planet Vegeta, Raditz originally comes to Earth to seek out his long lost brother Kakarot.

Imagine his surprise when he discovers that his younger sibling has not only failed to eliminate the helpless Earth humans, but has (thanks to an amnesia-causing blow to the head), been transformed from a ravenous engine of destruction into the friendly, peace-loving Goku.

Ruthlessly, Raditz gives the confused Goku an ultimatum—join him or die. To make sure that his demands are met, the Saiyan flattens Earth's greatest champion in one blow and takes the agonized Goku's son Gohan as hostage. Refusing to bow to Raditz' evil plans, Goku teams up with his arch enemy Piccolo to take the treacherous mercenary down in a battle that costs both brothers their lives.

But Raditz has the last laugh—his **scouter** (a technologically advanced eyepiece that can locate and rate the power of opponents), has transmitted the information about the Dragon Balls to his superiors far off in deep space. Now the rest of the Saiyans are coming—and they are magnitudes more powerful than him.

RADITZ (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....	1250	PWR UP	190
MENTAL.....	4	COMBAT	16
PHYSICAL.....	15	MOVEMENT ..	80

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	12	+[Combat]	16	=28
Evasion	9	+[Combat]	16	=25
Weapon	4	+[Combat]	16	=20
Power	8	+[Combat]	16	=24
Body	15	+[Physical]	15	=30
Mind	9	+[Mental]	4	=13

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

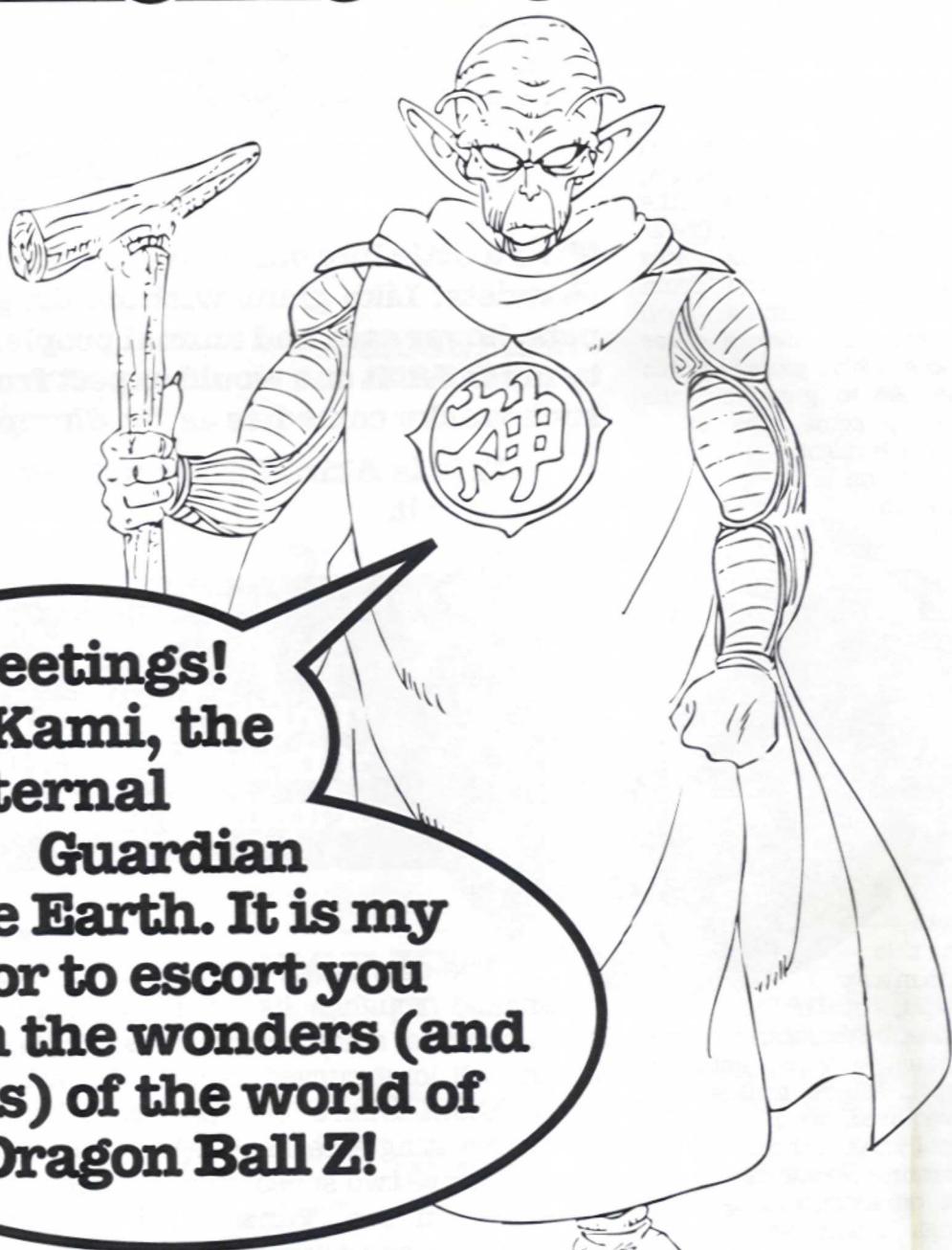
BACKGROUND

- **SPECIES:** Saiyan.
- **PERSONALITY:** Evil, gloating, ruthless.
- **HISTORY:** Eldest son of a now dead Saiyan war leader, he was trained by his father and is a follower of Prince Vegeta.
- **SCHTICKS:** Hates having his tail pulled.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
ENERGY BLAST	100-200
DEFLECTION	300-350

GAME NOTE: It's assumed that Raditz has other attacks—they just aren't specifically mentioned in the show. As a rule, assume he has a variety of assorted hand to hand attacks in the 7-15 die range.



**Greetings!
I am Kami, the
Eternal
Guardian
of the Earth. It is my
honor to escort you
through the wonders (and
terrors) of the world of
Dragon Ball Z!**

DRAGONBALL WORLD

Editor's Note

Much of what is discussed here is extrapolated not only from what can be seen in the episodes of the *Dragon Ball Z* TV show, but also from the *Dragon Ball* and *Dragon Ball Z* manga, various sourcebooks [the excellent Shueisha Press' *Dragon Ball Z* book series for starters], and from Akira Toriyama's own sketches and manga cover pieces. We've pieced all this together to give you, the reader, some idea of what life might be like on Dragon Ball Z.

Earth, but this summary should, by no means, be considered either exhaustive or entirely gospel. Where consistency is required, we have occasionally taken the liberty of assuming certain things as fact or extrapolating how things might work (just because Goku doesn't need a dentist doesn't mean your character might not need one...).

Toriyama's world is no typical science fiction planet; it's a *fantasy* world, where many incongruent elements exist simply because they're fun, not because they are based on hard planetology or economics. So sit back and enjoy the ride!

Welcome to Dragon Ball Earth

It's a little like our own reality, with a few wacky twists. Like giant wishing dragons, flying carpets, hover cars and animal people. But that's pretty much what one would expect from the creator of such wacky comedies as *Dr. Slump*.

This is Akira Toriyama's world and welcome to it.



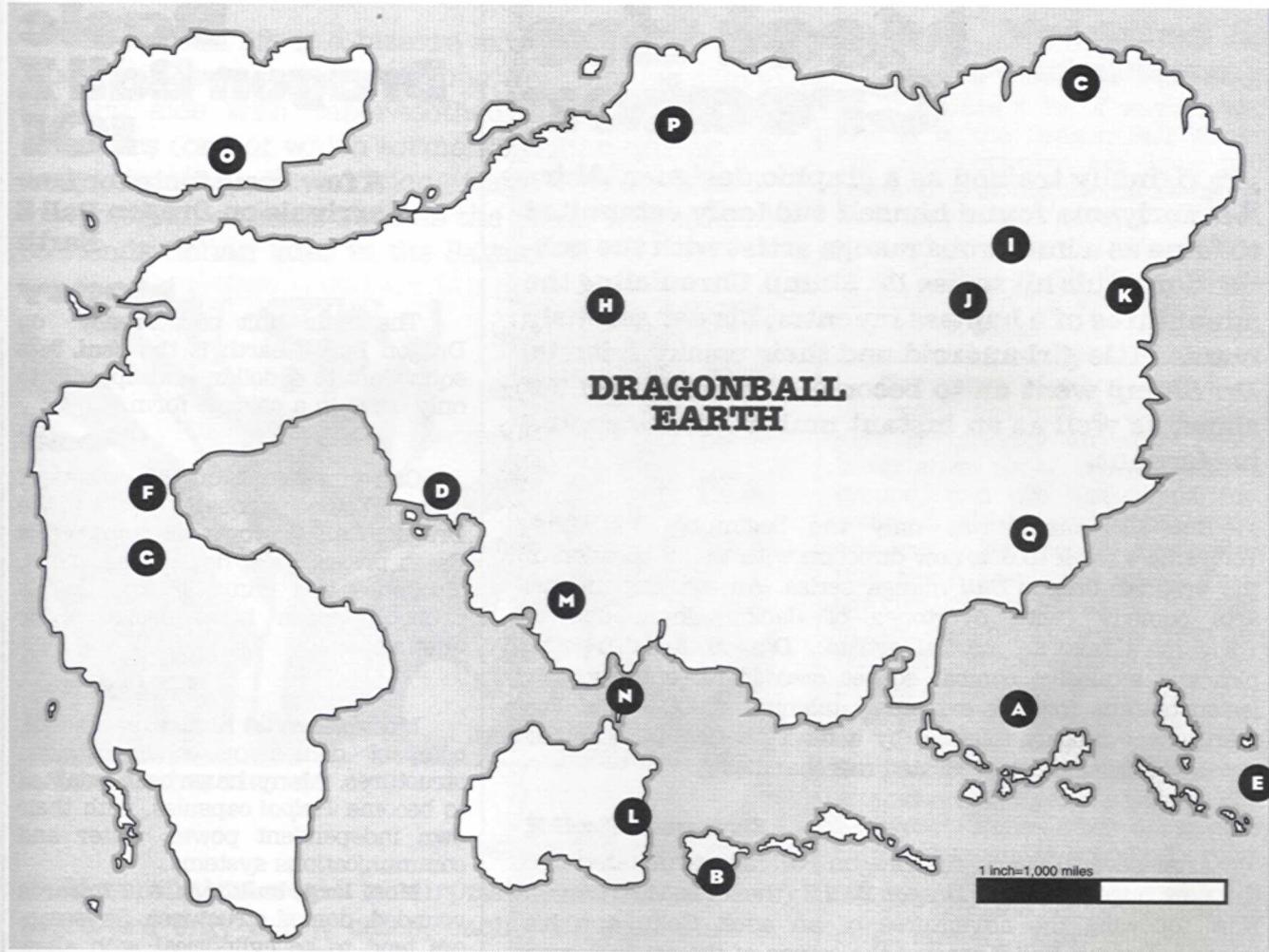
"Unlike your Earth, the Earth of Dragon Ball Z is composed of a single large continent..."

The Land Itself

The only major land mass on Dragon Ball Z Earth is shaped roughly like the Eurasian continent of this Earth, with a somewhat reduced India, no Korea and no Japan. A long curved section extends from the western coast (about where France would be), and loops southwards, creating a rather large, enclosed sea. To the north and south are two subcontinents about the size of Australia; the northern one, **Yunzabit**, is a frigid waste with high buttes and deep valleys; the southern subcontinent is tropical and a bit like South America in foliage and climate (from this, one can extrapolate that most of the Dragon Ball Z world's land masses lie above the equator).

Wild Life & Vegetation

The vast majority of Dragon Ball Z Earth is dense forests, grassy plains and rocky, desolate areas similar to the American southwest, all with a temperate to chilly climate. Most of the interior is sparsely inhabited, if at all.



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MAP KEY

- [A] **Kame House:** this is where Master Roshi lives and where the good guys often hang out.
- [B] **Papaya Island:** the Tenkaichi Budokai (a martial arts tournament where the best fighters compete) is held here.
- [C] **Muscle Tower:** this is the northern stronghold of the Red Ribbon Army.
- [D] **Western City:** a modern city and home of the Capsule Corporation
- [E] **Penguin Village:** home of Dr. Slump (another famous Toriyama character).
- [F] **Korin's Tower & Kami's Lookout:** the Lookout hovers over the Tower, which rests in a sacred forest.
- [G] **Red Ribbon HQ:** this huge brick fortress is RR's main base of operations.
- [H] **Central Capitol:** this is where Piccolo tried to take over the world the last time. The largest city on Earth.
- [I] **Raditz's Landing Point:** this is where Raditz's ship first landed.
- [J] **Site of Raditz's Battle with Goku:** where brother fought brother and Goku was killed.
- [K] **Eastern City:** wiped out by Nappa.
- [L] **Southern City:** another large urban zone.
- [M] **Site of Vegeta's battle with Goku.**
- [N] **Gohan's Training Spot:** where Piccolo took Gohan for survival training.
- [O] **Yunzabit:** where Kami first landed on Earth millennia ago.
- [P] **Northern City:** a large city.
- [Q] **Site of Old Son Gohan's house and Goku's current home.**

Meet the Creator

Originally trained as a graphic designer, Akira Toriyama found himself suddenly catapulted to fame as a humorous manga artist with the publication of his hit series *Dr. Slump*. Chronicling the adventures of a hapless inventor, his dangerously manic little girl android and their wacky friends, *Dr. Slump* went on to become a hit animated TV show, as well as an instant multimedia licensing juggernaut.

But *Dr. Slump* was only the beginning. In 1984, Toriyama's work took a new direction with the publication of the original *Dragon Ball* manga series. An exciting martial arts comedy (with overtones of Jackie Chan, one of Toriyama's favorite martial artists), *Dragon Ball's* frenetic plot and explosive combat scenes created an entirely new legion of fans for this extremely talented artist/writer. The manga was quickly followed by a hit TV series and another successful tidal wave of related merchandising.

Dragon Ball Z

After several years, the *Dragon Ball* manga mutated into the now hugely famous *Dragon Ball Z* (the TV series' name). Now following the adventures of an adult Goku and his friends, *Dragon Ball Z* boosted the octane of the original even further, with more spectacular fights and a more mature, involved plot centering around a race of battleborn warriors and their quest for the ultimate fighting power. With over 500 episodes and over three billion dollars in merchandising, *Dragon Ball Z* has become a truly worldwide phenomenon.

A One Man Artistic Army

Considered by many to be the natural successor to **Osamu "Astro Boy" Tezuka**, Akira Toriyama's work has appeared in gallery exhibitions seen by literally millions of people, as well as being displayed alongside of artists the caliber of Miro and Monet. His quirky style and love of realistic technology (as well as truly awful puns), has made him one of the most productive and unique creators in the manga world.

In between his already hectic manga commitments (*Dragon Ball* has run over 10 continuous years), Toriyama also finds time to design characters for numerous video games (*Dragon Warrior*, *Chrono Trigger*), write/draw a literal flood of other manga stories, and still enjoy life with his wife, two children, and his cat.

Basic Dragon Ball Z 101

A few basic facts for new arrivals on Dragon Ball Z Earth

Money

The main unit of currency on Dragon Ball Z earth is the **zeni**. It is equivalent to a dollar, and appears to only come in a coinage form.

Food

Can you find it on the streets of Tokyo? You can probably find it in the Dragon Ball Z world at comparable Earth prices. Rice, fish, cakes, steak, chicken—you name it; and Goku's probably eaten it at sometime or another.

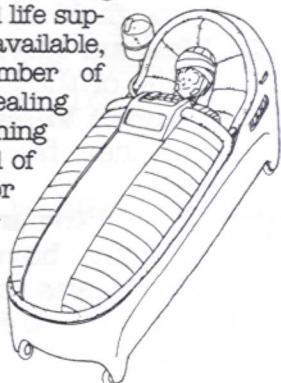
Shelter

Most **personal homes** are small, compact domes or other rounded structures. Many have been adapted to become *Hoipoi* capsules, with their own independent power, water and communications systems.

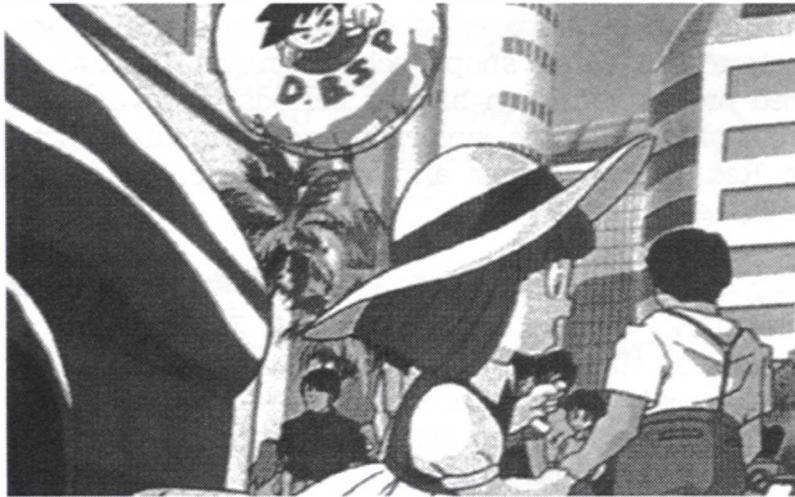
Most **large buildings** run towards rounded, domed structures. Skyscrapers tend to be cylindrical with alternating bands of windows, although globes or disks perched on top of narrow pillars (ala the *Jetsons*) are also popular. Almost every tall building has a landing pad for the almost ubiquitous antigravity cars.

Medicine

Dragon Ball Z medicine appears to be a bit more advanced than our 20th century; **cushioned diagnostic beds** and life support units are available, as are a number of advanced healing drugs. But nothing beats a handful of Senzu beans for a quick recovery!



The animal life is a bizarre mix of primeval and modern—deer, bears, raccoons and monkeys live side by side with saber-toothed tigers and large dinosaurs (one of which torments Gohan during his early training). In addition, there are a host of mythological animals such as the small dragon that befriends Gohan later in the Sagas.



▲ LIFE IN THE BIG CITY

Civilization

Most of this world is surprisingly uninhabited; there are only a few cities, each with less than a few million people. These include:

- **Central Capitol.** Located in the middle of the continent, it is where the seat of what loose government runs the world and the place where Piccolo took control of the Earth.

- **Western City:** Home to the Capsule Corporation, this ultra-modern city is one of the most advanced (both technically and sophistication-wise) on the planet.

- **Southern City:** This is a smaller city near Papaya Island.

- **Northern City:** This is a large metropolitan area in the far north.

- **Eastern City:** This modern urban area was levelled by Vegeta and Nappa (well, Nappa, actually) moments after they landed on Earth. Considering the technical sophistication of Dragon Ball Z Earth, presumably this city was rebuilt after the Saiyans were defeated.

The remainder of the planet's population is scattered in small villages and towns, with few roads

Vehicles & Mecha[nsims]

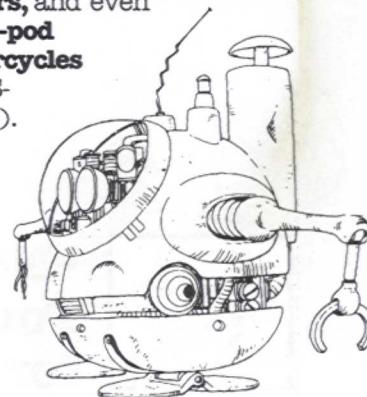
There are a lot of ways to get around in the Dragon Ball World. The most common are liquid fuel powered **groundcars** and **motorcycles**; they're not all that different than what we have today. In the cities there are plenty of roads, although the going gets rough outside of civilization (no interstates crossing the vast interior, it seems).

The other common means of transport (although a bit pricier), are **antigravity aircars**. These hover about six to ten feet off the ground, and are also liquid fuel powered. These are probably the best way to get around, considering that there aren't too many roads through the wilder areas. Chi-Chi, in fact, uses hers to travel from her home on the mainland to the Kame House; a distance of several hundred miles over open ocean).

Sometimes antigravity cars are designed to resemble normal groundcars; Toriyama's Dragon Ball Z cover sketches often show grav cars that resemble grand-prix roadsters with folding "hover" wheels.

The next method of transport is **small aircraft**. Most of these are tiny one or two man jets, although there are some larger five to ten man vehicles. There are no airliners per se; personal air travel is cheap enough for almost anyone to buy a jet or an aircar.

In addition to these types of transport, there are **submarines**, **warships**, **fighter jets** (that suspiciously resemble modern F-14 Tomcats), **small robots**, **helicopters**, and even **mono-pod motorcycles** (the S-Cargo).



Ummm. Is that your Girlfriend?

In the Dragon Ball Z Adventure Game, we generally assume that all these various humanoid races can interbreed and that the result is always the best-looking combination of both parents' traits. That makes for a lot more interesting characters and avoids all that messy genetics stuff.

linking them. Only the sophistication of Dragon Ball Z technology allows this level of decentralization; with instant buildings in Hoipoi capsules, cheap and easy air travel, and wide-band, planetwide telecommunications, you don't need roads or complex infrastructure; you just fly there, pop a capsule, put up the com-dish and—poof!—instant village!

All of these cities (as well as other smaller towns), have pretty much the same style of architecture (rounded, cylindrical or ovoid buildings) and the modern conveniences that go with an advanced culture; police and fire stations, hospitals, restaurants, coffee shops, schools, malls. Rare areas of deserted or rubbed town hint at periods of devastating conflict; but that's not too surprising with would-be dictators, the Red Ribbon Army and super powered martial artists rampaging about.

The Neighborhood

In general, the "people" of Dragon Ball Z Earth are as strange a mix as the wildlife. Normal humans live side by side with a variety of humanoid animals—no one thinks twice about a policeman who looks like a dog or a crew of mixed human and animal workers (for that matter, no one seems to notice that Oolong is a pig or that Puar is a talking cat). No wonder no one realized Piccolo was an alien!

Organizationally, things on Dragon Ball Z Earth seem to be pretty loose. There once was an Emperor in the Central Capitol—he was deposed by Piccolo during his takeover of Earth—but there's no sign that anyone replaced him, or of just exactly what he was Emperor of. There is a large, modern military which is much like a worldwide peacekeeping force, but there isn't any sign of a national government (or nations at all for that matter). From all of these clues, it appears what government exists is fairly minimal. Each city is an independent entity (with its own mayor, city council, police, fire and social services); with a central authority (President or Emperor) controlling a joint multi-city military (and surrendering to Piccolo when he takes over the planet.)

In short, it's as much organization as you'll need when your planet is being attacked by evil kung-fu space gods that you can't stop anyway...



"Now, let me introduce you to the True Powers of this world. Study them well, for they can shape your destiny..."



POWERS OF THE WORLD

Red Ribbon Army

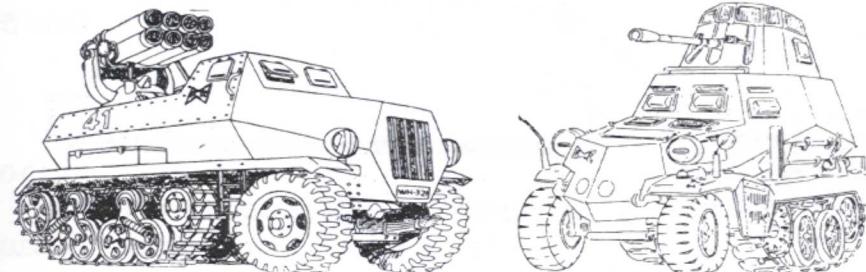
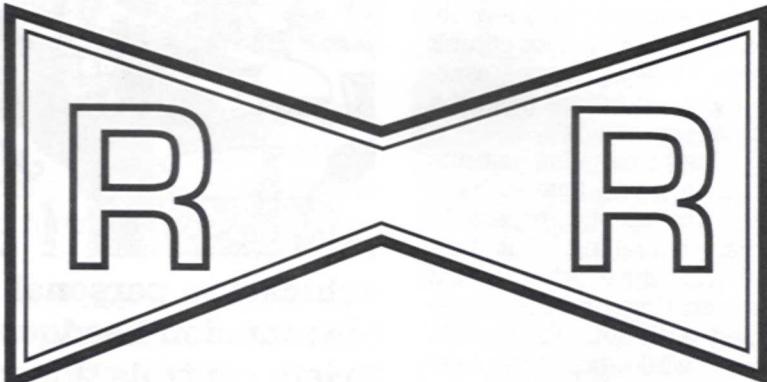
Although we don't encounter the Red Ribbon Army in the Saiyan Saga, we'll give you a brief overview of it here because it is a major player in the overall world of Dragon Ball Z.

The best way to think of Red Ribbon (or RR) is to imagine a band of piratical warlords who happen to have taken over a large section of real estate. It's not exactly a government; it's more like...well...an army without any formal country. That wants to rule the world.

Red Ribbon HQ is located in the far southwestern tip of the main continent; it also maintains a remote northern base at the opposite end of the world (a squat, chess-piece-like building called **Muscle Tower**) which serves as a stronghold and prison for the various hostages RR takes during its operations.

Red Ribbon has been run by a succession of various military officers, all named after colors (so far, Goku and his friends have defeated Generals White and Blue, Colonels Violet, Silver and Yellow, and Sergeant Metallic (a robot). RR ran afoul of Goku and his friends when both sides went after the Dragon Balls. Two head honchos, Adjutant Black and Commander Red were both wiped out (one by assassination, the other by Goku) and the organization badly damaged. But there's no reason why RR couldn't have reformed with new people taking on the same code names.

[GAME NOTE: Red Ribbon is the perfect adversary for a starting group of players; they have no ki-powers, but are a great source of lots of cool mecha (robots), cyborgs, tanks, jets, ninja assassins and legions of troops. And they're all over the place, always hatching new plots and causing trouble.]



TYPICAL RR SOLDIER: POWER LEVEL: N/A		POW. UP N/A	MENTAL	4-8	COMBAT	4-7	DEFENSE	20-28
PHYSICAL	4-7	MOVEMENT	2-6	HITS	40-56			

Toriyama Packs

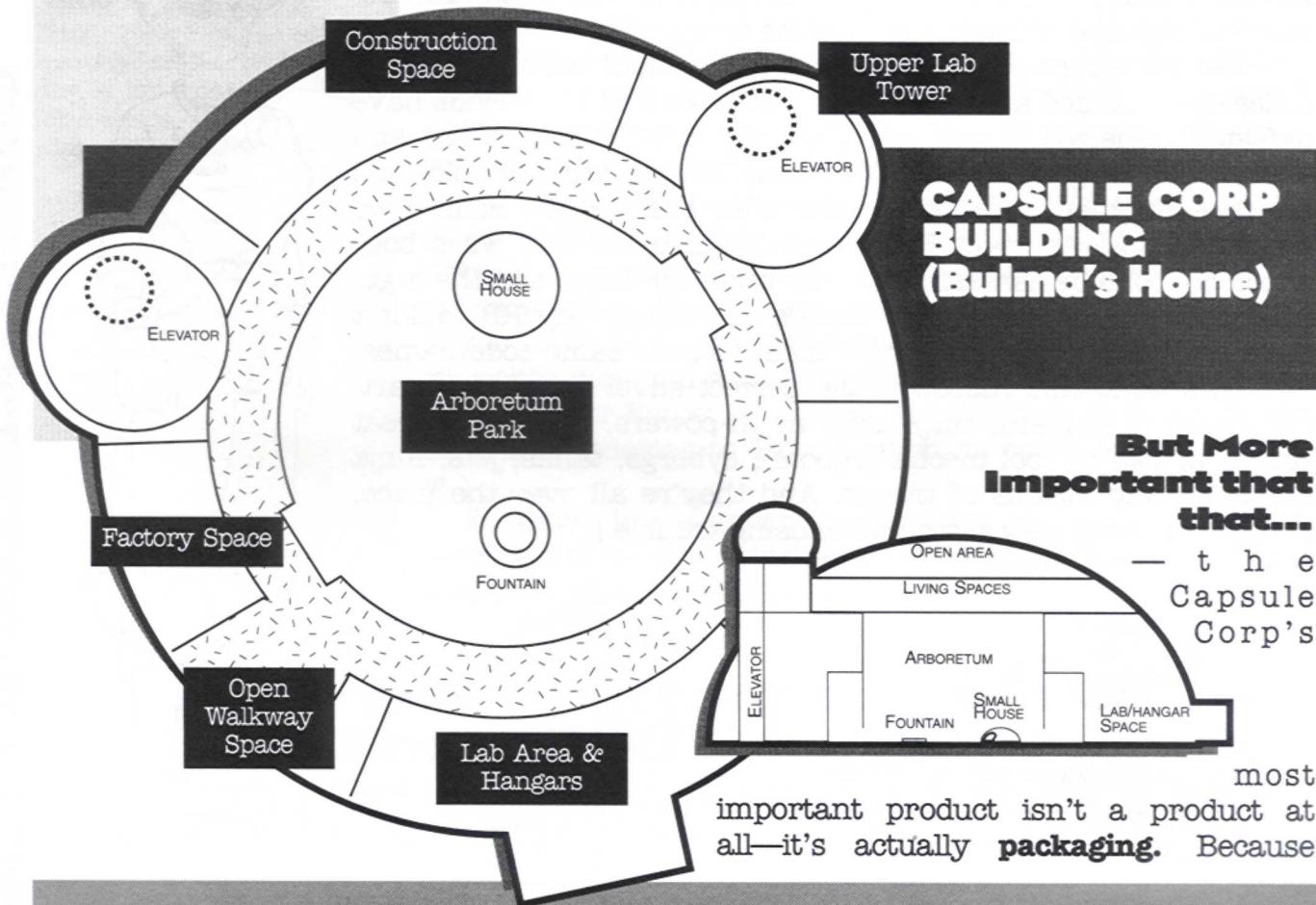
In an interview in Shueisha's *Dragon Ball Z World Guide*, Toriyama reveals that he considers the "Hoipoi" Capsules to be his favorite invention. Since Dragon Ball involved a lot of travel, the capsules neatly got around the problems of packing a lot of junk from here to there (especially when Bulma needed a car or something).

Toriyama also admits that he would love to have his own capsules, especially when travelling. But he's still not sure what would happen if you turned something back into its capsule form while someone was inside of it. (In the game, we assume there's a safety mechanism that stops this sort of thing from happening!)



POWERS OF THE WORLD Capsule Corp

Probably the most profitable (if not the most powerful) player in the entire Dragon Ball Z world, the immense Capsule Corporation makes a staggering array of useful devices, from vehicles to personal electronics and robots. From his mansion headquarters in the Western City, Dr. Briefs controls this vast worldwide manufacturing empire that has managed to stamp its ubiquitous C-in-C logo on almost every technological device in Dragon Ball Z.





Capsule Corporation has invented the handiest space saver since George Jetson's "suitcase car"—the **Hoipoi capsule**.

What Are Capsules?

Capsules are small (about 3" long) cylinders with push-plungers on one end. Depress the plunger and in moments, whatever is in the capsule expands to its original mass and dimensions (it is generally considered a smart move to throw the capsule away from yourself immediately after pushing the plunger). Push a button on the side of the expanded object and it—*bomph!*—becomes a capsule again.

While in capsule form, an object has virtually no weight, and takes up only the space of the capsule. Capsules are always numbered so that their owners can tell what they're pulling out of their pockets (it's bad form to expand a house in a crowded space).

However, capsulization is an expensive process, and very few people can afford more than a couple capsules of their own. Lucky Bulma (whose father, Dr. Briefs owns the Capsule Corp), actually carries a pocketbook full!

What Comes In Capsules?

Everything! Besides its own vast array of products, the Capsule Corp also encapsulates other companies' goods; food, clothes, vehicles, mecha, houses, weapons, tools, personal electronics, even (much to the delight of Master Roshi), girly magazines. Those with enough money can even have special items encapsulated. And Capsule Corp not only provides hardware to civilians, but also has on occasion even supplied capsules to groups like Red Ribbon.

[GAME NOTE: Capsules are a nifty way of getting around the typical roleplaying problems of encumbrance and money. You can generally assume that your players (being heroes, after all) can each afford to have three Hoipoi capsules of their very own at the *start* of a Saga, and that by the start of each new Saga, they will be able to automatically gain two more. They must decide at these times *what's* in the capsules and *where* they are going to keep them. Make sure your players keep this inventory current and don't hesitate to slam them if they start pulling out non-existent capsules later on in an adventure!]

How do Capsules work?

Toriyama ain't telling. But we have our own favorite theories:

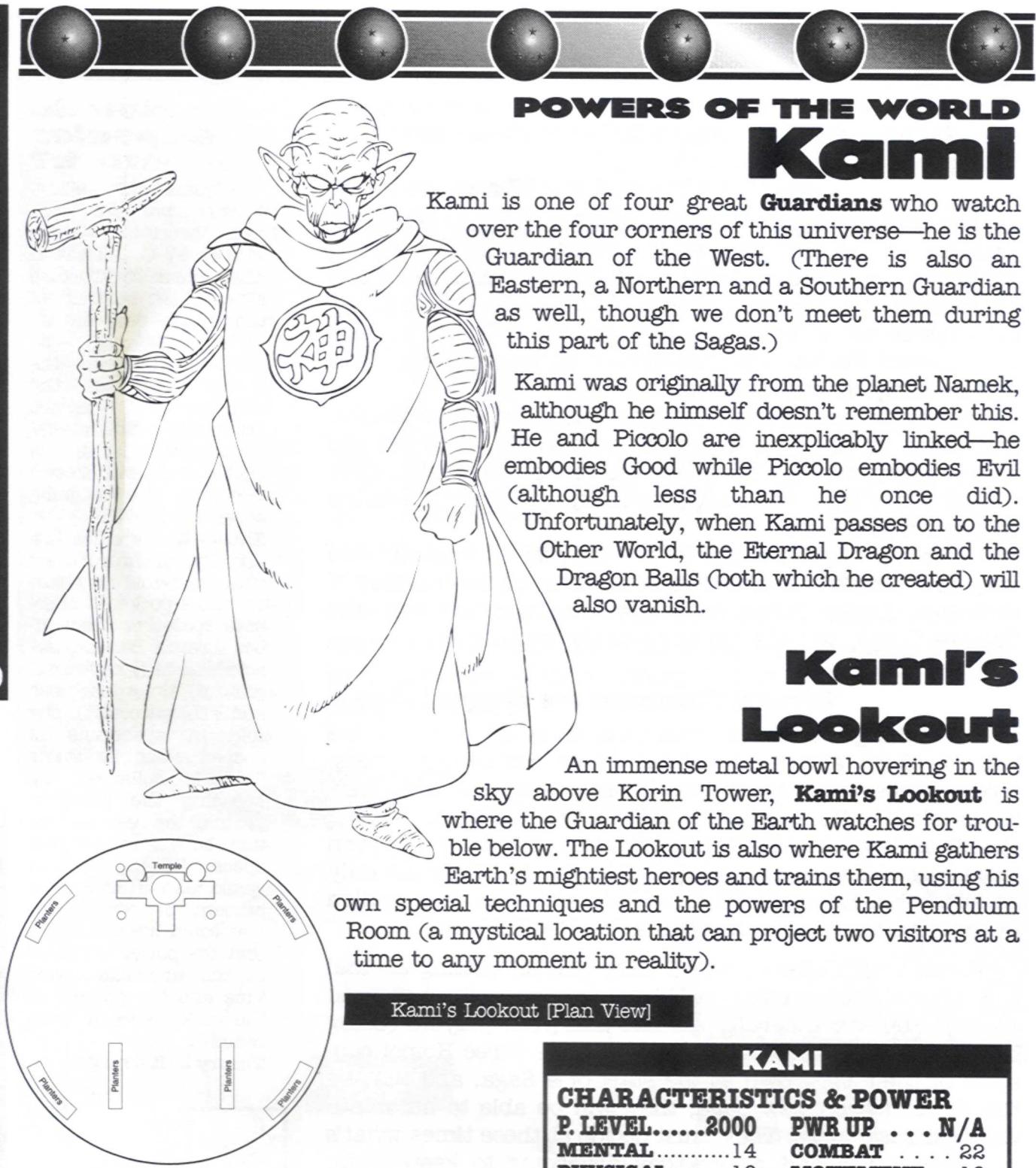
Theory 1) Capsulization alters the basic structure of an object so that its the space between its molecules can be removed. Pressing the plunger restores the compressed space between the molecules. On the other hand, this theory could lead to two inch cylinders weighing several tons.

Theory 2) Capsules are actually miniature black holes that fold an object up into a pocket of alternate spacetime (remember, Dragon Ball Z characters already have anti-gravity, time machines and FTL spacecraft). The fold in spacetime is opened when its stasis field is collapsed by pressing the plunger; pushing the re-capsulization button refolds the space. Of course this would take an enormous amount of power, but you could always argue that the power is stored in the alternate space time and the plunger is the link between both realities.

Theory 3) It's magic.



"Capsule Corporation is the real economic power in this world..."



"Here is my stronghold of from which I observe and protect the Earth."

POWERS OF THE WORLD Kami

Kami is one of four great **Guardians** who watch over the four corners of this universe—he is the Guardian of the West. (There is also an Eastern, a Northern and a Southern Guardian as well, though we don't meet them during this part of the Sagas.)

Kami was originally from the planet Namek, although he himself doesn't remember this. He and Piccolo are inexplicably linked—he embodies Good while Piccolo embodies Evil (although less than he once did).

Unfortunately, when Kami passes on to the Other World, the Eternal Dragon and the Dragon Balls (both which he created) will also vanish.

Kami's Lookout

An immense metal bowl hovering in the sky above Korin Tower, **Kami's Lookout** is where the Guardian of the Earth watches for trouble below. The Lookout is also where Kami gathers Earth's mightiest heroes and trains them, using his own special techniques and the powers of the Pendulum Room (a mystical location that can project two visitors at a time to any moment in reality).

Kami's Lookout [Plan View]

KAMI

CHARACTERISTICS & POWER

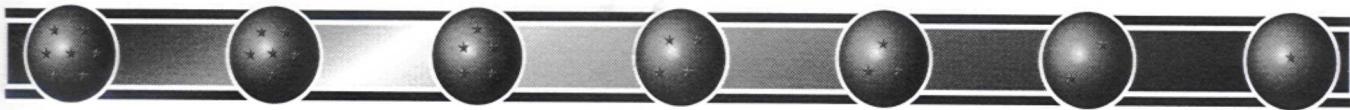
P. LEVEL.....	2000	PWR UP ...	N/A
MENTAL	14	COMBAT	22
PHYSICAL.....	10	MOVEMENT ..	10

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	22	=37
Evasion	15	+[Combat]	22	=37
Weapon	10	+[Combat]	22	=32
Power	25	+[Combat]	22	=47
Body	7	+[Physical]	10	=17
Mind	15	+[Mental]	14	=29

DEFENSE ..50
Subtract from Damage first.

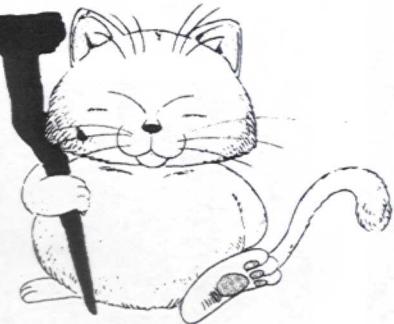
HITS .. 100
Take Damage from here



POWERS OF THE WORLD

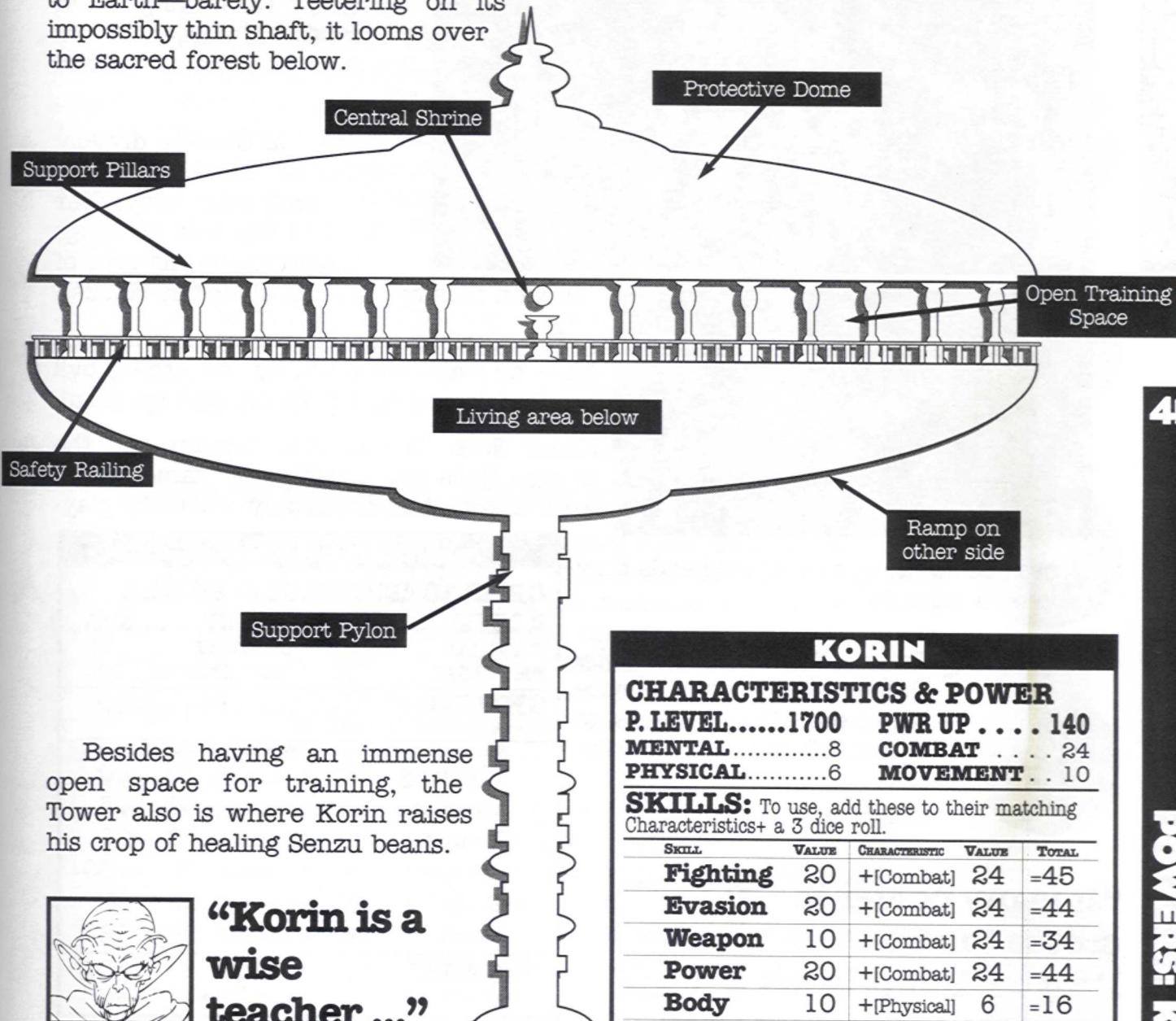
Korin

A blue-haired cat with a walking stick, Korin is also a mystic arts master and cultivator of the magic **Senzu beans** that restore energy and health to those who eat them. [GAME NOTE: a handful (@10) of beans will instantly cure any disease or wound and restore all lost Hits up to the character's original total].



Korin's Tower

Unlike Kami's Lookout above it, Korin's Tower is attached to Earth—barely. Teetering on its impossibly thin shaft, it looms over the sacred forest below.



Besides having an immense open space for training, the Tower also is where Korin raises his crop of healing Senzu beans.



"Korin is a wise teacher..."

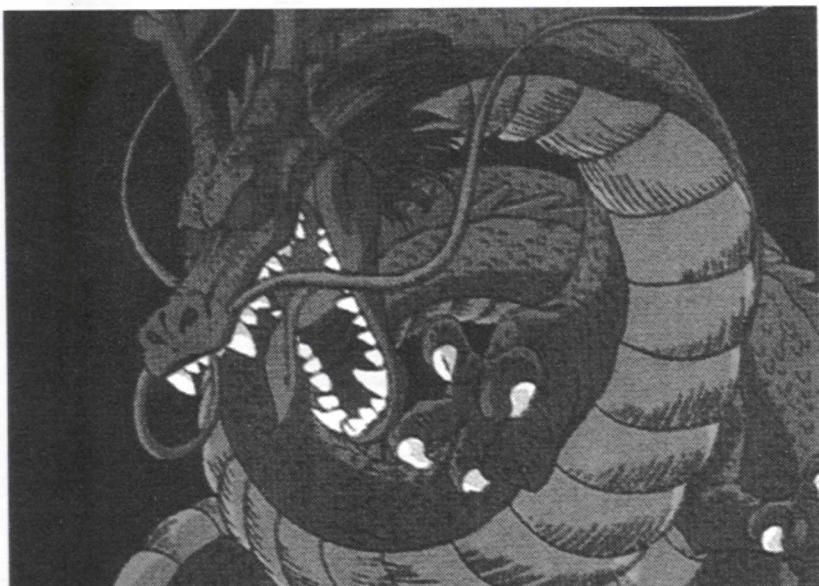
KORIN				
CHARACTERISTICS & POWER				
P. LEVEL.....	1700	PWR UP . . .	140	
MENTAL	8	COMBAT . . .	24	
PHYSICAL.....	6	MOVEMENT . .	10	
SKILLS: To use, add these to their matching Characteristics+ a 3 dice roll.				
SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	20	+ [Combat]	24	= 45
Evasion	20	+ [Combat]	24	= 44
Weapon	10	+ [Combat]	24	= 34
Power	20	+ [Combat]	24	= 44
Body	10	+ [Physical]	6	= 16
Mind	15	+ [Mental]	8	= 23
DEFENSE .. 80		Subtract from Damage first.		
		HITS . . . 160 Take Damage from here		

POWERS OF THE WORLD

The Eternal Dragon

The Eternal Dragon of the Earth is named **Shenron**. Created when Kami came to earth generations ago, he has the ability to grant any wish, once the seven Dragon Balls have been brought together.

Shenron is only one Eternal Dragon; legend has it that Namek has its own Dragon (**Porlunga**) and that other worlds may have their own versions (assuming that Eternal Guards and Great Dragons come as a matched set...)



ers are so far in over their heads they need a miracle.]



DRAGON RADAR: Invented by Bulma, this handy device can locate Dragon Balls to within 50 miles of its location.

"It is my power to create the Eternal Dragon. But it is his power to grant your wish..."



A classical Chinese dragon, Shenron has a multi-mile long, scaly body, four taloned legs and no wings (traditionally, his type of Dragon flies by running along the clouds).

For all his power, Shenron is not invincible—he was once killed by the (then) evil Piccolo and had to be revived by Kami.

[GAME NOTE: The Eternal Dragon and the Dragon Balls are the ultimate “game saver” switch. Bring them out only when the play-

SHENRON**CHARACTERISTICS & POWER**

P. LEVEL	N/A	PWR UP . . .	N/A
MENTAL	25	COMBAT . . .	30
PHYSICAL	30	MOVEMENT .	100

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	20	+[Combat]	30	=50
Evasion	15	+[Combat]	30	=45
Weapon	N/A	+[Combat]	30	=30
Power	150	+[Combat]	30	=180
Body	30	+[Physical]	30	=60
Mind	60	+[Mental]	25	=85

DEFENSE. 150
Subtract from Damage first.

HITS . . . 300
Take Damage from here

POWERS OF THE WORLD

The Dragon Balls

The Dragon Balls are seven magical orbs of great power, created by Kami both as a way of challenging heroes and righting injustices. Each one glows with an inner golden light, and in their centers float one to seven stars (depending on the ball).

When gathered together, and chanted over with the proper phrases, the Dragon Balls can be used to summon one of the Great Dragons of their particular world (Namek has its own). The Eternal Dragon will then grant you any wish within its power.

Rules For Using Earth's Dragon Balls

The first step is to gather the balls together (not as easy as it sounds). Next, you must chant over them, "*I summon the Eternal Dragon!*" The Dragon will grant any one wish that is within its power (it can't, for example, make you more powerful than it is). As soon as the wish is granted, the Dragon Balls instantly turn to stone (they will stay this way for one full year) and scatter themselves all over the world again.

Remember:

- You can revive any one person or group of people, as long as they did not die in the course of their natural lifespan.
- If the person has been revived by Shenron on a previous occasion, they may not be brought back to life again.

Rules For Using Namek's Dragon Balls

Namek's Dragon Balls have a few different rules from Earth's. First of all, gathering together the balls and summoning the Dragon will bring forth Shenron's cousin, *Porunga*. Both the summoning and the wishes themselves must be in the Namek tongue (not easy for most humans). However, the long trip and the language lessons are worth it—the more powerful Porunga can grant three wishes, and can grant even more potent desires. After the wish is granted, the Dragon Balls will scatter and turn to stone for 130 days.

Remember:

- You can revive anyone as often as you like, as long as they did not die as a consequence of living out their natural lifespan.
- You may only revive one person per wish (if you want to bring back a crowd, you're better off on Earth).
- NOTE: Namek's Dragon Balls are five times larger than Earth's and have a different arrangement of star patterns.



Who on Earth?

Personalities

"These are the people who make up our world. Each is unique and has his or her own place in the Great Balance of Power..."



Master Roshi

An ancient and wise master of the martial arts, Master Roshi has accumulated great power and knowledge. (He's also accumulated a huge collection of cheesy girly magazines, but that's another story...)

Because he has lived on a desert island for countless years with only a turtle for companionship, he is often known as the "Turtle Hermit" or "Turtle Master." He's also been known as an "old kook", "smelly old codger" and occasionally (by Bulma) "that old lecher". Although he might appear to be a frail old man, Master Roshi is indeed a powerful warrior, who once trained with Chi-Chi's father, the **Ox King**, under the tutelage of Goku's adopted grandfather **Son Gohan**. Roshi has won many matches at the annual Budokai, usually appearing in his fully coiffed disguise of martial arts master **Jackie Chun** (usually Master Roshi is as hairless as his ex-student Krillin).

In Translation



The Other Master Roshi:

In Japan, Master Roshi is known as *Muten Roshi*, or *Kame* (turtle)*sennin* [NOTE: *sennin* is a variation on the word *sensei*, or teacher] In the original Dragon Ball series, he's not only a great fighter, but an incurable dirty old man who spends a lot of time making passes at Bulma, Chi-Chi and Launch. He has been killed once (while battling Piccolo) and brought back by the Dragon Balls—another good reason for him to stay on the sidelines in the Saiyan battle.

The first martial artist to truly understand the **Power of Light**, Roshi trained both Krillin (then a young monk) and Goku in its use. Roshi was also the first to master the *Kamekameha*, a ki-energy blast capable of levelling a mountain (it took him 50 years to do this—by some accounts, Goku mastered it in a few minutes just by watching him). He also is responsible for giving Goku his flying **Nimbus Cloud**, and often sent his young apprentices out on adventures to further their training.

During this earlier time, Master Roshi had one major enemy, a rival martial artist whose students, Tien and Chiaotzu, once battled Goku and Krillin in combat. However, over time, the two rival students came to like



and respect the Turtle Master and his students, turned against their teacher and joined the Dragon Ball Z group.

Kame House

Kame House is the small house that Master Roshi lives in on his deserted island. For a while, both Launch and Krillin lived in the Kame House (Launch was the cook and housekeeper), but currently Roshi just lives with Krillin and his turtle companion (Launch is off trying to drag Tien into her schemes).

Kame House serves as the unofficial hangout for the Dragon Ball Z crew between (and sometimes during) adventures. For a mere surf-shack, it's remarkably well equipped; between Bulma's odd collection of useful vehicles, a full TV and computer-video link, and the ability to be "capsuled" and moved to other places (Roshi does this when he needs more training room or to avoid bad guys).

MASTER ROSHI

CHARACTERISTICS & POWER

P. LEVEL	350	PWR UP	190
MENTAL	7	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
Subtract from Damage first.

HITS ... 120
Take Damage from here

BACKGROUND

- SPECIES:** Human
- PERSONALITY:** Crotchety old man, but friendly.
- HISTORY:** Unknown. Possibly mentored.
- SCHTICKS:** kind of a geezer, a bit of a lecher, wears a turtle shell on his back.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
KAMEHAMEHA BLAST	20-50

GAME NOTE: It's assumed that Master Roshi has other attacks— they just aren't specifically mentioned in the show (so we don't presume to name them). As a rule, assume he has a variety of assorted hand to hand attacks (janken) in the 7-15 die range.

In Translation



Kame-Kame-ha?

There's been a long running controversy among American fans as to how this attack's name is pronounced. But according to Akira Toriyama himself, the *Kamehameha* attack was named by his wife, who really *was* thinking of the Hawaiian king! (Must have been after a vacation!)

So *Ka-May-ha-May-ha* *is* the right pronunciation after all!



A beautiful Princess whom Goku saved when they were both young, Chi Chi has grown up to become Goku's wife and mother of his son, Gohan. A loving wife and doting mother, she wants Gohan to develop his brain, not his brawn; a desire that often puts her in direct conflict with Goku and his friends (martial artists all).

But that doesn't mean Chi Chi is a helpless pacifist. Her father, the great Ox-King (who trained under Goku's grandfather along with Master Roshi), wanted to make sure his little girl could take care of herself. So he's molded her into a formidable fighter who can defend her family against all enemies.



The Ox King

Chi Chi's lovable, amiable father. Still a mighty warrior in his own right, he's a fitting father in law for Goku. He's also the only one who can hope to defuse his daughter's formidable temper.

When fighting, the Ox King wears heavy belt, bracers, a cape and a horned, be-goggled helmet.

Chi Chi

CHARACTERISTICS & POWER

P. LEVEL	300	PWR UP ...	N/A
MENTAL	6	COMBAT	14
PHYSICAL.....	8	MOVEMENT	8

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	6	+[Combat]	14	=20
Power	2	+[Combat]	14	=16
Body	6	+[Physical]	8	=14
Mind	6	+[Mental]	6	=12

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

THE OX KING

CHARACTERISTICS & POWER

P. LEVEL	900	PWR UP ...	N/A
MENTAL	7	COMBAT	15
PHYSICAL.....	16	MOVEMENT	12

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	8	+[Combat]	15	=23
Power	N/A	+[Combat]	15	=15
Body	12	+[Physical]	16	=28
Mind	5	+[Mental]	7	=12

DEFENSE ..80 Subtract from Damage first.	HITS . . . 160 Take Damage from here
--	--

Oolong

A cowardly, shapeshifting pig who once, a long time ago, fought (and then later joined forces) with Goku and Bulma. He's mostly around to lend support to the others (and to join Master Roshi in drooling over girly magazines).

MENTAL 3	COMBAT 4	DEFENSE 20
PHYSICAL 4	MOVEMENT 4	HITS 40



Launch

A cute girl with a split personality problem—one moment, she's Miss Sweetness and Light; the next, she's a fiery bad-babe with blazing guns and larceny in her soul. Money hungry and relatively amoral during her bad-girl phases, she's constantly trying to enlist Tien in her unscrupulous schemes.

MENTAL 7	COMBAT 8	DEFENSE 25
PHYSICAL 5	MOVEMENT 6	HITS 50



Baba

Sister of Master Roshi. A short, squat, comical witch, she usually hangs out in her castle with a host of other rejects from a bad horror movie; a vampire, a mummy, and an invisible man. When TV coverage of the Saiyan attack is interrupted, she's the one with the crystal ball that allows the group to see the future or view distant events in the present.

MENTAL 6	COMBAT 1	DEFENSE 10
PHYSICAL 2	MOVEMENT 2	HITS 20

Puar

Yamcha's small cat companion, mostly notable in that he can fly, and that he once managed to cut Goku's tail off during one of his early adventures.

MENTAL 4	COMBAT 4	DEFENSE 15
PHYSICAL 3	MOVEMENT 3	HITS 30



Everyday People

These are the everyday players in the Dragon Ball Z Sagas; the local cops, army guys, doctors, even the "lost kids" Gohan befriends while escaping Piccolo's training. Mostly they "evacuate the area" when the combat gets intense.

MENTAL 1-5	COMBAT 1-5	DEFENSE 15
PHYSICAL 1-6	MOVEMENT 1-6	HITS 30



This ain't no Star Trek™!

Dragon Ball Z's planets aren't your typical science fiction worlds. They are closer to the fantasy environments of *Flash Gordon*™—theme planets designed around a certain idea or even one of Akira Toriyama's complex multi-lingual puns. It's going to take an entire chapter to explain the ins and outs of making a truly Dragon Ball Z-worthy world.

And we don't have the—ahem—space.

So while it's obvious that there are a lot of potential worlds out there in Dragon Ball Z-Space, we're going to have to leave you hanging until the next Saga, when we meet Frieza and his intergalactic thug squad.

The Universe

Beyond the earth that we know (well, okay, the Earth that's kind of like what we know...) lies the Greater Universe. It's a place filled with enough strange new worlds and bizarre inhabitants to keep a fleet of adventurers busy, as well as monsters and mysteries galore.

All you need is a spaceship...

Getting Around

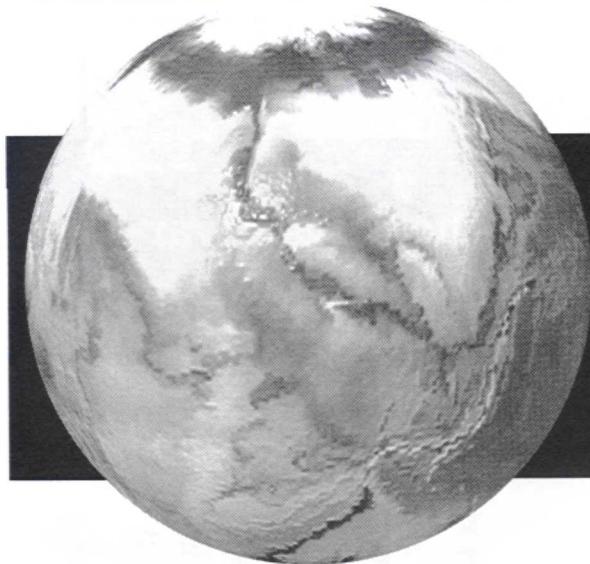
Star travel is obviously easily available in the Dragon Ball Z universe. The Saiyans use personal, one-man spheres with minimal life support and no obvious weapons. The Nammecians have larger spacecraft with spiky landing struts and bubble windows that reflect the distinctive architecture of their homeworld. And further on in the Sagas, we will encounter huge multigeneration ships and other designs as well.

Even Earth isn't totally out of the picture; when later, the Dragon Ball Z heroes need a ship, the question isn't *how* to get one, but how to get one in a hurry (it takes Dr. Briefs a bit of work, but he is capable of building a pretty serviceable starship in a few short weeks). Obviously Dragon Ball Z Earth's tech is capable of making ships; for some reason, we just don't do it often.

All Dragon Ball Z starships use antigravity propulsion and have some type of real-space faster than light (FTL) capability. They also all have some form of artificial gravity for passenger comfort (and to facilitate high-gravity training).

What You'll Find Out There

Although we'll only visit three worlds right now —the ones covered (and/or destroyed) in this part of the Dragon Ball Z Sagas, we promise we'll explore the Universe in greater detail in the later Chronicles. But for now, let's drop in for a short visit of planets **Namek**, **Vegeta** and **Arlia**.

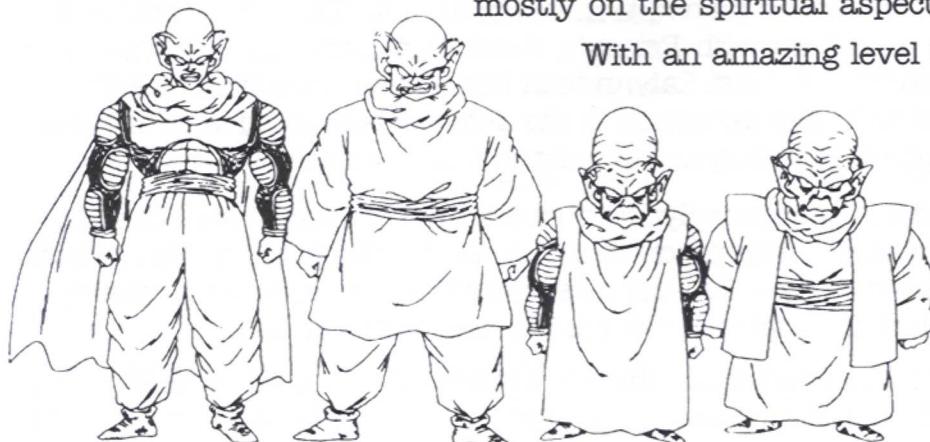


**“...A quiet world of philosophers.
and once my home...”**

Planet Namek

Distant home of the green-skinned, snail/reptilian Nameccians, Planet Namek is a warm, pastoral waterworld dotted with hundreds of islands, jutting grass-topped buttes and small continents covered in odd puffball-shaped trees. The planet is pleasant and food plentiful, and whatever dangerous creatures are present prefer to stay well away from civilization (although there are some hints that there are some nasty critters indeed on peaceful Namek).

Namek's inhabitants do not, as a rule, build cities; with a low birth rate and long lives, they prefer to cluster in small villages of a few hundred people. With its low, rounded shapes and bubble windows, Nammeccian architecture is quite distinctive and somewhat reminiscent of natural forms like abalone and snail shells (perfectly fitting for a race with obvious mulluscan ancestry). Villages are managed by an Elder, chosen for wisdom rather than charisma or power. Village Elders gather occasionally to discuss regional problems, but there is no centralized government. Each Namek is born with a purpose or place in life that they try their best to fulfill. There are no armies or other large organizations—each village has a small cadre of warriors who defend their home (and village's single Dragon Ball) against all aggressors. Although their general technology level is high (starships, for example), the Nameks don't seem to use it much; they appear to concentrate mostly on the spiritual aspects of life, not the material.

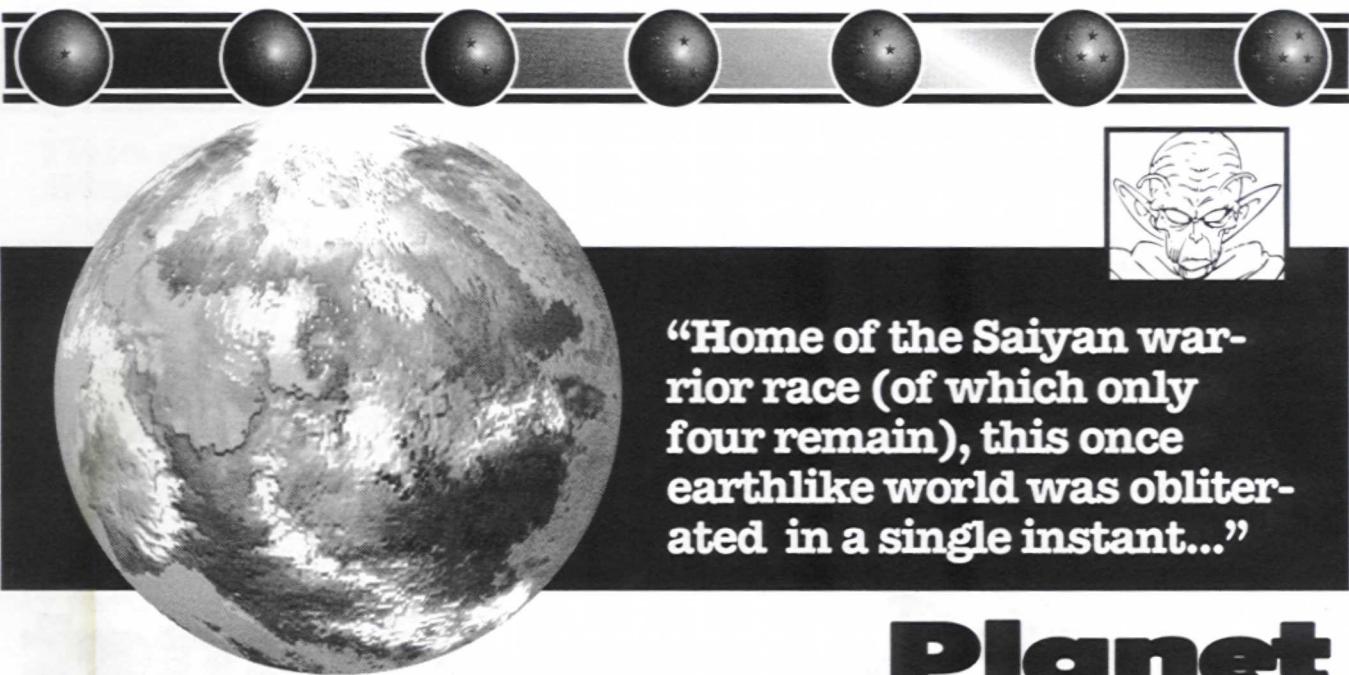


With an amazing level of control over their physiologies, Nammeccians can regenerate limbs or

be absorbed into one another's bodies. They are also unisex and typically reproduce by budding off copies (or spitting out egg clones) of themselves.

TYPICAL NAMEKS: POWER LEVEL 2-300 POW.UP 150-230			
MENTAL	8-10	COMBAT	8-14
PHYSICAL	7-13	MOVEMENT	7-15

DEFENSE 35-115
HITS 70-130



"Home of the Saiyan warrior race (of which only four remain), this once earthlike world was obliterated in a single instant..."



Planet Vegeta

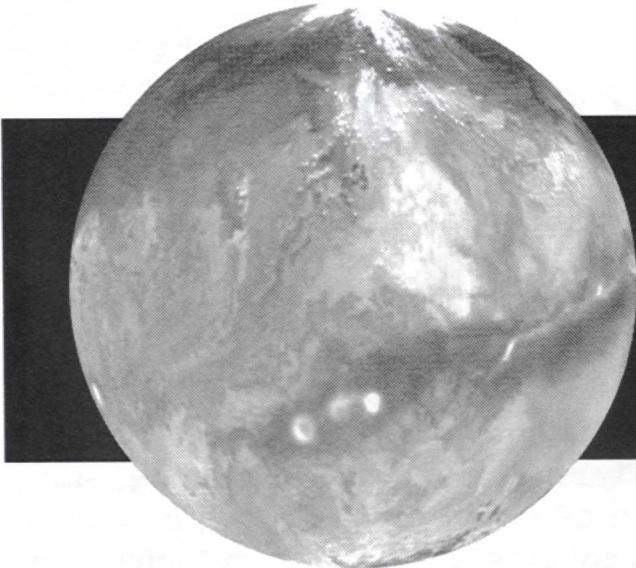
According to legends (and the tale told to us in the Pendulum Room), **Planet Vegeta** was originally home to two humanoid species; one technological and peaceful, the other savage and warlike. The **Saiyans** were the latter group, and over time, exterminated their **Truffle** neighbors, presumably renaming the high-gravity planet after their leaders, the Vegeta Dynasty. Bloodthirsty warriors, Saiyans are fearless in battle, even before the light of a full moon turns them into giant, energy breathing were-apes. And that's not counting the legendary power of the Super Saiyan who appears every 1,000 years!

From the records of the Pendulum Room, Planet Vegeta appears to have been much like Earth, with a fairly sophisticated level of technology. Truffle cities covered most of the temperate zone, with the nomadic, Hun-like Saiyans marginalized to the rough high country. The wars that came with the Saiyan overthrow reduced much of the habitable zones to rubble and wrecked the entire planet, technology and all. This didn't bother the Saiyans much; they simply joined up with Frieza's starfaring marauders and became intergalactic pirates and muscleboys. Most Saiyan tech therefore comes from the Frieza Gang, instead of being homebuilt (the exception is the **scouter**—obsessed with measuring an opponent's fighting power, the Saiyans developed this themselves).

Planet Vegeta was wiped out, supposedly by a rogue meteor that struck the planet while its Prince was offplanet thugging on some other helpless world. But Prince Vegeta isn't buying the meteor story—he suspects there's more than meets the eye, and he'd *really* like to discuss the matter with his old boss, Frieza. Later.

But while the planet has been wrecked, there's always the possibility that a few Saiyans survive in the rubble of the remaining asteroid field. Those guys are *tough!*

TYPICAL SAIYANS:		POWER LEVEL 4-660	POW. UP 210-240
MENTAL	5-7	COMBAT	12-18
PHYSICAL	12-17	DEFENSE	60-135
		MOVEMENT	12-15
		HITS	120-170



"The insectile Arlians reduced their arid world to a ruined wasteland. Prince Vegeta simply finished what they had started..."

Planet Arlia

Arlia was a dry, dim world somewhere between the ruins of Planet Vegeta and Earth. Its insectile inhabitants had a fairly advanced civilization by the time it appeared in the Sagas, although the rough, rocky terrain and lack of light seemed to indicate that life was harsh even so.

Like Planet Vegeta, Planet Arlia had also been ravaged by constant war; this time between the old ruling family and the new King. War on Arlia must have been pretty awful; its seven foot tall, grasshopper-like warriors were skilled fighters and backed up with fairly high tech weapons (blasters and the like). They had also mastered ki-energy attacks of their own, which, while not even close to those of Vegeta and Nappa's, couldn't have done their landscape much good.

Vegeta and Nappa stopped briefly on Arlia (as a sort of rest break), and decided to amuse themselves by interfering in the local civil war. It was hardly a good workout; the Saiyans easily overthrew the ruling tyrant, freed the good-guy leader languishing in the dungeons, and reunited him with his beautiful (well, for a giant bug) wife who had been forced to be the overlord's consort.

Of course, never one to settle for a happy ending, Vegeta subsequently annihilated Arlia with a single blast. But there's no reason to rule out the possibility that the Arlian's, with their fairly high level of technology, couldn't have had a few colony planets scattered about the region, awaiting their chance to avenge their murdered homeworld...



TYPICAL ARLIANS: POWER LEVEL 1-250 POW. UP 110-221
MENTAL 4-8 COMBAT .. 8-14 DEFENSE ... 35-115
PHYSICAL ... 7-13 MOVEMENT . 7-15 HITS 70-130

The "Other World" Thing

Time to leave your Western conceptions of the Afterlife at Heaven's Gate.

Sure, people die in Dragon Ball Z. But what happens to them *afterwards* is a bit different than you might expect. In Dragon Ball Z, there's reincarnation, several types of Heaven/Hell, big machines that remove the evil from your spirit, heavenly airplanes, St. Peter in a horned helmet and a couple of athletics coach Fiends from the Pit...

In short, it's a very Toriyama place, filled with subtle references to the afterlives of maybe a half dozen beliefs (as well as a few pop cultural references as well).

That's why it makes a lot of sense to call where you go when you're killed the **Other World** instead of Heaven— because the usual Western rules about the Afterlife fall apart once you wake up in King Yemma's office...



"The Other World is truly just that....an entire universe with its own rules ...and great mysteries.."

To understand the cosmology of Dragon Ball Z, you'll have to take a brief (but interesting) side trip into the realm of Asian mythology. For while the Dragon Ball Z cosmos has a few similarities to the mythologies most Westerners know, its real basis is firmly rooted in a distinctly Confucian world view.

But let's look at the Big Picture first.

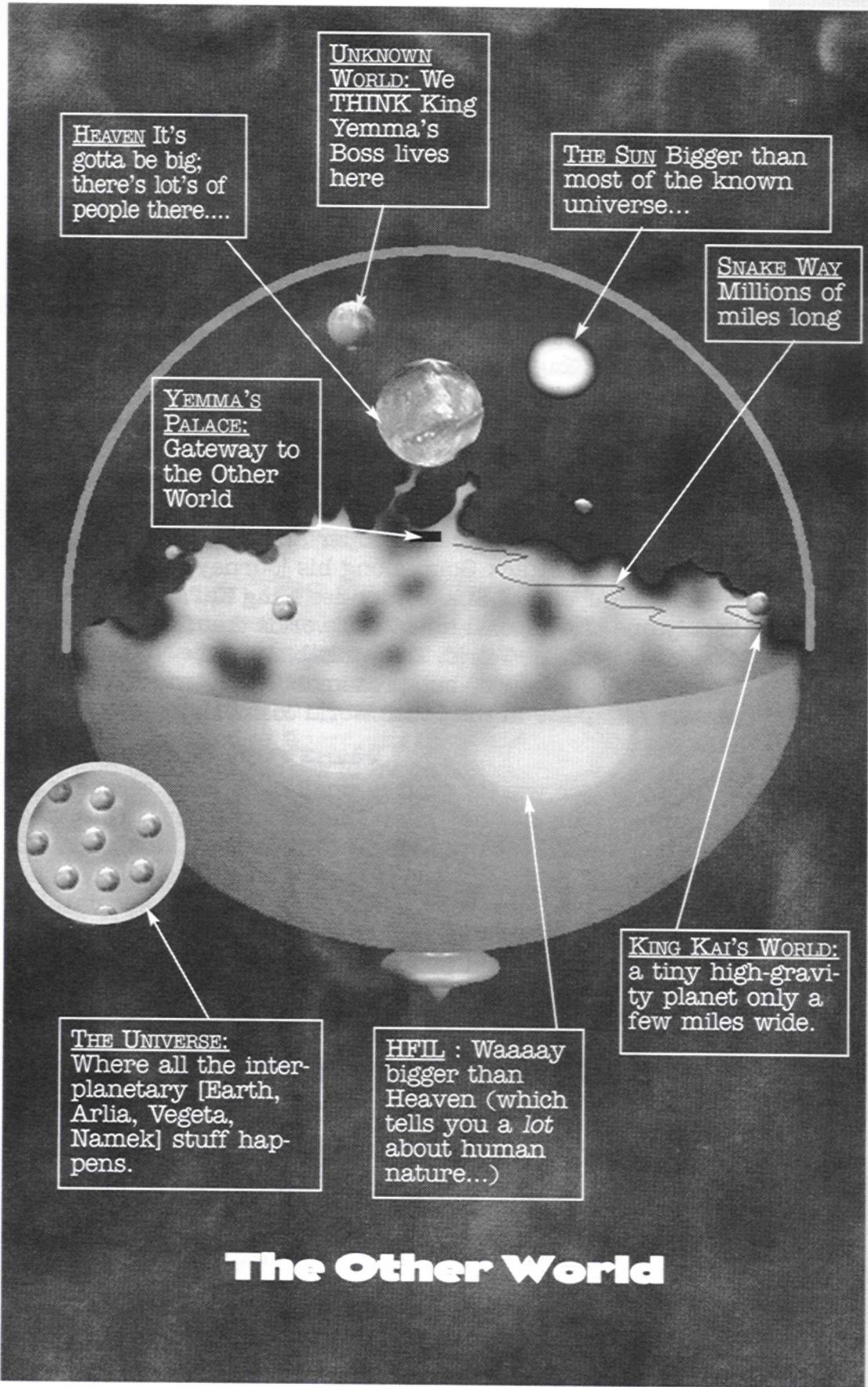
The Layout

The reality we live in (also known as the **Universe**), is enclosed in a gigantic, transparent sphere. Floating in it are all the stars, planets and galaxies we know, including the distant worlds of **Namek**, the (presumed) remains of planets **Vegeta** and **Arlia**, and of course, **Earth**.

But that's only part of the Big Picture, for this immense universe-globe orbits and even more immense globe, which Dragon Ball Z characters call the **Other World**. In a lot of ways, the terms "Other World" or "Next Dimension" are a pretty good way of describing this place— it's truly another reality that isn't connected to ours except on the most metaphysical level. It is not as simple as the Western concept of Heaven or Hell; it is an entirely separate *universe* that encompasses another level of reality.

The Other World is like a huge glass sphere, filled with air. The bottom half is opaque (and looks like an ornate bowl covered in symbols); lining the inside of this part is the rocky, mountainous place known as the **Home For Infinite Losers**. The Dragon Ball Z equivalent of Hades, it really isn't much of one; it more or less resembles a combination amusement park and tourist resort (complete with rides and snack shops). The ogres Mez and Gotz run this part of the Other World in a manner that makes them seem more like activity directors on a eternal *Love Boat* cruise than fiends from the Pit. The big drawback seems to be that once you end up there, there's no way to get out.

The Other World



The Other World

A Bit More cosmic Than the TV Show?

Well, yes, it's true. We're taking a bit of space here to go into far more detail than you'll typically see in a Dragon Ball Z episode (where the focus is on action). But since this is an adventure game, the Other World may be a perfect place for your characters to travel around in. Especially if they've become too powerful to have a good time in *this* universe.

53

By the way. If you consider the scale differences between our Universe and the Next Dimension, this should logically mean that King Yemma's desk is bigger than the *entire Solar System!*

Eeek.

Hades as a Theme Park.

The idea of Hades as a theme park is a uniquely Toriyamian idea (unless you count the original concept for *Fantasy Island*, where Mr. Roarke was supposed to be the Devil).

Personally, we kinda like the idea of Hell being eternally trapped in Disney-land...

Kami's Job Description

Kami is only one of the Eternal Guardians, and his territory covers more than just Earth. He actually is the Guardian of the Western regions of the cosmos; there are Guardians for the North, South and East as well. All of them are responsible to Great King Yemma.

Later in the Sagas, all the Guardians get into a bragging match over who's heroes are the most powerful, leading up to a great story centered on a Heavenly Tournament between the greatest heroes ever to have...well...lived.

King Yemma's Palace

The middle half of the bowl is filled with a thick layer of yellow clouds. On the top of this, perching like a cherry on top of a bowl of whipped cream, is **King Yemma's Palace**. Gateway to the Other World, it is where the spirits of the deceased appear when they make the Final Jump. Like Saint Peter, Yemma looks up their names in his Book, decides where they should go to, and either puts them on his airplane to Heaven, or sends them to HFIL below for reprocessing.

King Kai & Snake Way

The greatest of the fighters Yemma meets are sent on to train under **King Kai**; a rare occurrence indeed. King Kai's tiny, high-gravity worldlet can only be reached by following **Snake Way**, an immense, twisty roadway that runs along the top of the clouds. Scattered along the way like the lairs of wandering monsters are various traps and waystations of other Other World Inhabitants, like **Princess Snake's Palace**, the **Cosmic Street Sweeper** and the unnamed **black tentacles** that attack Goku along his journey.

At the far end of Snake Way lies **King Kai's world**, but it is only one of a several miniature worlds that float above the clouds of the Other World. Their inhabitants are (so far in the Sagas), still unknown, but presumably they too have their powers and place in the Other World cosmology.

Heaven & Beyond

Two larger worlds (and a small sun) float serenely in the upper part of the Outer Dimensional bowl. One is a gigantic, earthlike **Upper World** that is the Dragon Ball Z equivalent of Heaven. Little is known about it save that the only way to get there is by taking King Yemma's **special airplane** there. Floating above that is another small world whose inhabitants and purposes are currently unknown.

How Things Work In the Other World

Since the Dragon Ball Z universe takes its many of its roots from the ancient *Monkey King* legends of Asia (in which a short hairy guy with a tail [the Monkey King] challenges the hosts of Heaven and Hell to become the best warrior ever), it's not surprising that the way the Other World works is similar to how things work in this traditional Asian mythos.

All Powerful Paper-Pushers

In this mythology, the whole universe is a big bureaucracy, where everyone has responsibilities to uphold. The



Four Guardians (of which Kami is one) watch over our universe and make sure that Evil doesn't run amuck. **King Yemma** sorts out the spirits of the good and the bad and makes sure they go where they're supposed to (and fills out the proper paperwork!). **King Kai** trains heroes to defend the innocent; **Princess Snake** and the **Ogres** from HFIL are there to test and thwart the heroes. Everyone has their place in the Big Picture.

In this very Confucian arrangement, some characters are more powerful than others, but even the most powerful have obligations (even to the weakest). This means that even though King Yemma outranks Kami, Kami could still take Yemma to task for failing to do his duty (although knowing King Yemma's temperament, Kami'd better be pretty respectful in the process).

This also means that while there is Good and Evil, there are no big anthropomorphic personifications of these forces; everybody in this Cosmos has a job to do, and they do it because otherwise the place would fall apart around them.

The Earthly Connection

So far, we've been looking at the Other World. But what about its *earthly* connection? As in classical Chinese mythology, the **Eternal Dragons** are the bridge between the mundane world and the enlightened Other World. They, along with their respective **Guardians** (like Kami), dispense wisdom and challenge heroes to overcome obstacles (gathering seven Dragon Balls is no easy task). The Dragons' reward is also a classical one: the gift of the heart's desire; which can be deadly to the petitioner who chooses poorly.

Guiding the heroic on their journey are **wise men** and **sages**. These are martial arts masters like Master Roshi or Korin, who, after a few hundred years of study and training, may be booted upstairs to join the Other World's "teaching staff"—characters like King Kai, for example.

Is there Something... More?

As of this part of the Sagas, we're not sure. There are lots of other tiny planetoids floating in the vastness of the Other World—could these be the homes of other Great Teachers who have ascended to the heavens to train new fighters for Good? And what dangers lie in the out of the way areas of HFIL or along Snake Way?

And possibly even King Yemma may have someone he has to answer to. So far, the buck stops at his desk. But there *is* that mysterious planet high over Heaven, and someone must live there...

Legendary Stuff 101

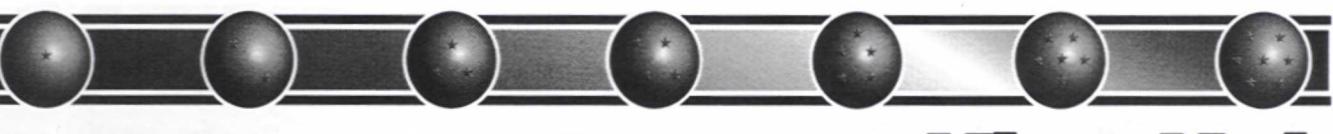
To get the true picture of the Dragon Ball Z cosmos, you'll have to do a bit more digging than what you'll discover in the TV show. If you already know a bit about Chinese/Japanese myths and legends, you may not need this little side trip, but if you're a newcomer, some of what we'll discuss here will help you get a better feel for how Goku's universe works.

Death, Be Not Proud. Or Even a Little Bit Smug...

Yes, people get killed in Dragon Ball Z; often more than once. But in this cosmology, death is just another state of being; they give you a halo and, if you're good, they send you somewhere for more training. You can even get "shore leave;" once a year, the deceased get to go back to Earth to visit (Goku's adopted grandfather does this earlier in the Sagas and nearly whumps his own grandson in a tournament).

And if it's really important, your friends can always find the Dragon Balls and wish you back to life (once).

So when your character gets aced in *this* game, don't start tearing up your record sheets quite yet—the party's just beginning!



King Kai

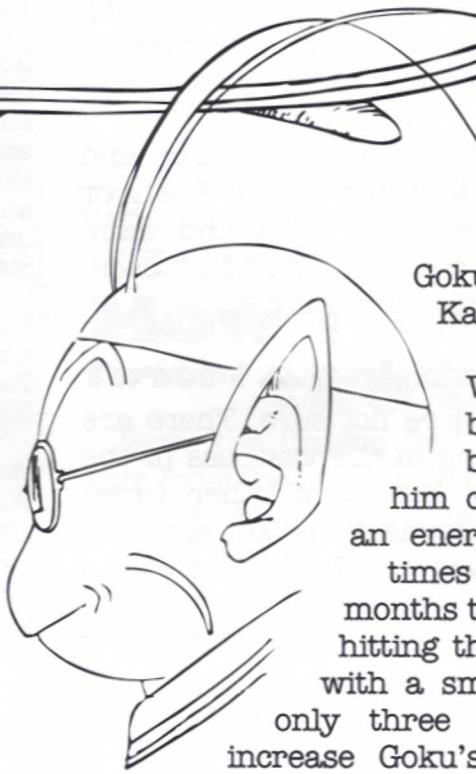
King Kai lives at the end of Snake Way, with his two companions, **Gregory the Grasshopper** and **Bubbles the Monkey**.

He's a good example of an Enlightened Sage; his wisdom and unassuming nature have granted him a place in the Other World as a teacher and mentor. Although he is a greater warrior than even King Yemma, his place is to train other fighters to carry on against Evil (as well as making up the worst puns in the cosmos). It is to this end that King Kai, Bubbles and Gregory join forces to train Goku so that he will have a chance of defeating Nappa and Vegeta (and saving Earth).

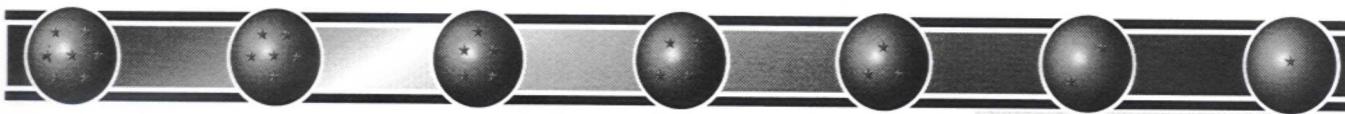
Of course, this being Dragon Ball Z, this means that when Goku first arrives, he thinks *Bubbles the Monkey* is King Kai, and begins to imitate the ape's movements thinking it is all part of the "special training." Once this gets straightened out, the REAL King Kai puts Goku through a series of challenges, including the infamous **Pun Test** (in which Goku has to tell a pun so funny King Kai will laugh).



"King Kai is not the most important denizen of the Other World, but he is certainly by far one of the most powerful..."



With only five months to get back before the Saiyans, King Kai now begins training Goku by having him catch Bubbles (no easy task with an energetic monkey and a gravity 10 times earth's). It only takes Goku three months to do this. Next comes chasing and hitting the superfast grasshopper Gregory with a small hammer—Goku does this in only three weeks. Only after these tasks increase Goku's strength and speed, does Kai spend the remaining 118 days teaching Goku his best tech-



KING KAI

CHARACTERISTICS & POWER

P. LEVEL.....3500	PWR UP 240
MENTAL10	COMBAT 30
PHYSICAL14	MOVEMENT .. 18

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	18	+[Combat]	30	=48
Evasion	16	+[Combat]	30	=46
Weapon	10	+[Combat]	30	=40
Power	20	+[Combat]	30	=50
Body	10	+[Physical]	14	=24
Mind	8	+[Mental]	10	=18
DEFENSE ..80		HITS . . .	160	

Subtract from Damage first.

Take Damage from here

BACKGROUND

- **SPECIES:** Big Cockroach.
- **PERSONALITY:** Wiseguy, loves jokes, rarely serious.
- **HISTORY:** Unknown.
- **SCHTICKS:** Practical joker, loves puns, likes to eat.

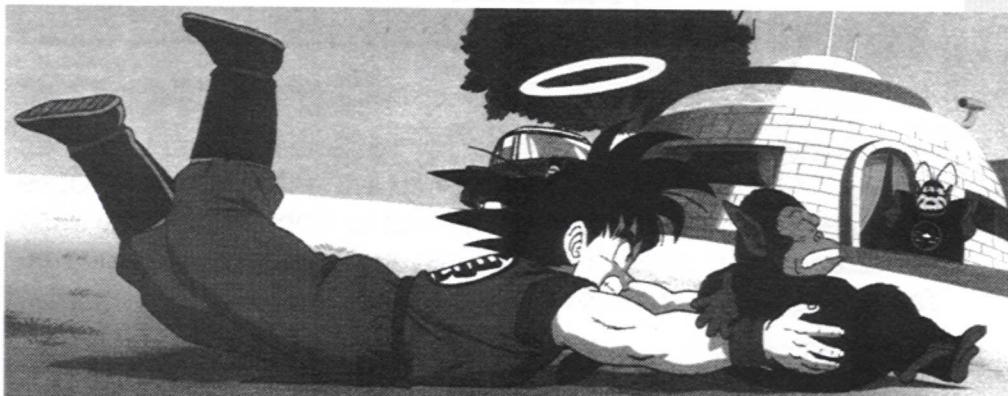
POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
KAIO KEN	MULTIPLIES POWER
SPIRIT BOMB*	INFINITE

*King Kai has never actually mastered the Spirit bomb, but we can assume Goku taught it to him later.

GAME NOTE: It's assumed that King Kai has other attacks which aren't specifically mentioned in the show. Instead, we suggest giving him an unspecified pool of powerful hand to hand fighting techniques in the 10-20 extra die range.

niques, including the *Kaio-Ken* and the *Spirit Bomb* that allows him to draw power from the lifeforces of an entire planet.



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King Kai's Planet

A small greenery-covered planetoid about thirty city blocks around, King Kai's home has a small round house, a small garage (with car) and two roads that circle the planet in opposite directions. This tiny sphere has a gravity ten times that of our's, making training for 158 days there equal to a thousand years back on Earth.

Snake Way

Snake Way is the immensely long road that travels over the clouds to King Kai's. It is shaped just like a large snake, with a roadway down its back. Periodically, a street sweeper makes the long trip, just to keep things neat.

In Translation



You Da Bomb?

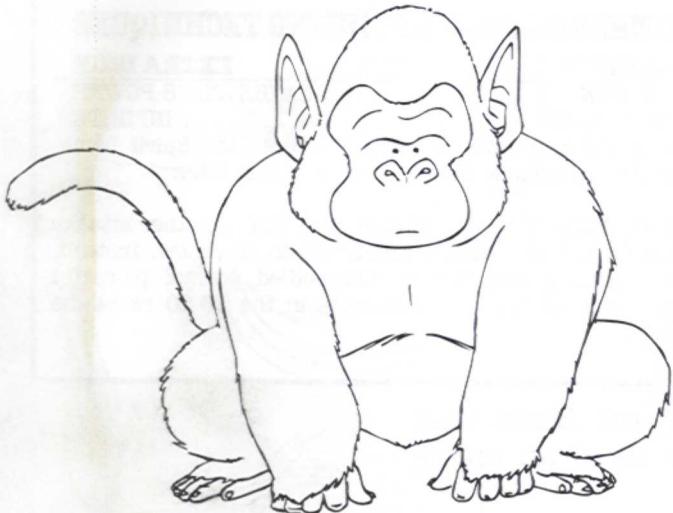
In Japan, the *Spirit Bomb* is known as the *Genki Dama*; which (more or less) translates as "spirit/energy ball."

KING KAI



Bubbles

The fastest monkey in the cosmos. Often mistaken for King Kai, Bubbles' job is to train fighters in speed and endurance. And eat bananas.



BUBBLES

CHARACTERISTICS & POWER

P. LEVEL	N/A	PWR UP . . .	N/A
MENTAL	4	COMBAT . . .	18
PHYSICAL.....	12	MOVEMENT . .	10

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

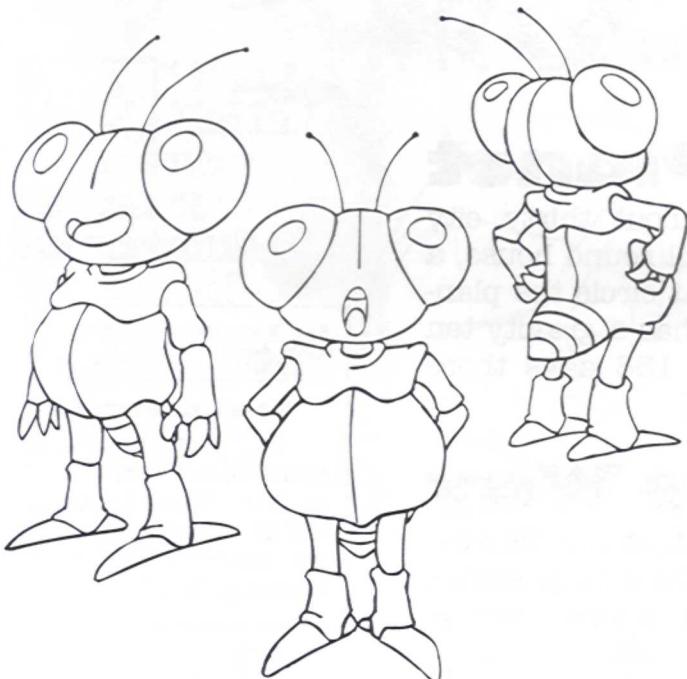
SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	6	+ [Combat]	18	=30
Evasion	30	+ [Combat]	18	=48
Weapon	N/A	+ [Combat]	18	=18
Power	N/A	+ [Combat]	18	=18
Body	12	+ [Physical]	12	=24
Mind	4	+ [Mental]	4	=8

DEFENSE .. 80
Subtract from Damage first.

HITS . . . 160
Take Damage from here

Gregory

Gregory is King Kai's other assistant. While not as strong as Bubbles, he is even faster and more devious. Once a fighter has caught Bubbles, he has to clobber Gregory with a hammer—an even harder task, as Gregory can move so fast he's almost invisible.



GREGORY

CHARACTERISTICS & POWER

P. LEVEL	N/A	PWR UP . . .	N/A
MENTAL	6	COMBAT . . .	12
PHYSICAL.....	8	MOVEMENT . .	500

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+ [Combat]	12	=22
Evasion	30	+ [Combat]	12	=42
Weapon	N/A	+ [Combat]	12	=12
Power	N/A	+ [Combat]	12	=12
Body	2	+ [Physical]	8	=10
Mind	4	+ [Mental]	6	=10

DEFENSE .. 40
Subtract from Damage first.

HITS . . . 80
Take Damage from here



Great King Yemma

He's big, bluff and sits behind the biggest desk in the Universe. Great King Yemma is probably the most important being in the Other World (even Kami is a bit afraid of him). Much like St. Peter, his job is to admit people to the Upper World (Heaven) or the Lower World (aka the **HOME FOR INFINITE LOSERS**).

Yemma also a mighty warrior in his own right; he's the only other person besides Goku to ever reach the end of Snake Way and train under King Kai. He's certainly not afraid to roll up his sleeves and show his stuff if there's a good excuse.



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GREAT KING YEMMA

CHARACTERISTICS & POWER

P. LEVEL.....	2600	PWR UP	170
MENTAL.....	6	COMBAT	26
PHYSICAL.....	20	MOVEMENT	50

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	16	+[Combat]	26	=42
Evasion	15	+[Combat]	26	=41
Weapon	10	+[Combat]	26	=36
Power	10	+[Combat]	26	=36
Body	17	+[Physical]	20	=37
Mind	10	+[Mental]	6	=16

DEFENSE. 100
Subtract from Damage first.

HITS . . . 200
Take Damage from here

In Translation



King
Yemma

In Japan, King Yemma is known as *Emma Daiou*, and occupies a place somewhere between St. Peter and the Almighty. His airplane to Heaven (?) is known as Ten (or Heaven) Airlines. The guys who don't pass Yemma's muster get put through a special "cleaner machine" that takes the evil out of them and sends them on to HFIL to be eventually reincarnated to try again.

KING
YEMMA

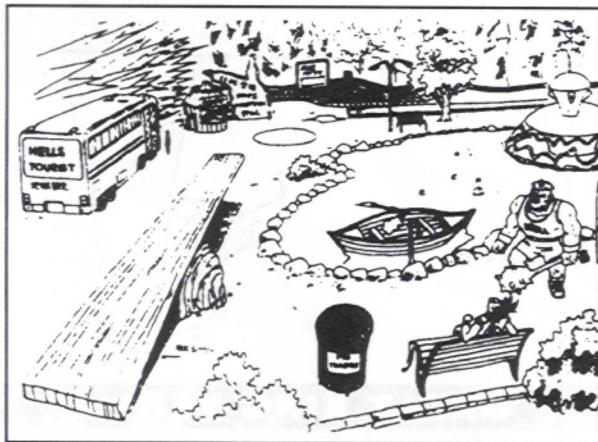


Yemma's Palace

King Yemma's palace resembles an ornate Chinese government gatehouse or the inner sanctum of an Imperial Forbidden City. Its function is far more practical; it's the office where Yemma interviews people after they pass to the Other World and decides whether they go to the Upper or Lower Worlds. It's also got a big desk for all the paperwork he has to process. (Remember, we told you the Other World was a bureaucracy!)

Yemma's Airplane

A thoroughly modern sort, King Yemma uses an airplane to send you to the Upper World. While we don't actually see his plane in this part of the Sagas, we do get to see people waiting in line to board the plane. Presumably they'll get their luggage back on the other end.



Home For Infinite Losers

In Translation



**What the
HFIL is
going on
here?**

In Japan, the logos on ogres Goz and Mez's chests are a little less ambiguous—they read HELL, not HFIL. But forget about fire and brimstone; in this place, all the evil's been cleaned out of you and you're just waiting to be reincarnated to try again.

The Home for Infinite Losers is where you go if you don't make it through King Yemma's rigorous screening process. Although the name sounds pretty bad, it really isn't; as an Infinite Loser, all the evil gets processed out of you, and you're just forced to mark time in a combination theme park and resort, complete with amusement

rides, snack stands and two overly athletic ogres who do the roll call each morning.

GOZ & MEZ

Goz and Mez are two ogres who run the Lower World of **HFIL** (Home For Infinite Losers). Strong, dumb and athletic, they are the Other World's equivalent of camp counselors (they also take roll call and do all the paperwork). Like many jocks, they are inordinately proud of their physical abilities.

Goz is the strongest and fastest ogre—second only to Great King Yemma. For fun, he challenges Goku to fight, offering to show the hero how to get back up to Snake Way (from where he's fallen) if Goku wins. Of course, Goz is lying—there is no way back up to Snake way.

Mez in turn, challenges Goku to a game of tag—if Goku wins, Mez will show him the secret way the Ogres use when they report to King Yemma.

Unfortunately, this puts Goku right back where he started—on Yemma's desk!

GOZ & MEZ

CHARACTERISTICS & POWER

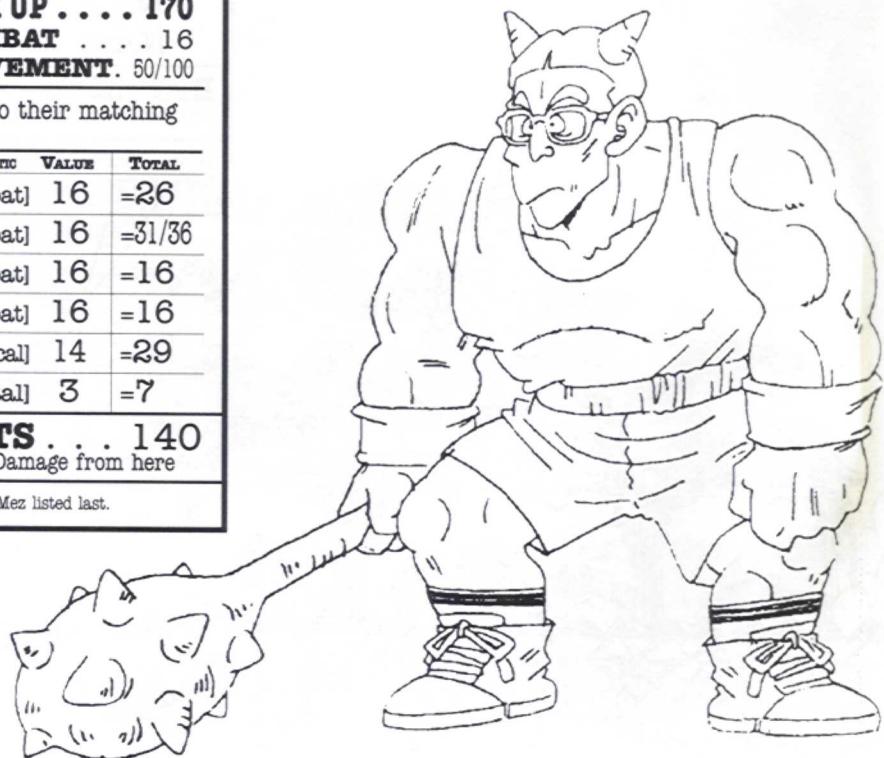
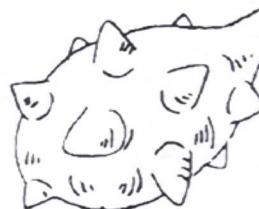
P. LEVEL	210	PWR UP	170
MENTAL	3	COMBAT	16
PHYSICAL	14	MOVEMENT.	50/100

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	16	=26
Evasion	15/20	+[Combat]	16	=31/36
Weapon	N/A	+[Combat]	16	=16
Power	N/A	+[Combat]	16	=16
Body	15	+[Physical]	14	=29
Mind	4	+[Mental]	3	=7

DEFENSE ..	70	HITS ..	140
Subtract from Damage first.			

Note: in split characteristics, Goz is listed first, Mez listed last.





Princess Snake

Princess Snake has been the undisputed Princess (and beauty queen) of Snake Way for over 1,500 years. But a girl gets lonely, even with a houseful of dutiful Snake Maids, and since it's been over 500 years since the last houseguest (King Yemma), Princess Snake is understandably anxious to keep the handsome Goku around a while. But even her magic mirror (that allows her to see into Goku's dreams), and adding enough Sleepy Grass to Goku's food to stun a rabid bear isn't enough to keep our hero down. That's when Princess Snake shows her true form and tries to make Goku a permanent addition.

PRINCESS SNAKE

CHARACTERISTICS & POWER

P. LEVEL	900	PWR UP	140
MENTAL	6	COMBAT	10
PHYSICAL	8	MOVEMENT	8

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	10	=25
Evasion	8	+[Combat]	10	=18
Weapon	20	+[Combat]	10	=30
Power	N/A	+[Combat]	10	=10
Body	8	+[Physical]	8	=16
Mind	4	+[Mental]	6	=10

DEFENSE ..40
Subtract from Damage first.

HITS . . . 80
Take Damage from here

When Princess Snake is her Giant Snake form, increase her Defense to 200 and her Hits to 600.

Snake Palace

Princess Snake's Palace is near the end of Snake Way. Accompanied by her Snake Maids, the beautiful

Princess lies waiting for handsome victims to stumble into her trap. Then the Palace changes into its true form; the inside of a giant snake!





**Hey,
Gang? You ready
to take on the toughest
fighters in the universe?**

**That's where I come
in...**

**...because
it's time for
some Basic
Training!**

BASIC TRAINING

- Mastering the Rules of the Game
- How to Create Your Own Dragon Ball Z Warrior
- Creating and Using Energy Powers

A Typical Roleplaying Session

Mike, Bruce, Dave and Lisa have gathered together for a roleplaying session (also known as a "run"). They find a comfortable place in Mike's living room, with enough space for some books, some dice, and a few favorite types of party food (a staple of a good roleplaying session).

As GM, Mike starts off the session by proposing the situation and describing the scene. He begins: "The three of you have just entered the City. It's about nine at night, and the dark, windy stone streets are slick with the recent rain and the filth of years of slum living. The weak moonlight casts long shadows as you make your way past street beggars and the occasional thug looking for an easy target.

Bruce has decided to play the role of a tough mercenary adventurer Gron Helstrom. He thinks about the type of character he is playing and decides that someone like Gron would be looking for action. He says, "Gron grabs the nearest street thug by the lapels of his cheap outfit and growls, 'Where's the nearest bar?'"

Dave has decided to play the role of Jord Mattersly, a clever would-be detective and delver into mysteries—the more bizarre the better. Jord's a thinker, not a fighter, so Dave tries another tack—"Jord pulls Gron's hands off the thug's collar and says 'Excuse my friend's enthusiasm. We're just looking for a place with strong drink and some quiet socializing...'"

Cont. next sidebar

Getting Started

What Is a Adventure Game?

An adventure game lets you pretend to be a character in a story, much like being in a play. Each player takes the role of a character in the story, making the decisions and saying the things that character would say in the situations that happen along the way.

One player, the **Gamemaster** (or **GM**) acts like the author or director of the play; he "sets the stage," telling the players where they are, what is happening, and what other characters in the story (called **Non-Player Characters**, or **NPCs**) are saying and doing. The GM guides the action but does not control it; the results of the game depend both on the players and the GM. More simply, roleplaying is just like the "cops and robbers" or "playing house" games you played as a kid, only this time with rules to help guide you, and situations that are more complex and interesting.

How Do I Play?

In Dragon Ball Z, one player must become the Gamemaster. The Gamemaster decides the setting of the adventure, the rules to be used, starting points for characters, and all the choices and options presented in the rules. The other players get their characters ready based on what the GM tells them about the rules. The GM either gives you a character, lets you pick one that's already been written up, or lets you create one.

What else does the Referee/GM do?

The GM prepares a **story** (or uses one already written for him in a pre-published adventure book), and begins to tell the players what their characters see and hear, and starts asking the players what their characters will do next. When something comes up where the result isn't obvious (like whether or not you hit someone or whether you can pick a lock), he also adjudicates what the result will be, based on the rules you're reading now.



How do I GM?

The best way is through trying it yourself. Read through the following rules completely. We also always include an **example of a roleplaying session** (see adjacent sidebars) and some tips on how to create a good adventure; read through this to give yourself a feeling for how a game is played. The most important part of being a Gamemaster is to be a *good storyteller*—to try and vividly describe the world you are guiding people through, and to pose problems or situations that will challenge your players to do their best. Almost as important is the need for the GM to be an impartial judge of the rules and effects of the game on his or her players. Remember; if you aren't interesting and you aren't fair, no one's going to want to star in your "movie." Good luck!

The Rules of the Game

Instant Fuzion™

Let's take a moment to introduce you to the rules of your adventure game. We call these rules the **Instant Fuzion™** system. Instant Fuzion™ is a fast, very easy set of rules designed to get you up and playing in only a few minutes. But if you're already familiar with roleplaying, or are interested in a more complex and realistic approach, you may want to check out the complete Fuzion™ system (available through our website at www.talsorian.com) instead.

Characteristics

The first thing you'll need to know about will be **Characteristics**. Characteristics are numbers that show how good your hero is in action. Instant Fuzion Characters have **4 Basic Characteristics** and **2 Derived Characteristics**.

The 4 Basic Characteristics are:

Physical: How strong and healthy your hero is.

Mental: How smart and determined your hero is.

Combat: How well your hero fights.

Move: How far your hero moves. 1 point of Move is equal to 2 yards or meters.

Your **2 Derived Characteristics** are values calculated from your **Basics** (how you derive them is listed after the Characteristic name). These are:

Defense (= 5 x Physical): How tough your hero is.

Defense is subtracted from any damage done to your hero.

Hits (= 10 x Physical): How hard your hero is to kill or knock out. Damage is subtracted from your pool of Hits until the hero is either unconscious or dead (which is up to the GM).

Lisa is playing the role of Lara Khon, a cunning master thief with a bit of Robin Hood in her background. As a natural paranoid, she's scanning the locals around the group. "What does Lara see in the crowd?"

As GM, Mike thinks about it. It's night, in a bad section of town, and Gron's just roughed up one of the locals. He says, "Well, Lara sees three large figures moving silently out of the shadows. The moonlight glints off of drawn weapons as they approach you..."

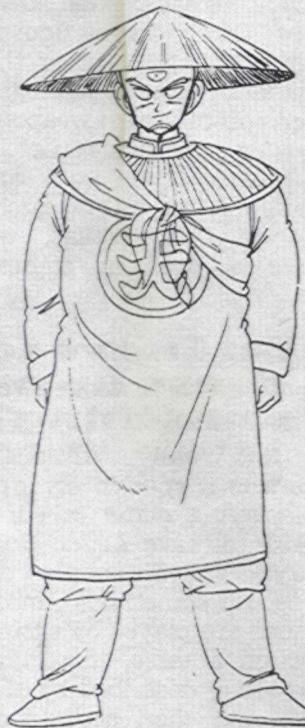
"Lara turns to Gron and Jord," says Lisa, catching on fast. "Fellas, we have a problem coming up..."

Do I have to dress up or something?

Not really. Although there is a specific style of roleplaying game called a **LARP** (or Live Action Role Play, where people do dress up sometimes), most games are played by sitting around a table, imagining the scene described by the GM, and then acting out what you think your character would do in that situation. You don't have to dress in costume, wave around plastic weapons or (God help us!) run around in the steam tunnels at midnight.

Big Defense?

You betcha. Normal Fuzion characters generate Defense as 2x Physical, but your characters are so tough they get over twice the normal Defense! That's enough to bounce bullets off their bare skins!



Some Sample Difficulties

EXAMPLE	DV
Put gas in the car.....	10
Fix a flat tire.....	14
Fix a blown engine.....	22
Invent a hyperdrive motor.....	36
Add 2+2.....	10
Do simple math.....	14
Do Calculus.....	18
Derive Fermat's Theorem.....	36
Open a stuck door.....	10
Pick a lock.....	18
Break into a bank vault.....	22
Write a shopping list.....	10
Write a short story.....	18
Write a roleplaying game.....	60

Your Skill Not There?

Never fear! The beauty of Fuzion is that you can create any skill you want. Just decide what it is, what it does, and what Characteristic it matches up with; then take the results to your GM and let him decide if you can have it. It's that simple.

Skills

Skills are things you learn how to do. Each skill has a number that shows you how well your hero knows that skill. **Each skill is also paired with a Characteristic to figure out if you succeed at a task;** the Characteristic usually used is listed with the skill (although your GM may decide to use a different stat). There are **six skills** in Instant Fuzion:

Body Skills:

Anything to do with physical stuff (Physical).

Mind Skills:

Anything to do with using your mind, will, or charm (Mental).

Evasion Skills:

How good you are at not getting hit in combat (Combat).

Fighting Skills:

How good you are at hitting things with your body (Combat). In Dragon Ball Z, these are also known as *Techniques*.

Weapon Skills:

How good you are at hitting things with a weapon (Combat).

Power Skills:

How good you are at using any special powers (Physical or Mental). In Dragon Ball Z, these are also known as *Energy Attacks*. We'll discuss those in more detail in the next section.

Using Skills (Skill Tests)

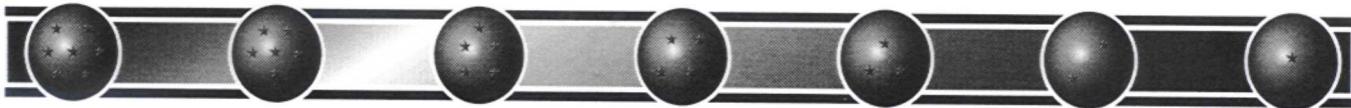
When your hero tries to use a skill, you'll **roll three 6-sided dice** to see if the hero succeeds or not, combining that roll with a Characteristic and a Skill or Fighting Technique to beat a number called a **Difficulty Value**. The Difficulty Value is usually determined by the GM's rating a task by how hard it will be to do (its **Difficulty Level**).

Difficulty Level	Difficulty Value
No Problem.....	10
Easy	14
Hard.....	18
Really Hard	22
Mega Hard.....	26

To beat the target value, you will roll the following combination, called an **Action Total [AT]**

Action Total= Characteristic+Skill+ 3 (6 sided) dice

If your Action Total meets or beats the Difficulty Value, you succeed. If you roll all 1's, you automatically fail!



Using Skills Against Each Other (See also: Fighting)

Sometimes your hero will be using his skills against another character (played by another player or the GM). With these **opposed actions**, your opponent will make his or her own roll to determine a Difficulty Value to beat.

ATTACKER'S ACTION TOTAL

Characteristic+Skill+3 (6sided) dice

VS

DEFENDER'S ACTION TOTAL

Characteristic+Skill+3 (6sided) dice

If you equal or exceed your opponent's Action Total, you succeed! If you roll all 1's, you automatically fail!

Combat Combat Time

When the heroes get into a fight, **Combat Time** starts. Combat Time means keeping track of things so that each hero (and bad guy!) gets a fair chance to hit and be hit.

Combat Time is measured in increments called **Phases**. **Each Phase is 3 seconds long**. Each hero can do **one thing during a Phase**. When every hero and bad guy has done something, the Phase ends and a new Phase begins.

Every 4 Phases is called a Round. At the end of each Round all heroes and bad guys get back any Hits they have lost, up to (2 x their Physical) in lost Hits, if the attacks have not been especially lethal (such as bullets, knives, or lasers). If the heroes or bad guys have lost more Hits than they recover, they are still hurt. They must wait until the end of the next Round to get back more Hits.

Taking Turns

Much as in any other game, the next step is taking **Turns**. Each Phase, the hero or bad guy with **the highest Mental Characteristic gets their turn first**. If two characters have the same Mental, the character with the highest Combat characteristic goes first. If they are still tied, both act at the same time.

Movement

In Instant Fuzion, everything is measured in an arbitrary distance called a **MOVE** (notice your character has a MOVE characteristic?). A MOVE is roughly equal to two meters or two yards (we use both interchangeably here), and can be easily measured as the height of an "average"

Modifiers

Sometimes, a very easy task can be made a lot harder by external factors. We reflect this by using the idea of modifiers. Modifiers are numbers that are subtracted from a character's Action Total. *Example:* Let's say Karma has an Action Total of 16 (Characteristic of 6+ Skill of 6+ a die roll of 4). We now apply a modifier of -4. The result means that Karma's Action Total is now reduced to 12 (16-4).

In Instant Fuzion, we simplify the process by using only five simple, generic modifiers (instead of the dozens of specific ones that would be used in the full Fuzion system. They are:

EFFECT ON DOING TASK	Mod
Makes it much easier.....	+4
Makes it a bit easier.....	+2
Makes it a little bit harder.....	-2
Makes it a lot harder.....	-4
Makes it almost impossible.....	-6

Here's an example. Say you're trying to catch a baseball bare-handed. Having a large net would make the task much easier. Having a regular catcher's mitt would make the task a bit easier. Catching the ball in a strong wind would make the task a bit harder. Catching the ball during a thunderstorm with high winds would make the task a lot harder. Catching the ball in a full out hurricane, with slashing rain, howling winds and flying debris would make the task almost impossible.

Got the idea? Using Modifiers is always up to the GM of the game. It's an optional thing, but it does add a lot of roleplaying feel to performing tasks and may well be worth the small amount of extra math.

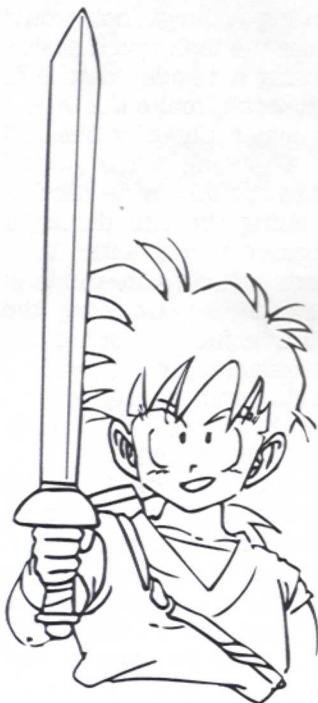


Why MOVE?

One Move is basically equal to two yards or meters. But what's up with that?

The idea of MOVE corresponds pretty well with the statistically generic six foot character. MOVE also allows you to use almost any size of figure in play—the actual figure becomes a useful “yardstick” to measure distances. And if the figure is shorter than normal, he runs a smaller distance, corresponding to his smaller stride!

Army men, action figures, even fashion dolls—*anything* can work with this simple scale system (see our special section [pg. 138] on using Dragon Ball Z action figures in combat for more possibilities.)



human male (6 feet). One useful side effect of this system is that if you are using any kind of figure or counter in your game, you can easily use that figure to measure distances: the height of the figure is automatically equal to one MOVE.

Actions

Each hero can do one thing (called an **Action**) when their turn comes in a Phase. The Actions a hero or bad guy may take are listed below.

- Attack:** Use any type of attack (including Powers).
- Block:** Stop any one hand-to-hand attack. The Difficulty is the attacker's Combat + (Fighting or Weapon) Skill + 10.
- Dodge:** Add +3 to your Evasion Skills for this Phase against all attacks; you may not attack this Phase.
- Get Up:** Stand up if you have been knocked down or thrown. You may take one other Action, too (except Run or Sprint).
- Grab:** You can grab a person or object; your Action Total is -2, and your Evasion Skill is -3 this Phase.
- Other Action:** Any other single action the GM lets you do.
- Move:** Move up to half your Move stat, plus take one other Action (except Run or Sprint).
- Run:** Move up to your full Move stat.
- Sprint:** Move up to twice your Move stat; your Combat Characteristics are at 1/2 normal and your Evasion Skill at 0.
- Throw:** Throw a person or object (-4 to Action Total if not made for throwing).
- Power Up:** Gather Power or use a non-attack Power.

Fighting (Attacks)

When your Dragon Ball Z hero tries to hit something, or something tries to hit your hero, that's an **attack**. Since a large part of Dragon Ball Z adventuring revolves around making or avoiding attacks, we'll look at the process in depth.

Types of Attacks

There are several ways in which you can attack someone. The first is a **physical attack** made with fists, feet, tails or other parts of the body, or a weapon that uses the force of your body for power (this is also called a **melee** attack).

The other type of attack is used whenever you **shoot** or **throw something**; guns, bows and arrows, spears, even energy beams. These are all called **ranged** attacks.



Conditions for an Attack

Before you make an attack, there are two conditions you'll have to meet first:

Are You Clear?

No matter what the weapon or attack, you need to have an unobstructed path to attack it. If something's in the way, you can't attack it no matter how close it might be.

Are You Close Enough? (Range)

If it's too far away, you just won't be able to attack it. As a rule, **physical attacks can hit any target within arms' reach**; (about half a body's height or half of a MOVE; this is often called **Melee** range). **Ranged Weapon** attacks will always have a range listed with their individual descriptions.

Making the Attack

Making an attack is just like tackling any other **opposed action** (pg.66), combining a Characteristic, a Skill and a die roll (your **Action Total**) to beat the other guy's AT. The Characteristic will almost always be your Combat. The Skill you use depends on what the hero attacks with. If punching or kicking, use your Fighting Skill; if using a weapon, use your Weapon Skill; if using a Power, use your Power Skill.

ATTACKER'S ACTION TOTAL
Characteristic+Skill+3 (6 sided) dice

VS

DEFENDER'S ACTION TOTAL

Characteristic+Skill+3 (6 sided) dice

If you equal or exceed your opponent's Action Total, you succeed!
If you roll all 1's, you automatically fail!

Damage

Damage is what you get when a character successfully makes an attack. **The damage is subtracted from the target's pool of Hits** (even objects have Hit values). When a hero is hit by an attack, they can also take their **Defense** away from the number of Hits done by the Attack. Any Hits left over are taken away from the hero's Hits. **When the hero has no more Hits, the hero is knocked out or dead (the GM decides).**

Doing Damage

How much damage an attack does is always determined by rolling and adding the total of a group of 6-sided dice. **If your hero is using strength (Physical) to attack, then roll a number of dice equal to their Physical+Fighting Skill.** The total of the dice is the amount of Hits done to the target (**using a weapon** in a Physical attack **also adds the dice** for the weapon as well). **If using a ranged weapon** (see sidebar, pg. 70), **roll the number of dice damage specified by the attack.**

What you can Attack through

Trees • Brush
Smoke • Tents • Glass
Snow

What you (usually) can't Attack through

Concrete • Brick • Metal
Ice • Earth • Another
Fighter

Big Damage. Big. Big. Damage.

As this game progresses, you will encounter huge numbers of six-sided dice being thrown around. Right now, you're probably only going to be dealing with around 20 or so dice on average, but you may want to check out page 91 for some ways we handle this problem when those 5,000 dice energy attacks start coming up.

► Here's an example of damage in action. My Physical is 10 and my Fighting Skill (unmodified by my Combat) is 12. I would therefore throw 22 dice with each mighty punch ($10+12=22$).

Typical Ranged & Physical Weapon Damages

Face it; in Dragon Ball Z, pulling out a measly gun usually doesn't cut it (although Yajirobe's katana does do a nasty job on Vegeta's tail, we generally assume it was a combination of skill and power as well as sharpness).

But since you asked:

PHYSICALLY POWERED (ADD DICE TO FIGHTING/PHYSICAL TOTALS)		DICE
Club	1
Tonfa	2
Nunchucks	2
Knife	1
Sword*	6
Halberd	7

*Yajirobe's supersharp blade does 15 extra dice

RANGED WEAPONS	RANGE IN MOVE	DICE
Bow & Arrow	70	4
Spear	50	3
Gun	25	2
Big Gun	25	3
Really Big Gun	25	5
Huge Gun/rifle	350	10
Cannon	200	17

As you can see, using a gun on a Dragon Ball Z character is an exercise in futility...

Knocked down?

The bad news is, if you get "knocked down" while flying, you fall all the way to the ground. If you were flying, say, at 3,000 feet, this could deliver a whopping amount of damage. About 10 dice to be exact—the table stops at 30+ Move since we consider that to be the point of terminal velocity. Of course, Dragon Ball Z characters are always falling out of the sky and eventually crawling out of the man-shaped craters they leave...

Knockback

Finally, when you get hit, you will also have a chance of getting **knocked back**. To see if you get knocked back, subtract the Number of **Attack Dice** from the **Target Physical Characteristic + 1 die**. The result is the MOVE distance of Knockback done (you're **knocked down** if the Move exceeds your Physical Characteristic). Knockback takes effect whether or not you actually take any damage; the only exception is a **Deflection** or other forcefield defense, which keeps the attack from actually reaching the target. *Example: Sama is hit with a 24 dice attack. Although he is unharmed, with a Physical of 20, he still has a chance of taking knockback. He rolls a 2 for a total of 22. The result is that he is knocked back 2 MOVE.*

Which naturally leads to:

Collisions Ramming, smashing, Falling

Knockback often results in a collision. In any collision, both you and the thing you hit will take 1 Die damage for every 3 MOVE travelled. If the value is less than an even 3, use the next highest value.

You Hit										
MOVE	3	6	9	12	15	18	21	24	27	30+
DICE	1	2	3	4	5	6	7	8	9	10

Example: Sama is knocked back 7 MOVE into a wall. Since that's not quite 9 MOVE, he (and the wall) only take 2 dice of damage.

Other Kinds of Damage Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

These are effects of the environment that harm you through accumulation. The GM rates how severe the effect of the damage is, and sets damage accordingly.

Severity	Mild	Intense	Deadly
Dice per phase	1-4	5-10	11-20
Effect	Painful, dangerous over some time	Intense pain/can kill over a few Phases	Can kill almost instantly

Example: Karma is hit by a severe electrical shock. Since this could kill him in moments (a phase or two), the GM rules he will take Intense [6 dice] damage.

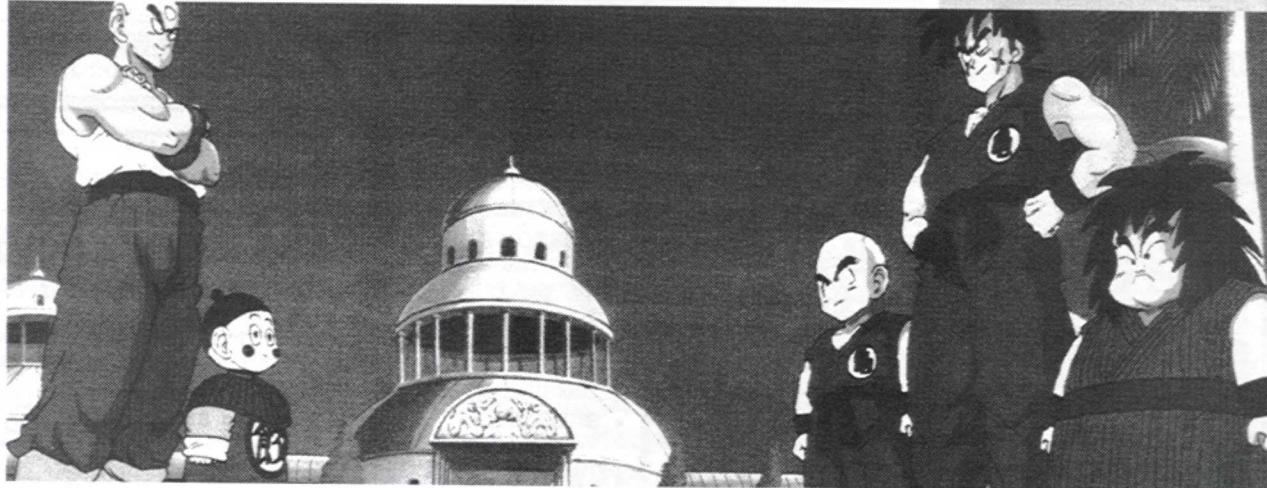
Recovering

Generally, each Round in which you are resting or being healed, you will get back as many Hits as your Physical Characteristic. *Example: Karma has a Physical of 5. he gets back 5 hits every round. However, if the GM has determined that the damage you have taken is especially deadly (you were stabbed, shot, etc.), your recovery rate may be in hours or even days instead of rounds.*



Now you have the basics of fighting and doing other things! Now it's time to test out your skills—in a tournament at Kami's Lookout!

The Great Tournament At Kami's Lookout



Every year, the greatest warriors of the Dragon Ball Z universe convene to see just who is the best fighter of all. Normally, this gathering is called the *Tenkaichi Budokai*, and is held at a special arena in the Dragon Ball Z world.

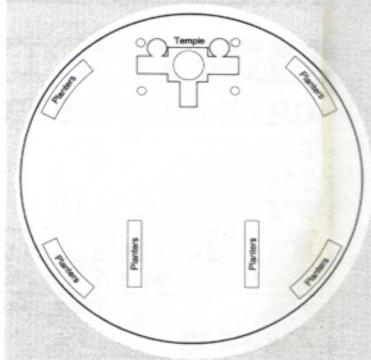
But this year, the Great Kami, who watches over Earth, has made a special announcement; those fighters who show the most promise will be taken under his tutelage for special training! These lucky few will be able to learn the secret techniques that have, up to this time, only been mastered by the legendary Goku and his fighting team. At his request, this year's Tournament will be held at Kami's Lookout, the arena where the greatest defenders of the Earth study and train!

We're going to give you a front row seat for the action, by providing you with your own choice of three warriors to join in the battle. Note that besides the normal Characteristics and Skills you learned about on the previous pages, these ready-to-go fighters come complete with information on their species, personality, history, schticks and Special Fighting Techniques (for now, read the first sections

Your first Dragon Ball Z Adventure

The easiest adventure for a novice GM to start with is a fight. Lucky for you, Dragon Ball Z is loaded with fights. As the GM, your job is pretty simple; get the players together in one place, describe the setting, and then tell them they have to fight each other till the last guy is standing. Easy, neh?

▲ **THE BOYS ARE BACK IN TOWN:** the Dragon Ball Z Defenders at Kami's Lookout. Just so you know what the scene looks like!



▲ **THE LOOKOUT:** You won't need much more of a map to work from; it's basically a big circle.

KARMA SEN

CHARACTERISTICS & POWER

P. LEVEL	530	PWR UP	220
MENTAL.....	10	COMBAT ..	10
PHYSICAL....	12	MOVEMENT.	8

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	10	=21
Evasion	10	+[Combat]	10	=20
Weapon	4	+[Combat]	10	=14
Power	10	+[Combat]	10	=20
Body	8	+[Physical]	8	=18
Mind	7	+[Mental]	6	=13
DEFENSE ..	60	HITS ..	120	
Subtract from Damage first.				
Take Damage from here				

BACKGROUND

- **SPECIES:** Human (looks like a humanoid wolf).
- **PERSONALITY:** Stable and Serious, Sen values Honor and his mentor Shang Tu. He is neutral about most people, preferring to watch and wait.
- **HISTORY:** Mentored by Master Shang Tu, Karma Sen became a classic wandering monk, who rights wrongs and seeks enlightenment.
- **SCHTICKS:** Only eats rice, and wears a huge conical rice straw hat that always hides his eyes.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
KARMA THUNDER BLAST	4
HOWLING WIND PUNCH	5
KARMIC DESTINY SLASH	2
SHADOW SHIFTING SWEEP	2
KARMA'S TIGER STRIKE	2

PRINCESS JADE

CHARACTERISTICS & POWER

P. LEVEL	450	PWR UP	180
MENTAL.....	8	COMBAT ..	14
PHYSICAL....	10	MOVEMENT.	8

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	14	=25
Evasion	9	+[Combat]	14	=23
Weapon	4	+[Combat]	14	=18
Power	12	+[Combat]	14	=26
Body	7	+[Physical]	10	=17
Mind	7	+[Mental]	8	=15
DEFENSE ..	50	HITS ..	100	
Subtract from Damage first.				
Take Damage from here				

BACKGROUND

- **SPECIES:** Human (looks like a pretty green girl).
- **PERSONALITY:** Silly and fluff headed, Jade is only interested in having a good time. She values her pet rabbit, Fluff most of all, and thinks of most other people as tools to serve her will.
- **HISTORY:** Jade is a member of a battle team called the Fighting Princesses. But her self centeredness recently got her thrown out.
- **SCHTICKS:** Vain, bossy, argues all the time.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
JADE LADY HAMMER FIST	4
GREEN FLASH	3
JADE SNAKE VIPER STRIKE	5
EMERALD WHIRLWIND KICKS	4
FOREST SHADOW STRIKE	2

KIRIN

CHARACTERISTICS & POWER

P. LEVEL	630	PWR UP	190
MENTAL.....	4	COMBAT ..	13
PHYSICAL....	15	MOVEMENT.	8

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	14	+[Combat]	13	=27
Evasion	5	+[Combat]	13	=18
Weapon	4	+[Combat]	13	=17
Power	11	+[Combat]	13	=24
Body	10	+[Physical]	15	=25
Mind	6	+[Mental]	4	=10
DEFENSE ..	75	HITS ..	150	
Subtract from Damage first.				
Take Damage from here				

BACKGROUND

- **SPECIES:** Half-Saiyan.
- **PERSONALITY:** Moody & rash, Kirin values Power over all. The only person he cares about is Prince Vegeta, who he sees as a hero. He views others as mere obstacles to his path to glory.
- **HISTORY:** Self trained in the wilderness of a distant land, he believes himself to be the unclaimed son of Prince Vegeta.
- **SCHTICKS:** Always talks about Saiyan Superiority. Wears a cast off set of Saiyan body armor.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
DEATH QUAKE KICK	4
KAMI SEN SIN STRIKE	5
DEMON ENERGY FIST	2
PRINCE KING'S MULTI KICK	2
KARMA'S TIGER STRIKE	2

SKA-GOH

CHARACTERISTICS & POWER

P. LEVEL	610	PWR UP	220
MENTAL	12	COMBAT	12
PHYSICAL	10	MOVEMENT	6

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	12	=23
Evasion	10	+[Combat]	12	=22
Weapon	0	+[Combat]	12	=12
Power	14	+[Combat]	12	=26
Body	8	+[Physical]	10	=18
Mind	7	+[Mental]	12	=19
DEFENSE	.50	HITS	... 100	

Subtract from Damage first.

Take Damage from here

BACKGROUND

- **SPECIES:** Nameccian.
- **PERSONALITY:** Intellectual and detached, Ska Goh is interested in observing humanity. He isn't sure he likes humans, but he's positive that he's amused by them...
- **HISTORY:** Mentored by Master Sehaar on Namek, he has journeyed to Earth to aid his distant clan relatives.
- **SCHTICKS:** Will not kill, no matter what the price. Loves spinach and will pig out on it whenever it's offered.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
SPINNING DERVISH FINGER PUNCH	6
MULTI-SPIRAL HAND BOLT	5
NAMEK ANNAIL-HILLATOR	4
SPLIT ATTACK WHIRLWIND	3

and ignore the Techniques; you'll learn how to use those later on in the book). So start reading with the script below:

The Arena is a roughly circular space about 1000 feet across, tiled in smooth white tiles. At one side is a tall palace with three covered wings extending from center and each side. Trees in planters line the north, south, east and west edges. and two lines of planted palms point towards the palace. There is a crowd of fighters standing in a line before the building; a mix of martial artists with strange clothes, bizarre weapons, and outlandish appearances.

Kami steps forward to speak: "Thank you all for attending this year's Tournament. Each of you have proven yourselves in both training and in battle, and I know that today you will give your all to achieve victory." He smiles.

"But this Tournament is unique in that all of you will have the chance to battle the best fighters your world can offer!"

"Behold! First among you is **Karma Sen**, pupil of the Great Master Shang Tu of the Elemental School! His humble monk's habit hides his fierce and dangerous power, as the dark clouds hide lightning! His allies are the storm and the wind!"

"From the Land of the Red Ribbon, I welcome **Princess Jade**, of the elite Fighting Princesses. She is truly as beautiful as her namesake; yet like the gemstone, she has been fashioned into a deadly dagger of combat!"

"Next, extend greetings to the mighty half-Saiyan warrior **Kirin**. Like the mythic beast, he is swift and terrible in his rage! Yet only destiny will tell if he can become the legendary Goku's equal!"

"Lastly, I greet **Master Ska-Goh** of Namek. Skilled among his world's fighters, he is here to test his mettle today!"

"But enough has been said!" Kami raises his hand sharply and shouts: "It is time to act! LET THE BUDOKAI BEGIN!"

For the GM

By now, you should have sorted out who will be the GM of this little adventure. Relax; it isn't going to be too hard; all you really have to do is referee a big fight (the easiest part of any adventure game).

There are two parts to this scenario; the **big gathering** and the **big fight**. In the **big gathering**, all you have to do is introduce the players to the scene; what things look like, and what the other principals (called non-player characters) will be saying. Then let your players each make a little bragging speech about themselves.

Then comes the **fight**. If you are using action figures, any circular area will do; you'll be moving so fast that you won't need exact distances. Have everyone choose positions in the arena (from lowest Mental first to highest Mental last). Then ask them what they want to do, starting with Ska-Goh (Mental 12). (Use our sample game on pg. 62 as a play example.)

In short, it's an old fashioned donnybrook, and the winner will be the last fighter standing!



74

▲ GOKU AND PICCOLO
GET READY TO RUMBLE.

Advanced Training: Building your own Dragon Ball Z Fighter

The battle at Kami's Lookout gave you a chance to learn the basics of fighting. Now, you have been summoned again to Kami's Lookout for the next level: *Advanced Training*.

In Advanced Training, you will learn how to create your own Dragon Ball Z hero (or villain). We're going to walk you through the process step by step; it's so easy, even a Saibaman could do it! Ready? Set? GO!

Background

This is the *most* important part of starting a new Dragon Ball Z character. If you play a hero that's just a collection of numbers, they may be

just fine. But to play a really great character—a truly heroic Dragon Ball Z fighter, you're going to need something more important; an exciting **background**. That means knowing what **race** you are, your **personality**, your **fighting background**, and what **schticks** make you stand out from the rest of the pack.

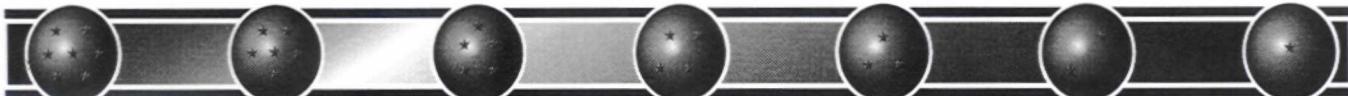
I) What's Your Species?

What *kind* of hero are you? In the first part of the Dragon Ball Saga, there are only three races known to humanity (and therefore, to you, the player). These are **Humans**, **Nameccians** and **Saiyans**.

Humans: These are people like you and I. (Well, almost, that is. Remember that this is Akira Toriyama's Earth, where people can look like people, pigs, wolves, or any other roughly humanoid "animal-person" you want. No wonder no one noticed Piccolo's green skin and bug antennae!).

As long as you've got two arms, two legs and a head, you can look pretty much like any kind of animal human or human you want; you just won't get any advantages for it.

Nameccians: Humanoid, green-skinned lizard guys (although a bit of research suggests that they may be closer to snails and slugs than reptiles). Nameccians seem to be



very much like humans, with one added ability: they can almost instantly regenerate lost limbs. They come from another planet, but this is a fact that very few Nameks even know. Nameccians are very rare on Earth at this point in the Dragon Ball Z Saga; to become one, you'll need to roll a 3 or less on a two six-sided dice.

Saiyans: The powerhouses of the Dragon Ball Z world (so far). Closely resembling humans (they can even interbreed, as Gohan's birth proves) Saiyans are distinguished by their long, black, spiky hair and a love of combat. They are much like humans in size and shape, but have amazing endurance and strength. They also change uncontrollably into a giant were-ape at the sight of the full moon. To become a Saiyan, you must roll a 2 or less on two six sided dice.

2) What Are You Like?

This is the next step to creating an interesting hero. Take a look at the four lists below. From each, pick one thing that fits the character you are creating:

Your Personality is	Your Most Important Value is	Your Most Valued Person is
Shy & Secretive	Money	A Parent
Rebellious, antisocial	Honor	Brother or Sister
Arrogant, proud & Aloof	Your Word	Lover
Moody, Rash & Headstrong	Honesty	Friend
Picky, Fussy & Nervous	Knowledge	Yourself
Stable & Serious	Power	A Pet
Silly & Fluff Headed	Vengeance	Teacher or Mentor
Sneaky & Deceptive	Love	Son or Daughter
Intellectual & Detached	Having a Good Time	A Personal Hero
Friendly & Outgoing	Friendship	No One

How You Feel about Others

- I'm neutral about people
- I like almost everyone
- People are tools. Use them for your own goals and throw them away when done.
- Every person is a valuable individual
- People are obstacles to be destroyed if they cross me
- People are untrustworthy. Don't depend on anyone
- Wipe them all out and give the place to the cockroaches

Example: Goku's personality is Friendly and Outgoing. His most important value is Friendship, and his most valued person is his son Gohan. By contrast, Bulma is silly and fluffheaded, wants a boyfriend more than anything else (Love) and tends to think of herself first (Yourself).

Maybe the way you want your hero to be isn't on one of these lists. No worries; ask your GM to let you come up with new ideas. Are you rash and headstrong? Love food more than anything? Think Saiyans rule? It's up to you.

Namek Insta-Healing

Nameks can almost instantly recover lost limbs (arms, legs) by expending 100 points of Energy. That's how Piccolo gets his arm back after Raditz slices it off—it just about explodes out of the stump of the old one!

Don't Underestimate the Little Guy, Part I

Although the Saiyans we've seen have generally been hulking brutes; there's no evidence that the typical Saiyan is all that tough. Look at Vegeta; prince of the Saiyans, the toughest of all of them, and as small as Krillin!

Mommy, Is Daddy Really a Homicidal Space Alien?

Saiyans can even interbreed with humans—where do you think Gohan came from? Your GM may be more willing to let you play a half-breed than a full blooded Saiyan; if only to exploit the possibilities of your conflicted allegiances.

3) How Did You Become a Warrior?

This is the next step. But first of all, a word of advice. With only a few notable exceptions (Bulma, Master Roshi's cousin Baba, Puar the cat), all of the major characters in the Dragon Ball Z universe are fighters of some sort or another. You're probably not going to be an exception; after all, this is a game about being the greatest warriors in the universe, not the greatest cost accountants.

So where did *your hero* learn to become a warrior? Did you start out practicing by yourself on some lonely mountaintop? Did a wizened, very powerful ancient master initiate you into the combat arts? Here are a few classic examples:

Self Taught: You were a natural fighter, whose prowess was developed by many battles, some of which you just barely survived. But anything that doesn't kill you makes you stronger, and so it is that you have become a fearsome warrior in your own right.

Mentored: From earliest childhood, you were raised by a fighting mentor; someone who trained you in the martial arts. They treated you like you were their own child; but it wasn't necessarily an easy upbringing—they may have even clobbered you occasionally to make a point. But you have a strong sense of loyalty to them, because you know they cared about you.

Battle Team: You began your training as part of a team of warriors, brought together for some kind of special purpose. Perhaps you are the defenders of a special place or group. Maybe you work together against an evil force or powerful adversary. No matter what the reason, you are part of a team and gained all your skills from working with your partners.

*Example: Although he is a naturally gifted fighter, Goku was trained by his adoptive grandfather, Son Gohan from the day he was found. Therefore, Goku was **mentored**.*

Think about it a while, then decide when and where *your character* decided to walk the warrior's path.

4) What Are Your Schticks?

This is a last little bit to give your character extra zip. A **schtick** is a special habit or personal affectation that has little or no actual effect on skills or combat abilities, but helps give you a simple "hook" onto which you can hang a personality on. Examples might be always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by



the GM and should **never** have an important combat or skill application—always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.

Example: Goku's schtick is that he is always hungry, no matter how much he eats. Bulma's schticks are that she's boy-crazy and has a terrible temper. Vegeta's schtick is that he's always extremely polite and well-spoken even when he's destroying your planet. (After all, he is a prince!)

5) What's In A Name?

Now that you know a bit about your Dragon Ball Z hero and where he or she comes from, it's time to give that character a **name**. And we don't mean Joe.

Names in the Dragon Ball Z universe tend to have their own...ahem...strange logic, born out of the wit of Dragon Ball Z creator and master punster Akira Toriyama. For example, since the name *Saiya* is an anagram of the Japanese word for vegetable (*yasa*), it stands to reason that all Saiyans have names that are in some way related to types of vegetables: Raditz (radish), Nappa (a kind of cabbage), Broli (broccoli), Bardock (burdock) and, of course, Prince Vegeta of the planet Vegeta, where all Saiyans originally came from. Even Gohan gets into the act—his *original* name was Kakarot (carrot)! This punning pattern extends to many other characters as well—for example, “Bulma” is a mispronunciation of “bloomers”, a kind of old fashioned women’s underwear, which makes sense when you realize her father is Dr. Briefs and her future children will be named Trunks and Bra!

As the Dragon Ball Z Saga progresses, we'll be encountering a lot more examples of Toriyama's love of wordplay, but for now, here are a few ideas for naming your character:

- **Create your name based on their relationship with already existing Dragon Ball Z heroes.** For example, if you're a Saiyan, you might want to check out names like Pinache (spinach), Letticia (lettuce) or Rubara (rubarb).

- **Name all the characters in your group around a theme** (for example, Piccolo and all of his henchmen are named after musical instruments. Names like Komet, Dashira, Donnaria and Blitzer might make a lot of sense—if your theme is Santa's reindeer).

- **Choose a name with a Japanese or Chinese feel.** This is the convention we've used, naming many of our example characters in these rules after Asian mythological animals or ideas (Karma, Kirin).

KARMA SEN

BACKGROUND

- **SPECIES:** Human (looks like a humanoid wolf)
- **PERSONALITY:** Stable and Serious, Sen values Honor and his mentor Shang Tu. He is neutral about most people, preferring to watch and wait.
- **HISTORY:** Mentored by Master Shang Tu, Karma Sen became a classic wandering monk, who rights wrongs and seeks enlightenment
- **SCHTICKS:** Only eats rice, and wears a huge conical rice straw hat that always hides his eyes.

► We didn't make this up. Honest.

Not Your Typical Superhero

Fuzion™ has its own Universal Character Scale, in which an average guy has his best Characteristics around 1-4, a well trained guy around 5-6, an Olympian around 7-9 and an average superhero around 10-12.

Dragon Ball Z Characters usually start around 10-11.

Fast Character Point Shifting

Hint: 40 points gives you an average of 10 points per Characteristic. One way to do the math real fast is give yourself 10 points in each Characteristic, then take points from the stuff you don't care about and put them in your more important Characteristic(s).



- Go the Pro wrestler route. Real ring wrasslers love to create catchy names; go ahead and borrow one, making a few changes as you go. For example, Eternal Warrior, Graveyard Dog or Hulkamon are all great names for characters.

Now that you have a species, personality, background, schticks and a name, it's time to get down to the numbers part of the game: **Characteristics, Skills and Special Fighting Techniques.**

Step 1) Get some Characteristics

Characteristics are values that show how good your hero is in action. They are measured from 1 (a weak, sub-normal human) to almost infinity (although a fit, non-augmented human usually has values ranging around 5 to 7). You'll start with **4 Basic Characteristics:**

- Physical:** How strong and healthy your hero is.
Mental: How smart and strong-willed your hero is.
Combat: How well your hero fights.
Move: How far your hero moves each phase.

As a starting Dragon Ball Z Player, you have 40 points to distribute between your 4 Characteristics. You must put at least 1 point in each.

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

- Defense:** How tough your hero is. Defense is subtracted from any damage done to your hero. **Your Defense is determined by multiplying your Physical Characteristic by 5**
Hits: How hard your hero is to kill or knock out. **Your Hits are determined by multiplying your Physical Characteristic by 10.**

Step 2) Get some Skills

Skills are things your hero can learn how to do. Each skill has a number that shows you how well your hero knows that skill. Each skill is also paired with a Characteristic to figure out if you succeed at a task; the Characteristic usually used is listed with the skill (although your GM may decide to use a different stat). **There are six skills in Instant Fuzion:**

Body Skills:

Anything to do with physical stuff (Physical).

Mind Skills:

Anything to do with using your mind, will, or charm (Mental).

Evasion Skills:

How good you are at not getting hit in combat (Combat).

Fighting Skills:

How good you are at hitting things with your body (Combat). In Dragon Ball Z, these are also known as Fighting Techniques.

Weapon Skills:

How good you are at hitting things with a weapon (Combat).

Power Skills:

How good you are at using any special powers (Physical or Mental). In Dragon Ball Z, these are also known as Energy Attacks

As a starting Dragon Ball Z Player, you have 50 points to distribute among your Skills. Not every Skill must have points.

Step 3) Get some Special Fighting Techniques

This is the last step in creating your own Dragon Ball Z hero. **Special Fighting Techniques** represent a character's trademark flurry of punches, sweeps, kicks and other physical attacks, all delivered at blinding speeds. Another nickname for these is *janken*—Japanese for an ancient "rock, paper, scissors" game—the idea is that each attack had better have a proper counter for it, or someone's going to get clobbered).

In previous pages, we simply had characters use their Combat Characteristic+ Fighting Skill+ 3 dice against a similar roll by their opponent. Damage was determined by rolling a number of dice equal to the Attacker's Physical Characteristic, with the total of the dice as the amount of Hits done to the target. This is a great system if you just want to see who hits who and how hard.

But with Special Fighting Techniques, you'll now have the option of making up actual fighting moves. And you can do all this in just four easy steps:

What About New Skills?

Can't find it? With your GM's agreement, you can always invent new skills. All you need is a related Characteristic. (Example: Bulma has Gadgeteer as a Skill—its related Characteristic is Mental.)

KARMA SEN

CHARACTERISTICS & POWER

P. LEVEL	530	PWR UP . . .	220
MENTAL	10	COMBAT . . .	10
PHYSICAL	12	MOVEMENT . . .	8

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+ [Combat]	10	= 21
Evasion	10	+ [Combat]	10	= 20
Weapon	4	+ [Combat]	10	= 14
Power	10	+ [Combat]	10	= 20
Body	8	+ [Physical]	8	= 18
Mind	7	+ [Mental]	6	= 13

DEFENSE .. 60
Subtract from Damage first.

HITS . . . 120
Take Damage from here

▲ KARMA SEN'S CHARACTER SHEET.

A little Dragon Ball Z Reality Check

Yes, we know 25 dice worth of damage seems extreme—an average human would do only 4 dice by comparison. But these guys normally do stuff like vape cars with a single blow.

1) Describe your new 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). It could describe how your hero sweeps the legs out from under his opponent, grabs him in midair, spins him around overhead, and finally hurls him to the ground.

2) Determine its Damage: Next, determine how much damage your Special Fighting Technique does. Just like a regular melee attack, starting damage of a Special Technique will always be a number of six sided dice equal to your Physical Characteristic+ Fighting Skill. But using a Special Fighting Technique allows you to add more damage on top of that. *Example: My Physical is 10 and my Fighting is 11, which means that normally my damage in a physical attack will be 21. But I decide to create a Special Fighting Technique that adds four dice to my base damage. The technique will now cause 25 (21+4) dice worth of damage.*

3) Determine the Technique's Skill cost. The trade off of a Special Technique is that since it does so much more than a regular punch or kick, it's harder to do. Therefore, 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. This is the fun part. Some heroes like to name their Special Fighting Technique after themselves (*Karma's Devastating Blow*) Others prefer names with a mythic or naturalistic flavor (*Seven Lightnings Smash*). Other naming styles might involve using animal names (*Tiger's Claw Sweep*), rare or powerful elements (*Gold and Jade Hammer Fist*), or descriptions of the technique itself (*Backfist Hammer Strike*).

Whatever name you choose, make sure it fits your hero's personal style, and that whatever other Techniques you develop carry on the same feel. After all, if you're playing Dragon Yu, you wouldn't want to name your Special Technique "Fuzzy Pink Kitten Scratch" would you?

KARMA SEN'S BACKGROUND & TECHNIQUES ▼

KARMA SEN

BACKGROUND

- SPECIES:** Human (looks like a humanoid wolf)
- PERSONALITY:** Stable and Serious, Sen values Honor and his mentor Shang Tu. He is neutral about most people, preferring to watch and wait.
- HISTORY:** Mentored by Master Shang Tu, Karma Sen became a classic wandering monk, who rights wrongs and seeks enlightenment
- SCHTICKS:** Only eats rice, and wears a huge conical rice straw hat that always hides his eyes.

SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
KARMA THUNDER BLAST	4
HOWLING WIND PUNCH	5
KARMIC DESTINY SLASH	2
SHADOW SHIFTING SWEEP	2
KARMA'S TIGER STRIKE	2

Here's an Example of building a Special Fighting Technique: Karma Sen has created a devastating attack that him to lash out in midair with a flurry of blind-



ing kicks, literally walking right up his opponent's body to end in a devastating final spinning head kick. He decides the technique will add four additional dice to his basic ten (the same as his Physical Characteristic). Karma's normal Fighting Skill is 10, but since the Technique adds four dice to his damage, Karma Sen loses four points from his Fighting Skill (because the kick is so much harder to do); this is the Technique's Skill Cost. Finally, he names the Technique the Karma Thunder Blast, combining both his name and an element to give it a style appropriate for a character who sees himself as a force of nature.

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.

KARMA SEN

CHARACTERISTICS & POWER

P. LEVEL	530	PWR UP . . .	220
MENTAL	10	COMBAT . .	10
PHYSICAL....	12	MOVEMENT .	8

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	10	=21
Evasion	10	+[Combat]	10	=20
Weapon	4	+[Combat]	10	=14
Power	10	+[Combat]	10	=20
Body	8	+[Physical]	8	=18
Mind	7	+[Mental]	6	=13
DEFENSE ..	60	HITS . . .	120	

Subtract from Damage first.

BACKGROUND

- **SPECIES:** Human (looks like a humanoid wolf)
- **PERSONALITY:** Stable and Serious, Sen values Honor and his mentor Shang Tu. He is neutral about most people, preferring to watch and wait.
- **HISTORY:** Mentored by Master Shang Tu, Karma Sen became a classic wandering monk, who rights wrongs and seeks enlightenment
- **SKILLS:** Only eats rice, and wears a huge conical rice straw hat that always hides his eyes.

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME	EXTRA DICE
KARMA THUNDER BLAST	4
HOWLING WIND PUNCH	5
KARMIC DESTINY SLASH	2
SHADOW SHIFTING SWEEP	2
KARMA'S TIGER STRIKE	2

Now that you're done, it's time to head on back to Kami's Lookout with your new Dragon Ball Z hero (or villain?!?) for a rematch!

▲ KARMA SEN'S CHARACTER SHEET, COMPLETED.



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NAME

Roll 2 Dice: 1st=100's, 2nd=10's				
P. LVL	(PHYS+MEN) x10 PWR UP			
CHARACTERISTICS [40pts]				
MENTAL	COMBAT			
PHYSICAL	MOVE			
SKILLS: [50pts] 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]	=		
5x PHYSICAL DEFENSE	10x PHYSICAL HITS	Take Damage from here		
Subtract from Damage first.				

BACKGROUND

- SPECIES: _____
- PERSONALITY: _____
- HISTORY: _____
- SCHTICKS: _____

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME & DESCRIPTION	EXTRA DICE
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NAME

Roll 2 Dice: 1st=100's, 2nd=10's				
P. LVL	(PHYS+MEN) x10 PWR UP			
CHARACTERISTICS [40pts]				
MENTAL	COMBAT			
PHYSICAL	MOVE			
SKILLS: [50pts] 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]	=		
5x PHYSICAL DEFENSE	10x PHYSICAL HITS	Take Damage from here		
Subtract from Damage first.				

BACKGROUND

- SPECIES: _____
- PERSONALITY: _____
- HISTORY: _____
- SCHTICKS: _____

POWERS & SPECIAL FIGHTING TECHNIQUES

NAME & DESCRIPTION	EXTRA DICE
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NAME

Roll 2 Dice: 1st=100's, 2nd=10's				
P. LVL	(PHYS+MEN) x10 PWR UP			
CHARACTERISTICS [40pts]				
MENTAL	COMBAT			
PHYSICAL	MOVE			
SKILLS: [50pts] 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]	=		
5x PHYSICAL DEFENSE	10x PHYSICAL HITS	Take Damage from here		
Subtract from Damage first.				

BACKGROUND

- SPECIES: _____
- PERSONALITY: _____
- HISTORY: _____
- SCHTICKS: _____

POWERS & SPECIAL FIGHTING TECHNIQUES

<u>NAME & DESCRIPTION</u>	<u>EXTRA DICE</u>
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NAME

Roll 2 Dice: 1st=100's, 2nd=10's				
P. LVL	(PHYS+MEN) x10 PWR UP			
CHARACTERISTICS [40pts]				
MENTAL	COMBAT			
PHYSICAL	MOVE			
SKILLS: [50pts] 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]	=		
5x PHYSICAL DEFENSE	10x PHYSICAL HITS	Take Damage from here		
Subtract from Damage first.				

BACKGROUND

- SPECIES: _____
- PERSONALITY: _____
- HISTORY: _____
- SCHTICKS: _____

POWERS & SPECIAL FIGHTING TECHNIQUES

<u>NAME & DESCRIPTION</u>	<u>EXTRA DICE</u>
<hr/> <hr/> <hr/> <hr/> <hr/>	



▲ TIEN GETS MEDIEVAL
ON THE SAIBAMEN.

Special Training: Powers

Congratulations! You have fought bravely in the Great Tournament, and have shown promise. On the strength of your skills, Kami has selected you to receive Special Training. Now you will be allowed to study and master the one thing that makes a Dragon Ball Z fighter unique among all warriors, no matter what time, world or dimension—

Powers.

A Power is a specialized form of martial arts that is more than just hitting, kicking or using a weapon. Powers combine training, stamina, willpower and a mysterious mental force known as **ki** energy (just called **energy** in Dragon Ball Z). A pivotal part of the ancient martial arts of China, Ki energy is kind of like the "Force" in *Star Wars*™; it is part of all living things and is generated by their existence. It can be used by those trained in certain skills, and can even be given or granted to them by others.

In the world of Dragon Ball Z, Energy is kind of like money; you can "spend" it to perform attacks, create defenses or activate special abilities. All Dragon Ball Z Warriors have access to their own personal "pool" of energy, which increases as they gain skill and concentration abilities. However, certain techniques (such as Goku's "Spirit Bomb") can also allow a skilled Dragon Ball Z war-

Making the Numbers Work

Power and Power Up levels for Dragon Ball Z characters assume a certain amount of previous training. After all, they've had all those episodes of the Dragon Ball Z show to get ready!



rior to gather energy from all around him—even from entire planets or solar systems!

How much energy does your character begin with? Start by rolling two dice. **The first die roll is the 100's place; the second is the 10's place; the final value will always be zero.** These three numbers will be your initial power level. *Example: Karma Sen rolls a 5, then a 3. His initial power Rating is 530.*

To make things simple, we'll always deal with energy in simple multiples of 10; this keeps the math from slowing down the fast and furious combat. **Remember: You may only gather (and use) Power in multiples of 10.**

Raising Energy

However, there are a few catches to all this unimaginable power. First, it takes *time* to gather energy and focus it. Every phase (3 seconds), **you can gather only as much energy as your Mental and Physical Stats added together and multiplied by 10.** This is known as your **Power Up** rate. *Example: Karma Sen has a Mental of 10 and a Physical of 12, for a total of 22. $22 \times 10 = 220$; Karma Sen's Power Up rate is 220 points of energy each phase.*

Power Skills (see sidebar option, pg. 86)

The second catch is that the more energy you put into a Power, the more difficult that power will be to control. **This Difficulty Value** is always based on the amount of "energy points" put into the Power, divided by 10. *Example: Karma Sen attempts to use his Fire Fusion Fingerbolt. He puts 100 points of energy into it. $100 \div 10 = 10$, so Karma Sen must beat a Difficulty Value of 10 to throw this attack. The next time, he boosts up to 450 points—he will have to now beat a Difficulty of 45!*

Using a Power is exactly like using any other kind of Skill, only in this case, you'll use your Power Skill combined with your Combat Characteristic and 3 dice to beat the Difficulty Value. If your total meets or beats the DV, you've succeeded; if it fails, you simply just can't activate the power (although you still lose the energy points you put in.) *Example: Karma Sen has a Combat Characteristic of 12 and a Power Skill of 15. With a total of 27 (plus an average roll of 10 on the dice), he could reliably control a Fire Fusion Bolt of up to 370 points (difficulty 37).*

Although you may never be able to do this sort of thing on Characteristics alone, you should, over time, be able to improve your Fighting and Power skills to unbelievable levels. Just remember as you do, that your opponents will also be improving at the same time—so don't get cocky!

What Makes A Dragon Ball Z Character Special?

Let's put it this way: The average guy on the street has a Physical Characteristic of 1 or 2 and throws only a couple of dice of damage. Further up the scale, we come to really tough guys with Physicals of 6 or 7; they can punch hard enough to maybe make a hole in sheetrock.

But Dragon Ball Z Fighters have strengths in the 10 to 20 range! That means they throw punches that can splinter rock and rip apart steel! And that's just small guys like Krillin and Tien.

When you get up to the big boys; Nappa, Goku, Vegeta, you're talking Fighting and Power Skills of 20, 30 or even 40. These guys can smash mountains and upend battleships without thinking twice. When powered up, they could hand Superman® (a Physical of around 24) his booty in a sack and never break a sweat.

In short, Dragon Ball Z warriors are NOT normal humans. They aren't even normal martial artists. These guys are bush league gods in weighted kung-fu outfits. Bring them into even an average superhero game and your costumed crusaders will be reduced to toast. You Have Been Warned.

What keeps these guys under control? Other guys even tougher than they are.

Wanna Cut out a Step?

You don't have to have a character roll every time he tries to use a power. You can instead have him roll the first time he uses the Power, and just assume that it goes off without a hitch from then on (he knows how to do it, and the level of power doesn't change that enough to matter). It's not as realistic as the basic rules, but it's a bit faster.

Another Option

Right now, we've lumped all Powers into one skill category: the Power Skill. But if you want to get really advanced, you could give each individual Power its own Skill (for example, Flying Skill, Deflection Skill, etc). Each one would be connected to by Mental Characteristic, but you could have varying levels of ability this way.

More Power, Scotty!

Actually, at this point in the Sagas, Goku could throw a 1,050 die attack no problem!

Giant Monkey Time

Remember that changing to a giant monkey allows a Saiyan to increase all of his powers and abilities tenfold. That means ten times all Characteristics, ten times the Power Level, ten times the Power Up.

But not 10 times the Skill (you aren't too smart as a giant monkey...)

The Rule of Z: Here's a little option you may want to add to your Dragon Ball Z games. One of the best parts of any Dragon Ball Z combat is style. That means all the great battle cries and the poses that go with using your Powers. If, when using a Power, you give it a cool name and a set of associated gestures or poses, and you actually roleplay acting that battlecry and pose at the same time, you automatically reduce the Difficulty of using the Power by 10 points!

Example: Mike is playing Kirin, a self-taught, half-Saiyan fighter. He gives Kirin a new attack—the Kirin Super Blast. To launch it, you must crouch down and thrust both hands out at the target with palms up and fingers laced, while shouting, "KIIIIIRRRIIIINNNN SUUUUPPPAH BLAST—HAH!" Whenever Kirin uses this attack, Mike actually acts out both the battle cry and the pose—and cuts 10 points off the Difficulty of throwing that attack.

How much Energy Can You Use?

In theory, if you can master the attack, you can put in as much Energy as you have available. But the reality is, most characters are probably never going to have enough skill to actually master a 10,000 point technique, and even if they did, it would take a very long time to gather that power together and use it.

But you don't have to gather that much to do things that would make the average superhero wet his tights. A mere 300 points is still enough to obliterate an aircraft carrier without a trace. And guys like Goku and Vegeta don't even think twice about tossing around thousands of points of energy in a single attack.

Which leads to:

Energy Special Effects

One of the cool things about Dragon Ball Z is its cinematic nature. People do things in a BIG way in this world. And when you start gathering a lot of energy in one place, there are lots of really cool special effects that come with the territory:

Points	Special Effect
100	you begin to glow
200	wind starts to howl, ground shakes slightly, sky darkens
400	ground shakes strongly, small stones start to rise off ground
800	ground shakes violently, whirlwinds of flying debris, small rocks split
1600	huge rocks erupt out of ground, lightning strikes, howling whirlwinds of debris, sky goes dark
3000+	mountains start to crumble, sky goes black, rocks explode, ground opens up with pits of boiling lava



Do I Get The Energy Back?

Yes. Fighters naturally replenish their energy through rest, meditation and (sometimes) magical help. **For each hour you spend resting (doing nothing), you'll recover Power at a rate equal to your Power Up rate.** Example: Karma Sen's total Power level is 530. His Power Up rate is 220. He will get back all of his Power in about three hours.

Sometimes, there are ways to get around waiting; Goku, for example, eats magical Senzu beans that instantly restore his full energy. If a situation looks desperate enough, your GM may give you a similar way to get around resting up for the next bout.

How Do I Get More Powerful?

This is usually the next question asked by new Dragon Ball Z fighters. There are three types of improvement you'll need to consider when you ask this question. The first is improving the **amount of energy you can generate**. The second is improving the **amount of energy you can gather**. The third is improving the **amount of energy you can control** (a skill). All of these are done by accumulating **Experience**. There's two ways to do this. The first is training; the second is fighting.

Training

Training takes time; a lot of it. **As a rule, a normal human will gain 10 points of Experience for every year of practice.** But that's a LONG time to wait to get your power levels up (it took Master Roshi almost 50 years to get enough power to use the Kamehameha attack!).

But there are a few shortcuts:

- **Do your training "off camera."** There's no reason why you have to roleplay through the entire gruelling process of training. After all, the original Defenders of the Earth spent a year preparing for the arrival of the Saiyans; but we only saw a couple of episodes on screen. A good GM can easily do the same, awarding the Experience just before the big fight starts.

- **Train under multiple gravities.** This is another of Goku's favorite tricks, which both he and Vegeta use to good advantage later in the Dragon Ball Z Saga (thanks to Dr. Brief's Gravity Training Room). **For every year you practice under multiple gravities, multiply the level of gravity by 10.** 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 limit.

And That Brings Us to The Spirit Bomb...

One of Goku's most devastating attacks is the **Spirit Bomb**, which is powered by "borrowing" a little energy from every living creature in the world. One or two points apiece may not seem like much, but when you multiply that by BILLIONS of living things, the result is staggering.

Here's how we play the Spirit Bomb:

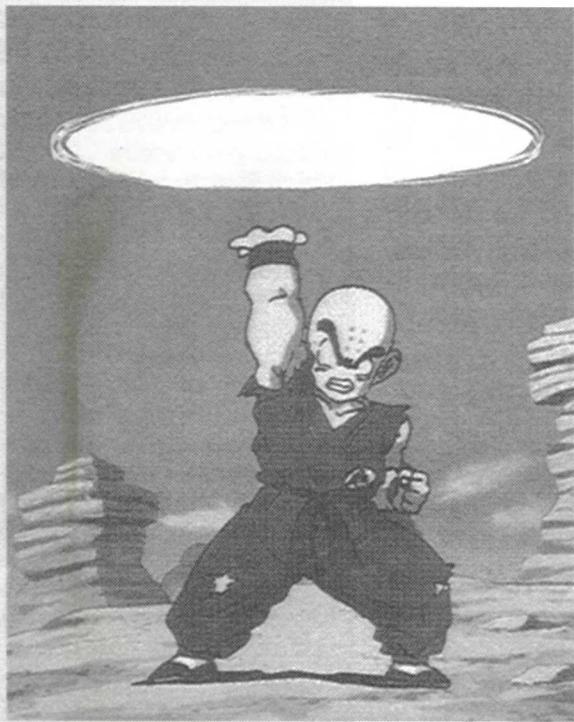
1) First determine just how far Goku is reaching out. Is he just reaching the minds of a few dozen life-forms or the entire population of a major nation?

2) Then multiply the fighter's Power Level and Power Ups by the appropriate multiplier.

HOW MANY LIFEFORMS?	MULTIPLIER
Several thousand people	x2
Small city (10's of thousands)	x5
Large metropolis (a couple million)	x10
Small country (10's of millions)	x100
Large country (100's of millions)	x1,000
Small planet (billions)	x10,000
Solar system (100's of billions)	x100,000
Several Systems (trillions)	x1,000,000

So for example, if Karma has a Power level of 530 and a Power Up of 220, gaining the energy of a small city would boost his Power Up to 1,100 and his Power Level to 2,650. If he could tap into the energy of an entire planet (like Goku can), his Power Up would jump to 2,200,000 and his Power Level up to 5,300,000!

When you consider that Goku ends the Saiyan part of the Saga with a Power Level of around 21,000, then you can see why we only allow the hero of the series to use the Spirit Bomb!



▲ NEVER UNDERESTIMATE THE SHORT GUYS:

Krillin gets ready to unleash his deadly Destructo Disk attack.

Planning a Trip?

Note that so far in Dragon Ball Z, only Goku can do the Kaio-Ken. But if your GM is willing to let you master it, be prepared to take a long trip down Snake Way...because only King Kai can teach it to you.

Example: Karma Sen starts training for one year at 2 gravities. He gains 20 points that year. The next year, he goes up to 4 gravities; he gains 40 points. Year three, he goes up to his 6 gravity max, and gains 60 points. By contrast, Saiyan warrior Goku decides to tackle ten gravities and gains 100 points.

- **Go to the Pendulum Room at Korin's Tower.**

The Pendulum room allows enormous amounts of time to pass in a single pendulum stroke. The best way to play this is for the GM to treat the entire event as an adventure (complete with training sessions, many battles and mondo challenges) that happens in a split second as the Pendulum swings. Sure, the Pendulum Room is just virtual/magical reality. But it's real enough to those who dare to enter its secret sanctum, and worth at least a few hundred points.

- **Use Magical or other enhancements (like cybernetics or mutations).**

These are freebies best left to the GM's imagination. In general, they should be rewards for a tough battle or a critical adventure, and never be more than one or two hundred points.

• **Get zapped to the Other World and get Special Training with King Kai.** This will get you a nifty 30 points a day! (This worked great for Goku, whose few months of training was the equivalent of 1,000 years on Earth!). The drawbacks are that you have to get blasted out of this dimension (aka killed), talk King Yemma into letting you study under King Kai, travel Snake Way to get there, and then finally get someone to gather all the Dragon Balls together to wish you back to Earth. Sure, it's 30 points a day, but you're going to have to really work for them!

• **Master the Kaio Ken:** This is a technique King Kai taught Goku (but there's no reason why your GM couldn't have another great Master teach you, eliminating the need to get zapped to the Other Dimension). The fighter trades his endurance for Energy; basically burning himself out to add more to his Power Level. Once this extra power is used up, however, it is gone and doesn't regenerate itself like a natural Power level would (see page 87). It's a fast but temporary way to get more power if you're really desperate.

Level	Multiplies Power by	Cost in Hits
Single Kaio Ken	x2	60
Double Kaio Ken	x3	120
Triple Kaio Ken	x4	240



Champions™ players alert!

Since Energy Attacks are comprised of mentally channeled force, we treat them as Stun attacks, not Killing. However, with enough power, you can wipe out anyone.

Dragon Ball Z Energy attacks are very much like the Energy Blast of Champs. However, THESE energy blasts are powered by a Variable Power Pool of hundreds, even thousands of points

In advanced Fuzion (available through our website at www.talsorian.com), we usually convert this into Kills (a type of super damage used against very large or tough targets), so that every die past the first 13 equals another Kill (example: 20 dice equals [20-13] seven Kills).

► Obviously, this means you want to attack tougher opponents than yourself; remember that the Master of Shadows only got 2 points from the whole fight ($530 \div 2600 = 0.2$, which multiplied by 10 equals 2 points...almost not worth the time it took to do the math...) He'd have to fight five Kons just go up a level of Experience!

Example: Karma Sen has a Physical of 12 giving him 120 Hits. He burns 60 Hits in a Single Kaio-Ken, raising his Power Level from 530 to 1060! But that boost has cost him half his Hits; a dangerous position in a fight.

• **Use the Dragon Balls.** Theoretically, you could get the Eternal Dragon to grant you a lot of Experience. But we'll warn you right now; the Dragon won't automatically make you the most powerful being in the Universe. Period. The best you should hope for would be 5,000 points, and only after you'd singlehandedly fought off a million Saibamen and slapped both Vegeta and Nappa around to get to the orbs.

Fighting

The fastest way to get better is to get into a fight with someone tougher than you are. Assuming you survive (and if you don't, you might still get a chance to practice with King Kai in the afterlife!), you still will get better, even if you lost. After all, anything that doesn't kill you, only makes you stronger, right?

Here's how to do it: **Divide your opponent's power level by your own (rounding the results up to the nearest whole value). Then multiply that result by 10. The result is how many points of experience you've gained.** Example: Say Kon Tiki has a Power Level of 530. He tackles the Master of Shadows, with a Power Level of 2,600. $2600 \div 530 = 4.9$, rounded up to 5. He multiplies this by 10 for a total of 50 points for surviving that fight, even though the Master of Shadows kicked his tail all the way back to the Kame House.

Applying the Experience

Once you've gained experience, the next step will be to apply it. You can apply the Experience you've gained to either your **Power Level**, your **Power Up** rate (ability to gather energy), your **Skills** (i.e.; Fighting, Power, Weapons, etc.), your **Defense** or your **Hits** (or any combination of the above). Your only limitation is that you **must place your Experience into each choice in 10 point amounts**.

Example: Kon Tiki began with a Power Level of 530. His Power Up rating is 140. His Power Skill is 15. After his fight with the Master of Shadows, he has gained 50 points of Experience. He decides to use his points like so:

Power Level	+10
Power Up	+20
Power Skill	+20
Total	50

Obviously, Kon decided that he had enough Power; what he needed was the ability to Power Up faster and with greater Skill. Especially after that last fight!

What does 300 points mean in the real world?

Assuming 1 point = 1 die of damage, here's a rough number of points needed to obliterate something.

OBJECT	POINTS
Car	10
Truck	15
Jet Fighter	18
Tank	20
Small Ship, skyscraper	60
Medium Ship, several skyscrapers	100
Large ship, several city blocks of skyscrapers	200
Huge Ship (aircraft carrier), typical town	300
Asteroid, average mountain or small city	600
Small Moon, huge city, the Rocky Mountains	800
Large Moon or Small Planet (Pluto)	1600
Typical Planet (Earth)	3200
Large Planet (Neptune)	6400
Huge Planet (Jupiter)	12,800

So blowing up the Moon would take around 1600 points (1 energy point = 1 die of damage). You also don't need to destroy the whole thing. 1600 points would be enough to vaporize the whole planet. A good size hit a quarter of that (400 points; equivalent to a small asteroid) would be enough to crack a smaller planet in two.

Note: At 25% of its total points, the object is reduced to big chunks and is non functional. At 50%, it's in small pieces. At 75%, it's in tiny pieces and at 100%, it's utterly vaporized.

Example 2: Princess Jade battles the Remonmen of Planet Acidious, gaining 90 points of Experience. Realizing that she is both weaker and less able to take damage than the other members of her group, she goes with:

Hits	+30
Power Up	+20
Fighting Skill	+20
Evasion Skill	+20
Total	90

The trick in allocating Experience is always is to look at your hero's strengths and weaknesses, then work to strengthen their weak points. If you have a Power Level of 660, you probably will want to boost your Power Up, your Skill, or both. But if you already have a high Power Up and fair Skill, you may want to pump everything you've got towards raising your Power Level.

Powers

So now you know how to get gather energy and get more of it. Now let's see what you can do with it:

Energy Blasts

These are the backbone of Dragon Ball Z Powers. Made up of focused energy, they can devastate mountains and even destroy planets. Energy blasts can take many forms. Some are simply huge flares of power. Others are focussed spheres or disks of energy. Still others are laser like beams shot from fingertips, eyes or even mouths. No matter what the form or name (and the fun part is coming up with your own!) **all Energy Attacks operate in the same way: for every Energy point placed into an Energy Attack, the attack causes 1 die of damage.** Example: Kirin creates a 24 point technique called the Kirin Super Blast. When used, it would cause 24 dice of damage.

Hitting The Target: Don't start counting your Kamehameha blasts just yet! Energy attacks have one other important component—hitting what you're blasting. Whenever you launch an energy blast, you not only will have to roll to see if you can activate it, but also whether you hit the target. In Dragon Ball Z, we assume that if the target isn't incredibly tiny or isn't moving, you automatically hit it (this makes things a lot easier). But if the target is another fighter, the rule is to treat it just like any other opposed attack:



ATTACKER'S ACTION TOTAL

Combat +Power Skill+3dice**vs**

DEFENDER'S ACTION TOTAL

Combat+Evasion Skill+3dice

If you equal or exceed your opponent's Action Total,
you succeed! If you roll all 1's, you automatically fail!

Special Effects: An energy attack can also be shaped or given special abilities. **Homing** allows the attack to follow an opponent, making it harder to dodge (doubling your to-hit die roll). **Bending** allows the attack to go around corners or obstacles (but doesn't actually follow the target). An **Area Effect** allows the attack to cover a circular area rather than strike a single target. A **Delay** allows the effects of the attack to be postponed up to a certain amount of time. **Rapid fire** breaks the attack up into multiple smaller blasts that can be aimed at more than one target (these must be in equal amounts). Finally, **Deadly Effect** gives the attack a material component that allows it to rip through Deflections (see below) by negating their effects (Krillin's *Destructo Disk* is a good example of this in action. *Everybody gets out of the way of that.*)

EFFECT**COST**

Homing	+20 per phase of homing (doubles your die roll)
Bending	+5 per bend, up to 90°. (Can shoot around corners)
Area Effect	+5 per MOVE from attack center (can hit everything in that area)
Delay	+2 per phase delayed
Rapid Fire	+10 for each additional target you fire at
Deadly Effect	+1 for every 10 dice of Deflection negated

Any or all of these abilities can be added to an energy blast "on the fly"; they just make launching it harder by adding to the basic Difficulty Value. Example: Princess Karma creates the *Crystal Karma Lightwave*, a 20 energy point attack. Normally, this would give it a Difficulty Value of 20, but she decides to make it a one phase Homing attack (+20), and give it a Deadly Effect that will negate 100 dice of Deflection (+10). The final Difficulty Value of the *Crystal Karma Lightwave* will be (20+20+10) 50.

Deflections

These are the second most important aspect of Dragon Ball Z powers. A **Deflection** is sort of like a body-hugging forcefield that reflects or deflects energy. Most Dragon Ball Z fighters rely on Deflections to ward off energy attacks; very few just stand there and take the hit. In practice, a Deflection actually keeps the attack from affecting the fighter at all—he won't

Not convinced?

Here's a sample of the kind of damage thrown around by other real (and unreal) world attacks:

ATTACK	DICE DAMAGE
Handgun	2-6
Rifle	7-10
Stinger Missile	14
Tank	17
Huge Giant Robot Weapons	18-20
Bomb	20
Hydrogen Bomb	100
Battleship	25
Superman*	28 per fist

*'Superman' is a registered trademark of DC Comics. All Rights Reserved. And Krillin could still hand Super his Kryptonian body in a sack if the 'I'll hold guy' really wanted to. So there.

That's a Lotta Dice!

Sure is. Luckily, we have three nifty ways to get around this problem:

- **Ignore rolling dice and just apply the points.** Example: I make a 3000 point attack. They make a 1500 point deflection. 3000-1500 means 1500 points got through.

- **Use the following steps to create a "zero shorthand":**

- 1) Drop all the zeroes after the first number. (example: 3000 becomes 3).

- 2) Then roll that many dice and add the total (example: rolling three dice gives you 2+5+4=11).

- 3) Finally, put the zeroes back onto the total (example: 11+000=11,000 points.)

- **Multiply the total number of dice by 3** (roughly the average die roll). Example: a 3000 point attack becomes a 9000 point attack (3000x3).

- **Or just let them roll all the dice and add them up.** Some people love the idea of rolling two thousand dice at once! Now they can!!!

Zip. Zap. See That? My Opponent is Ripped to Shreds.

On a practical note, the best way to handle super-speed in Dragon Ball Z is to assume that as long as the characters are within a mile of each other, they can pretty much zip anywhere they want on the battlefield when their turn comes up.

Hey! But doesn't Dodoria do something cool that isn't covered here?

Yep. You betcha. But the deal is that we're covering just the Saiyan part of the cycle right now. Next book, we cover Frieza's Gang and the new, improved Super Saiyan Goku, Gohan, the rest of the Gang and their new powers. Then it's on to the Androids and Cell (next book), Majin Bu (another book), and probably a buncha books for each movie and TV special.

Sure, we're evil for making you wait. But if we covered all of Dragon Ball Z in one book, this sucker would be the size of the Oxford Dictionary and cost \$400!

even take Knockback; the Deflection is what takes the hit. However, Deflections are not effective against close-in melee attacks, which is one reason why fighters often move in to slug it out if their blasts don't get through.

Deflections stop Energy Attacks only. When using a Deflection, you will subtract one die from your opponent's Energy attack for every point of power used in the Deflection. *Example: Karma Sen creates a 15 point Deflection, calling it the Sama Karma Beam Barrier. Up against the 24 point Kirin Super Blast, it would reduce the attack by 15, leaving only 9 dice of damage remaining.*

A Deflection is not automatic; it requires some kind of physical action to activate, like raising your hands or assuming a stable position. If your opponent gets the drop on you and you haven't raised your deflection, you're toast (or at least better hope your armor or Stun defense are up to the job). *Example: In the battle against Vegeta, Nappa stands there and takes a full shot from Piccolo. But later, he is surprised by Gohan and gets clobbered.*

However, once established, a Deflection remains "up" until either it is:

- knocked down by a superior energy attack.
- dropped by the person who raised it.
- the person who raised it is hit by a physical attack, like a weapon, or hand to hand blow, breaking concentration.

If a Deflection is Powered Up higher than the Energy attack it's deflecting, it automatically turns into a Reflection. The excess energy blasts back at the original attacker and does damage to him! *Example: Karma Sen tackles the Master of Shadows with his best 100 point Fire Fusion Fingerbolt. The Master carelessly throws up a 200 point Deflection. 100 points Reflect back on Karma Sen, knocking him into the next dimension.*

Superspeed/Flight (aka *Bukuu-Jutsu* or "lighter than air skill")

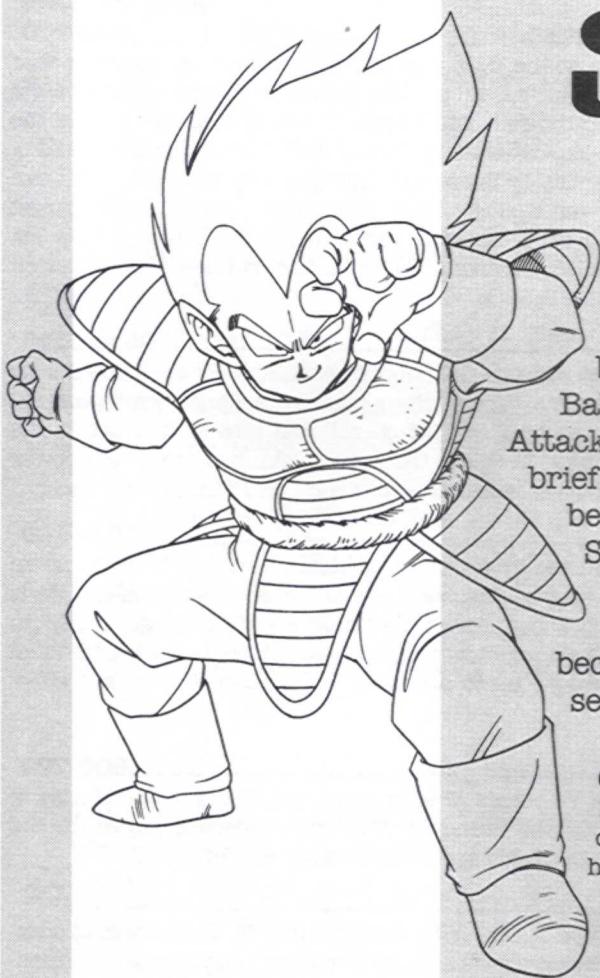
This Power is what Dragon Ball Z characters use to get around fast. At low energy levels, this power allows for lightning fast movement or flight at hypersonic speeds. (You may not exceed Mach 4 in atmosphere—unless you want to burn up your clothes—in space, you may travel up to Mach 12.)

You must buy flight in 10 minute amounts, at the maximum speed you plan to travel (even if you slow down later).

Mach	<1	1	2	3	4	5	6	7	8	9	10	11	12
Cost*	10	20	40	60	80	100	120	140	160	180	200	220	240

* for 10 minutes flight

Cont. on page 95



▲ NEVER UNDERESTIMATE THE SHORT GUY, PART 2: Vegeta couldn't top five foot ten in elevator shoes, but it doesn't stop him from blowing up planets and wasting the most powerful warriors the Universe can throw at him.

Getting Powered Up: Some typical Dragon Ball Z Attacks and Defenses

Here are just a few of the many attacks used by characters in the first part of the Dragon Ball Z Saga. They are listed in terms of the Attack's name, a typical Power Level range and a brief description. Note: Some of these moves have been taken not only from the Saiyan part of the Sagas, but also from earlier Dragon Ball stories. (It's reasonable to assume that Goku didn't forget how to do something he could do earlier just because Toriyama changed the name of the TV series!)

NAME	POWER LEVEL RANGE
Goku's Kamehameha Blast	900-2000

DESCRIPTION: This is Goku's primary attack; an energy blast with devastating effect. By concentrating, he can make it turn corners, home in on an opponent, and even vary the power level by taking it up to a Single, Double or Triple Kayo Ken. It took Master Roshi almost 50 years to master this; Goku learned it in a few minutes by watching Roshi at work!

Krillin's Destructo Disk.....700

DESCRIPTION: Also known as an "Energy Disk", this is Krillin's most effective move; one that even gives Vegeta something to think about. One reason is that its material component makes it effective even against Deflections (later in the Dragon Ball Z Sagas, something similar is the downfall of the mighty Frieza).

Yamcha's Energy Bomb400-600

DESCRIPTION: This attack generates a moving sphere of energy that Yamcha can direct to follow a target; a skill he masters even before Goku does. Also known as *Sou ki Dan*, Yamcha later enhances his skill with this move to create an even bigger version called *Soki Dan* (in game play, this is done by doubling the basic Power Level).

Piccolo's Spiral Attack1000-1500

DESCRIPTION: Launched by placing two fingers to his forehead and then pointing, this is an extremely potent attack that takes some time to generate.

Tien's Multiple Image Attack300 /phase

DESCRIPTION: Tien uses this to create three exact replicas of himself—these "clones" fight and act as independent versions of himself (in game play, this is equivalent to giving a player four turns, instead of one). The Japanese term for this is "twelve eyes" a clever reference to the fact that Tien has three eyes (and four times three is twelve) Later in the Sagas, Piccolo uses a Nameccian version of this move to create a clone of himself, which he uses to spar with.



Dragon Ball Z Power Theory 101: or: There's only so many ways you can blow someone up.

By now, you've begun to notice that most Dragon Ball Z attacks have a certain basic similarity: gather a lot of power in one place and throw it at the target (incidentally annihilating any small cities that happen to be in the way). Although it can be argued that each specific technique involves its own special ways of doing things, when it comes down to game mechanics, there's only so many ways you can throw a planet-sized hydrogen bomb at someone.

See, in Dragon Ball Z, the cool part of any attack is in the **special effects**—spirals of energy, arcs of annihilation, fountains of power, disks of death—you name it, and you can make it happen. We've tried to stay true to the spirit of the Sagas by making the process of building Power

attacks

equally

simple; decide how much damage you want to throw at your opponent, figure out if you can control it, and then decide just how cool this massive missile of megatonnage is going to look.

But special effects are not just pretty lights; they can also be very effective combat techniques. For example, an **Area Effect** may do the job of holding several opponents down and forcing them to blow energy on Deflections. **Bending** is just right for tagging the guy who uses terrain effectively by allowing you to chase him all over the map. A **Delayed blast** on a chunk of landscape can become a very clever trap for an advancing enemy. And **Deadly Effect** may be just what you need to wipe the smug smile off the face of the guy with a really high Deflection up. Like the characters in Dragon Ball Z, it's up to you to take what are very basic raw materials and use them in the right combination to take down your opponents. Remember: it only takes a pawn in the right place to capture a king—and it only took Gohan's Deflecting a missed attack back onto Vegeta to put a crimp in the Saiyan Prince's style.

NAME

Chiaotzu's Teleportation Attack

POWER LEVEL RANGE

800-900

DESCRIPTION: Before you laugh at the little guy with the white face, consider that this ability gives him a lot of clout; he can use this power to **teleport** (line of sight only, which allows him to zap himself onto Nappa's back during one part of the battle), levitate, and channel explosive force through his body. In game mechanics, this is translated as the ability to teleport instantly to any place Chiaotzu can see with the naked eye, deliver a single blast of energy directly to the target (ignoring all Deflections), and teleport safely (on a 1,2,3,4, or 5 of a six sided die roll). If the roll is failed, Chiaotzu also takes the damage he dropped on his opponent.

Vegeta's Power Blast.....700 to 1000

DESCRIPTION: This is Vegeta's version of Goku's *Kamehameha Blast*. While it's no slouch in the power department, Vegeta often trades its sheer firepower for greater finesse; he often applies an Area Effect, a Rapid Fire or a Delay to the blast for maximum effect (implied in this is that while Goku has more raw power overall, Vegeta's years (possibly decades) of experience give him greater skill).

After Image Technique20 to 100

DESCRIPTION: This technique is used by a variety of characters and is thus known by a variety of names; *One Pattern*, *Shadow Fake*, *Sansu-ken*. Essentially, this is performed by moving at such a high speed that only an after image is left (in game play, this is any time a player moves faster than Mach 1. Each additional Mach leaves one additional image, up to a total of 5 (at Mach 6, you are effectively invisible).

Tien's Energy Bomb.....600-700

DESCRIPTION: A combination of Yamcha's *Energy Bomb* and Piccolo's *Spiral Attack*; Tien forms a sphere of power and launches it off his fingertips skyward; the attack then slams back down on the target with devastating force.

Goku's Spirit Bomb∞

DESCRIPTION: This is more a type of Power Up than an attack. By gathering energy from the life forces of all living things around him, Goku can create a tremendous sphere of power equivalent to a small supernova. This takes time...but is pretty much unlimited—by the end of a Sagas, Goku actually gathers life energy from several star systems!! (Although their inhabitants have to voluntarily give it to him.) To see this in a game context, see pg. 87. By the way: only Goku can do this; although others can use the energy once he gathers it.



Cont. from page 92

Example: to travel 10 minutes at Mach 4 would cost Kirin 80 points of energy. Note: times are always rounded up to the nearest 10 minutes. Example: Yamcha flies for 18 minutes. He pays as if he actually flew 20 minutes.

Any speed below Mach 1 (750 mph) will always cost 1 per 10 miles travelled. However, this still means that in most cases, the character is moving faster than the human eye can follow, which leads to another interesting Dragon Ball Z phenomenon: an **After Image**.

An After Image is created by an attacker moving so fast he leaves only a visual "shadow" of himself. By shifting between two close spots very rapidly, you can even create *multiple* images of yourself (one per Mach). As a rule, if you're moving faster than 750mph (Mach 1) in a single turn, you will leave an afterimage that will linger for a few seconds. Above Mach 6, you will become effectively invisible and undetectable, unless your opponent is moving equally fast or can make a **Really Hard (Difficulty=22)** Mental Skill test.

Super Reflex Boost!

Dragon Ball Z heroes are fast. Really, really fast.

Thanks to **Super Reflex Boost**, entire combats can be decided in a flash, as hypercharged reflexes kick in, driven by ki energy. When you go for a Super Reflex Boost, you can push yourself to go faster than any normal human could hope to react, or launch a hundred blows in a split second.

A Super Reflex Boost can be done in either of two ways: **Faster Reactions** or **Increased Actions**. Both require their own individual expenditures of energy, but if combined, can have devastating effects.

• **Faster Reactions:** Since when you go in the phase is determined by who has the highest Mental characteristic, another advantage of a Reflex Boost is to increase your Mental so that you get to act before the other guy does.

Here's how it works. **For every 10 Energy points spent, you can increase your Mental Characteristic by one level, for the purposes of determining who goes first.** This boost lasts only one phase, always taking effect in the next phase. *Example: Princess Jade normally has a Mental of 5, while Kirin has a Mental of 6. But Jade wants to get her attack in first, so she spends 20 energy points to increase her Mental to 7. She now will go before Kirin.*

• **Increased Actions:** Normally, characters in Dragon Ball Z can only do one thing each Phase (3 seconds). But by channeling energy into their nervous systems, true warriors can perform many feats in the same blink of an eye.

Hit the Boost!

Karma Sen could have saved himself if he'd boosted his reactions a phase earlier against the Master and used that boost to keep up a Deflection as well as launching his Fire Fusion Fingerbolt.

Getting There First

One thing that levels a Faster Reaction Boost out in play is that in most cases, the person who wants to go first usually is the one who went *last* in the previous phase. So by the time her turn comes up and she decides to boost, the faster guy has already had his shot and can't do anything about it!

Combined Attack!

Here's an example of how these can be combined to a deadly one-two punch. In Phase 1, Princess Jade increases her actions from one to four, spending 30 energy. This takes effect in the next Phase, where she 1) continues her action boost, 2) throws up a fast Deflection, 3) starts to gather power for her 100 dice Green Lady Fireball and 4) boosts her Mental to 7 so that in the next phase, she will go first. It's gonna cost her a LOT of energy (30 for the continued boost, 100 for the Deflection, 100 for the Fireball and 20 for the increased Mental initiative equals 250 points.) But if she pulls it off, she'll get at least one Fireball off, have room for three other attacks and do it all before anyone else can react in Phase 3. And still have her back covered with a Deflection!

(This is why you see characters in Dragon Ball Z blur in and out of sight as they fight—they are moving at speeds faster than the eye can follow). The cost of this isn't cheap: **to increase the number of actions by one for a single phase costs 10 Energy Points:**

Actions	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Cost*	10	20	30	40	50	60	70	80	90	100	110

* for 1 phase

Example: Gohan boosts his reactions by 4 for two phases. This will cost him a total of 80 energy points.

Note: The effects of a boost always take place in the next phase after the boost has been activated.

Super Strength

Much like Reaction Speeds, energy can be channeled to momentarily increase a character's strength as well (the table below should give you an idea of what Physical scores allow you to do what levels of strength feats):

Physical	To Lift a:	To Bend or Break
4	Adult female	Wood boards
6	Adult male	Aluminum
8	Lion, 2 men	Iron
10	Motorcycle, Bear	
12	Small Car	Steel
14	Large car, Elephant	
16	Small Semi-truck	Hardened steel
18	Light Tank	
20	Small Jet	Titanium
22	Battle Tank, Whale	
24	Large jet, Train	Unobtainium*
26	Small Ship, Building	
28	Battleship, Lg. Building	Super Unobtainium
30	Aircraft Carrier	
32	Mountain	Anything

* Our patented name for any superheroic supermetal

To raise your Physical Characteristic (for the purposes of feats of Strength only), **requires spending ten points for every 2 points of additional Physical Characteristic each Phase.** Example: Jade has a Physical of 6. She wants to be able to lift a small jet (Physical of 20), for 1 phase. The cost is 140 points; she tosses the jet aside like it's a toy.

Multiple Image

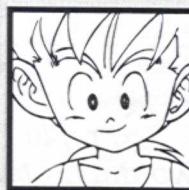
This Power allows the user to create multiple, exact physical copies of himself. These clones fight and act as the user would, doing the same damage as the real person. Neither the original or his clones may use any other powers while Multiple Image is in effect, and they must all act in the same turn as the original character.

Cont. on page 98



A Brief Recap of Fighting Formulas

Attack:	Use any type of attack (including Powers).
Block:	Stop any one hand-to-hand attack. The Difficulty is the attacker's Combat + (Fighting or Weapon) Skill + 10.
Dodge:	Add +3 to your Evasion Skills for this Phase against all attacks; you may not attack this Phase.
Get Up:	Stand up if you have been knocked down or thrown. You may take one other Action, too (except Run or Sprint).
Grab:	You can grab a person or object; your Action Total is -2, and your Evasion Skill is -3 this Phase.
Other Action:	Any other single action the GM lets you do.
Move:	Move up to half your Move stat, plus take one other Action (except Run or Sprint).
Run:	Move up to your full Move stat.
Sprint:	Move up to twice your Move stat; your Combat Characteristics 1/2 normal, Evasion Skill is at 0.
Throw:	Throw a person or object (-4 to Action Total if not made for throwing).
Power Up:	Gather Power, or use a non-attack power.



Just so you don't have to look all over the book here's the info you'll need the most:

► What you can do each Phase

Combat time takes place in **Phases** (3 seconds). You may perform one Action each Phase. Four Phases= one Round; at the end of a Round, everyone gets back whatever Hits they have lost (up to 2 times their PHYS).

Also, don't forget:

- One MOVE is equal to 6 feet, 2 yards or 2 meters
- 1 point of Power is equal to one Die of Damage
- Always subtract the Target's Defense from any damage before you subtract the damage from its Hits.

Action Total= Characteristic+Skill+3 (6 sided) dice

If your Action Total meets or beats the Difficulty Value, you succeed. If you roll all 1's, you fail!

DIFFICULTY LEVEL	DIFFICULTY VALUE
No Problem.....	10
Easy.....	14
Hard.....	18
Really Hard.....	22
Mega Hard.....	26

ATTACKER'S ACTION TOTAL Characteristic+Skill+3 (6 sided) dice

VS

DEFENDER'S ACTION TOTAL Characteristic+Skill+3 (6 sided) dice

If you equal or exceed your opponent's Action Total, you succeed! If you roll all 1's, you fail!

EFFECT	Cost
Homing.....	+20 per phase of homing (doubles your die roll)
Bending.....	+5 per bend, up to 90°. (Can shoot around corners)
Area Effect.....	+5 per MOVE from attack center (can hit everything in area)
Delay.....	+2 per phase delayed
Rapid Fire.....	+10 for each additional target you fire at
Deadly Effect.....	+1 for every 10 dice of Deflection negated
Fly.....	10pts for every Mach number (10 min)
Boost Actions.....	10 for every extra action
Boost Reactions.....	10 for every 1pt of increased Mental
Boost STR.....	10pts per 2 pts STR/phase
Multiple Image.....	100 per clone per phase

Knockback										
MOVE	3	6	9	12	15	18	21	24	27	30+
DICE	1	2	3	4	5	6	7	8	9	10

Severity	Mild	Intense	Deadly
Dice per Phase	1-4	5-10	11-20
Effect	Painful, dangerous over some time	Intense pain/can kill over a few Phases	Can kill almost instantly

► Doing Stuff

To do something, you must meet or beat its **Difficulty**. This may either be decided using the table at left, a value equal to your opponent's Evasion Skill+3 dice, or a Power's Difficulty (see below). Remember that you can also Modify a Difficulty:

EFFECT ON DOING TASK	MODIFIES
Makes it much easier.....	+4
Makes it a bit easier.....	+2
Makes it a little bit harder.....	-2
Makes it a lot harder.....	-4
Makes it almost impossible.....	-6

► Attacks

Attacking is just like any other Action. There are three steps:

- 1) Are you Clear? Is anything in the way?
- 2) Are you close enough? Melee attacks are 1/2 of a MOVE (about 3 feet). Ranged attacks are listed with the weapon description (pg.138). Powers reach as far as you can see to the target.
- 3) Damage is= to Physical+Fighting Skill+Special Technique bonus.

► Using Power Attacks

- 1) See if you have enough Power already gathered. If not, gather it at your max Power Up rate (=MEN+PHYx10)
- 2) Put power into the attack in increments of 10 points. 10 points =1 die of damage.
- 3) Add all Effect Modifiers to your attack's Difficulty (=number of dice or points used, divided by 10). Roll to see if you can activate the Attack by beating that Difficulty.
- 4) See if you hit (your Power Skill+3 Dice vs the Target's Evasion Skill+3 dice). If you meet or beat your opponent's total, you hit! If you roll all 1's you automatically fail!

► Knockback

When you hit, subtract the Target's PHYS +1 Die from the number of Dice in the Attack. The remainder is how many MOVE (=6 feet) the target is knocked back. If you hit something on the way, compare the MOVE on the table at left to see how many dice you take.

► Other Damage

Other Damage includes poison, shock, drowning and electricity. The GM rates the intensity using the table at left

Cont. from page 96

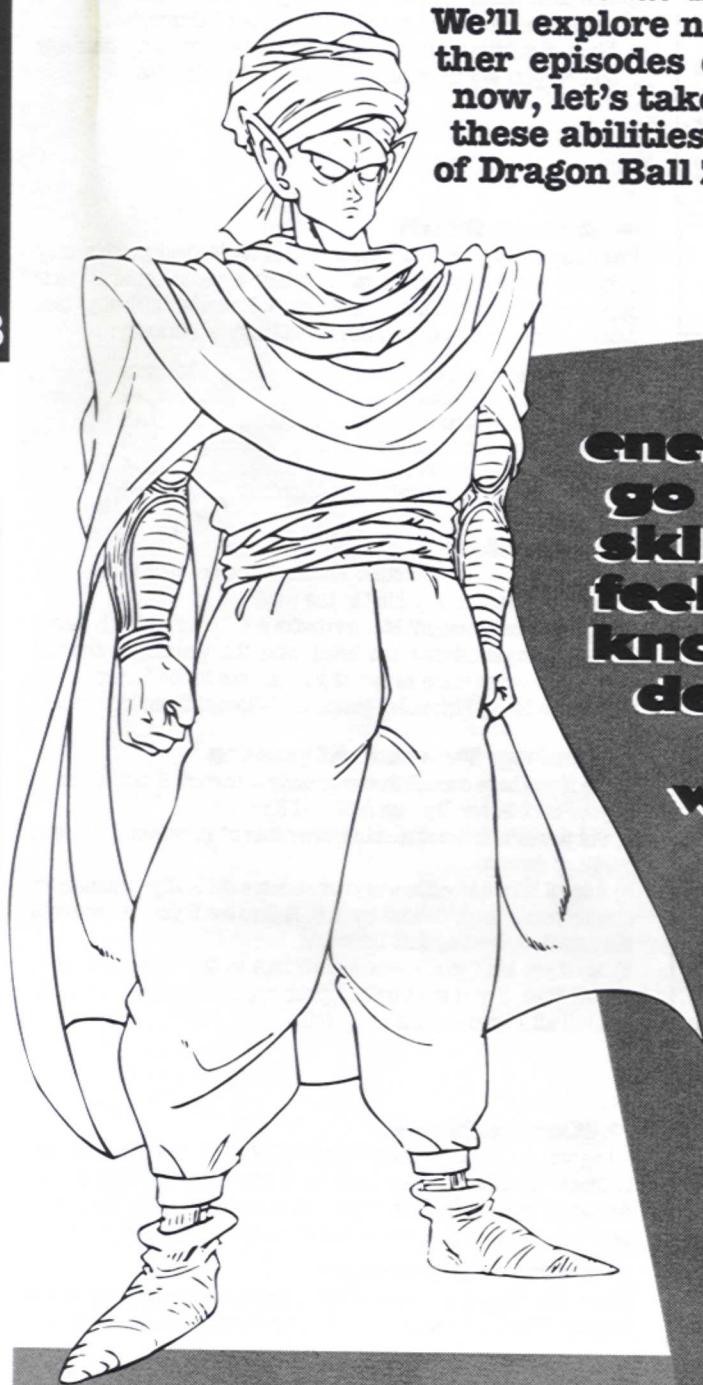
# Copies	1	2	3	4	5	6	7	8	9	10
Cost*	100	200	300	400	500	600	700	800	900	1000

* per phase

Example: Tien uses his Multiple Image Power to create two duplicates of himself for the next 4 Phases of combat.

It will cost him 800 energy points. The clones can fight just like he can, but neither Tien or his clones can use any other powers (including Deflections).

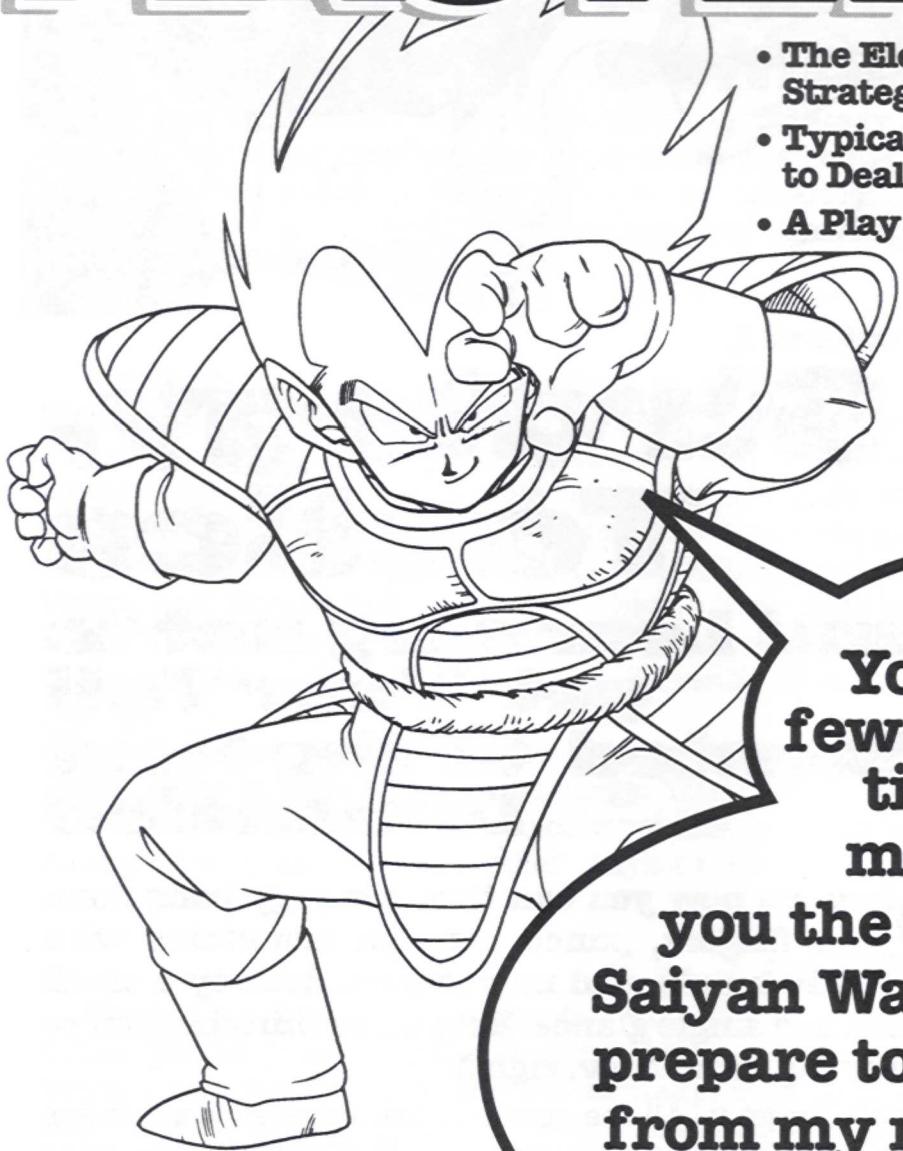
Of course, these are only the start of the amazing abilities that mastering Ki energy can give you. We'll explore new and more powerful ones in further episodes of the Dragon Ball Z Saga, but for now, let's take a moment to learn just how to use these abilities in combat as we explore the realm of Dragon Ball Z Fighting Mastery!



"To defeat the enemy, you must go beyond mere skills. You must feel his attack—know his intent, defeat his will. And that is what you will learn next..."

FIGHTING MASTERY

- The Elements of Tactics & Strategy
- Typical Combat Situations & How to Deal With Them
- A Play by Play Combat Example



So...
You think a
few mere prac-
tice fights
make
you the equal of a
Saiyan Warrior? Well,
prepare to face defeat
from my most potent
allies—Strategy and
Tactics!

In strategy, your spirit must not be any different than normal. Both in battle and in everyday life, you should be determined and calm...

Miyamoto Musashi
—The Book of Five Rings



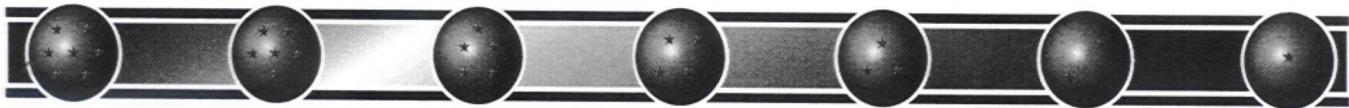
100

Strategy, Tactics and Learning not to get Your Tail Blasted to the Next Dimension

Okay. So now you can throw energy bolts from your fingers, punch through mountains with your bare hands, and maybe even destroy a small planet in a single glance. Bet you're thinking you're pretty Big Time Now, right?

Well, forget it. All the power in the universe is worthless if you don't know how to use it. And that's what we're going to do right now; teach you how to be an effective Dragon Ball Z warrior.

First things first. Dragon Ball Z combat is a lot different than a normal martial arts fight, because you have a lot more options. Energy Blasts, Deflections, the ability to fly at supersonic speeds, increase reactions and do thousands of



things at once all open a world of possibilities for effective combat.

It also gives you a lot more ways to do something stupid and win yourself a trip to the Next Dimension really quick.

That's why we wrote this section; not to teach you the rules of the game, but the **Rules of Combat**. Because those are the rules that *really* count when you're facing an adversary who can blow up a planet.

The Basic Rules of Combat

The two most basic Rules of combat are **Strategy** and **Tactics**. Both determine not only the outcome of a battle, but how it will be fought to best advantage. As a warrior, you need to know both of these rules, because they are the ones that determine the outcome of every battle.

Strategy

Strategy could best be described as seeing "the Big Picture." It's how you look at the entire battle (or the war). For example, the strategy of the Dragon Ball Z defenders against the Saiyans was simple: stall the bad guys while Goku trained enough to take them on. The defenders knew that even combined, they probably couldn't hope to stop Vegeta and Nappa, but they hoped that if they kept them busy, the damage to Earth would be less and that Goku would have enough time to get back and really deal out the damage.

Every time you face a battle (or a series of battles), you're going to have to have a strategy. You must be ready assess the enemy, make plans to counter what you think his strengths are, and prepare other ways to achieve victory should your plan go awry.

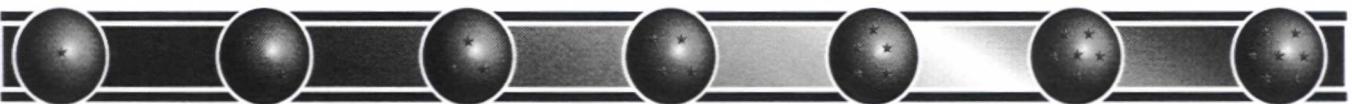
Tactics

Tactics are how you get things done. It's the specific moves you're going to make during a battle. If stalling the Saiyans was the Earth Defender's **strategy**, then their **tactics** were to have a group of weaker fighters engage the main adversary in combat while the most powerful of the team used the time to "power up" a massive long range attack.

When you fight as a team (and most of the time, you probably will), you'll need to develop tactics. Tactics help each team member compensate for the weaknesses of other members; tactics allow you to co-ordinate attacks and

What is of supreme importance in battle is to attack the enemy's strategy.

—Sun Tsu
The Art of War



defenses; tactics are what you use to get the drop on the Other Guy.

Here's a few examples:

- **By coordinating tactics, you can often build Techniques that work together.** Say you have a powerful Reflection, and your partner has a deadly *Fireball Thunder* attack. A smart tactic might be to have him throw the attack at YOU, then reflect it around a corner to nail the bad guys.

- **Tactics can allow you to cover each other in battle.** Two fighter elements work for jet jockies; why not with Dragon Ball Z warriors? If Vegeta had had Nappa watching his back, do you think Yajirobe would have had any chance of sneaking up and cutting off the big Vee's tail?

- **Real life commandos** use code words and battle language to coordinate their tactics. If "Battle Plan Zeta!" means "Piccolo throws up a big Deflection while Krillin and Gohan move in close and both use *Energy Bomb* attacks, while Goku preps a Triple *Kaio-Ken* attack for the big finish." you're going to be able to drop that combination on the bad guys before they have any idea what you're up to.

Tactics. Start working on them now, and try some practice fights till you get them down solid. You'll be glad you did when the clobbering starts.

But let's move on from the basic Rules of Combat. Let's look at how they apply to a fight. That means looking at the third element of Combat—the **Situation**.

Situations

The **Situation** is the basic condition under which a battle takes place. After all, most confrontations don't happen in the *dojo** against your fellow students. Instead, battles are more likely to take place against uneven odds and in uncontrollable conditions.

In general, there are three basic Situations you're going to face in any battle.

- You're tougher than they are,
- They're tougher than you are.
- You're evenly matched.

Let's take a look at all three in order, and see how Strategy and Tactics apply to each:

You're tougher than they are.

A word of advice: don't get cocky. In the Saiyan cycle of the Saga, remember that when Vegeta had turned into a giant were-monkey and was crushing the life out of a post-King Kai-trained Goku, it was the oft-ignored and cowardly

* *Dojo*: a martial arts training hall



Yajirobe who cut off Vegeta's tail and evened up the fight. And it was Krillin who had the final power of life and death over the Saiyan Prince. So anyone can go down before a weaker foe.

Strategy: Your best strategy is to know what you really want and then think about how to get it without wasting time. For example, Prince Vegeta's strategy in the battle against Earth's Defenders was actually pretty bad. What he wanted was the Dragon balls. What he ended up doing was having to fight Earth's toughest fighters (and getting himself trashed in the process). A better strategy would have been to quietly land on Earth, study the lay of the land and find a way to locate the Dragon Balls (his scouter could have done it) without a fight. Once the orbs were his, he could pick Earth and its Defender's apart at his leisure.

By contrast, Gohan's evil brother Raditz' strategy was pretty good. He came to Earth to get Goku/Kakarot to join him. Goku/Kakarot refused. By kidnapping Goku's son Gohan, he got leverage over his good guy brother to force him to join the Saiyan side. It was just his bad luck that Gohan's enemy Piccolo decided to get into the battle.

Tactics Do's and Dont's:

- **Do scare the pants off them.** If you have power to burn, blow up a nearby mountain; it will tend to make your enemy nervous, goading him into either a foolish attack or just running away.

- **Do take the initiative.** This means picking your targets and moving after them as fast as possible. If you're the more powerful, chances are the guy you're up against will be bringing along some friends to help—or may be stalling you till his more powerful allies show up. Don't give him the chance; clobber him as fast as you can, before he can organize against you.

- **Do divide and conquer.** As a powerful character, get used to groups fighting you. Pick the toughest guy first, and separate him from his allies, then pick off his lieutenants one by one. Nothing says you have to fight them *their* way.

- **Don't underestimate your opponent.** Sometimes, if it looks like an easy victory, the victory may be *too* easy—there may be hidden forces or abilities you haven't spotted. Make sure you aren't walking into a trap before you step!

- **Don't waste time on attacking innocent civilians or cities.** Mere tanks and guns aren't going to stop you; concentrate your force on the biggest threat and deal with it first.

If the enemy is obstinate and prone to anger, insult and enrage him so that he will be irritated and confused and advance recklessly against you without a plan.

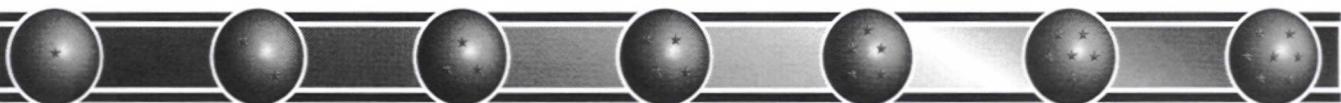
—Chang Yu.
The Art of War

Fear is often caused by that which is unexpected....you can frighten the enemy not just by what he can see, but also by loud shouting, making a small force seem large, or by threatening them from the flank without warning

Miyamoto Musashi
—The Book of Five Rings

When he is united, divide him.

—Sun Tsu
The Art of War



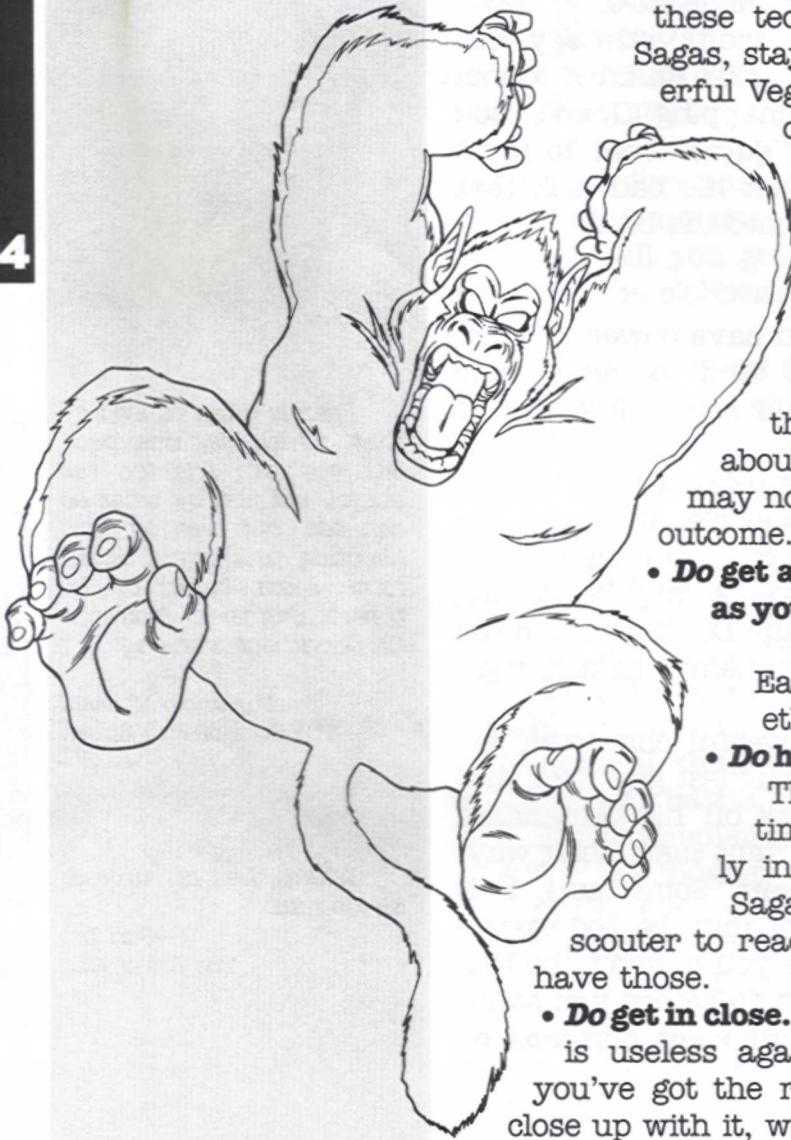
They're tougher than you are.

Before you decide to give it up and beg for abject mercy before the mighty Vegeta, here's a hot tip; the bigger they are, the harder they fall. Tough guys tend to get cocky because they've had a lot of easy victories.

Strategy: Buy time, be sneaky and count on numbers. You can't take *this* guy head on; you're going to have to stall till you can get the drop on him. Run if you have to; it gives your side time to set up traps. Gang up on him whenever you can; this isn't the most honorable, but then, if you're trying to save your whole planet, you have an excuse. Don't hit him head on; lure him into the quicksand and then jump on him with a million friends. Or make friends with his more powerful enemies. Gohan and Krillin use all of these techniques in the later Dragon Ball Z Sagas, staying one step ahead of the more powerful Vegeta until *his* enemies jump him, then doubling back to nab the Dragon Balls while the big Vee's busy.

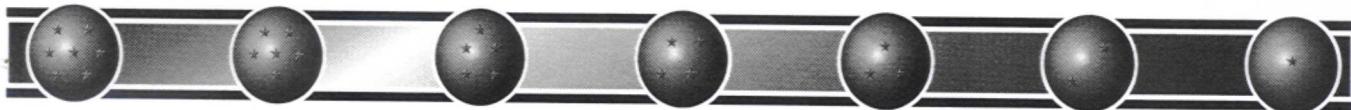
Tactics Dos and Dont's:

- **Do test the waters.** Make a few feints to get an idea of just how tough this guy is. If he's really cocky, he will probably talk more than fight; he's got nothing to worry about. If he jumps off the mark fast, he may not feel as confident as you do about the outcome.
- **Do get as much information about the enemy as you can.** For example, by training in the Pendulum Room, the Defenders of Earth learned a lot about Saiyan fighting ethics, capabilities and limits.
- **Do hide your true power rating, if you can.** That way, your opponent may underestimate you. You can do this pretty easily in the first parts of the Dragon Ball Z Saga; in the early days, you need a scouter to read a power level and only the Saiyans have those.
- **Do get in close.** Remember; a 10,000 point Deflection is useless against a physical attack. If you think you've got the right Special Technique, hammer him close up with it, where you may have superior skill (for example, in one of our playtests, the players faced a powerful fighter with a devastating Power Level. However, his Fighting Skill wasn't that good. The players tried to fight a



Do not let the enemy perceive your true spirit...

Miyamoto Musashi
—The Book of Five Rings



standoff battle and lost two of their number to energy blasts before one of them was forced to get close, and to his everlasting shock, easily clobbered their supposedly invincible foe.

• **Do pick the location of the battle, if you can.** Unfamiliar terrain means that your opponent won't know how to use it against you. You, on the other hand, may know that a slight energy "push" is all Hanging Rock needs to drop its twenty ton bulk *right where he's standing*.

• **Don't waste your energy on all out attacks, unless it's a sure thing.** Power up that 3,000 point *Divine Wind Wipeout* and you'll be sorry when it misses. A few really tough attacks beat a single "this is my last chance" attack any day.

• **Don't fight one on one if you can help it.** The object of the exercise is not to be foolishly honorable; it's to stay in one piece. Saying that you'll take on a very powerful opponent one-on-one is like saying you think a four year old could defeat Bruce Lee. However, a thousand four year olds all attacking at once could make Bruce's life miserable.

You're evenly matched

This is the best case. It's also the most typical—it's rare that you're going to have planetary conquerors even bothering to waste time on mere mortals. Instead, you're probably going to face a team not all that dissimilar to your own; good fighters with solid teamwork.

On the flip side, this is the case that leads to the fastest defeat, because an equal opponent often causes you to get cocky or sloppy.

Strategy: Keep your strengths in reserve and get the other guy to overreach. If he thinks you're a bit weaker, he might delay putting in the boot and leave you an opening. If he thinks you're stronger, he may try to put everything into an all or nothing attack and leave himself exhausted if he fails. This is a favorite Goku tactic; let the other guy throw everything he's got while you hide your true power level; then, when he's tired or cocky, reveal yourself and clobber him.

Tactics Dos and Don't's:

• **Do keep the pressure on.** Don't give an opponent of equal skill time to catch his breath or make a plan. Instead of allowing him time to act, force him to react to your moves. As Musashi says in his famous *Book of Five Rings*, "In contests of strategy, it is bad to let the enemy lead you. You must always lead him about."

• **Don't waste a lot of time bragging.** Bragging often reveals your weaknesses and certainly gives your foe a

To "release four hands" describes a situation where you and your opponent contend with the same spirit and the battle cannot be decided. In this case, you must abandon this spirit and win through another resource.

Miyamoto Musashi
—The Book of Five Rings

Examine your environment...

Miyamoto Musashi
—The Book of Five Rings

The first method [of forestalling the enemy] is by attacking. This is called Ken No Sen (to set him up). The second method is to forestall him as he attacks. This is called Tai Tai No Sen (to wait for the initiative)...

Miyamoto Musashi
—The Book of Five Rings

Stand in the sun, with its rays in his eyes... When the fight comes, chase him towards awkward places and try to keep his back to awkward places as well.

Miyamoto Musashi
—The Book of Five Rings

chance to prepare a plan. Don't forget the legions of Evil Overlords who wasted time telling the Hero what the Master Plan was—to their ultimate undoing.

• **Douse your battlefield wisely.** When two opponents are equally matched, it's important to seek something that will give you an advantage; using the terrain is one excellent example of this. Another is knowing if conditions will change your battlefield; an open field might become a quagmire if you pick a time when it's about to rain.

• **Don't abandon your tactics.** Often, you come into a battle thinking your opponent is stronger than you. Then you find out he's about equal; you relax and start to move away from your agreed-on tactics, sometimes even going for a single-handed victory. Changing your plan is one thing; but don't give up the tactics you've developed as a team—especially in a vain shot at glory-seeking.

Fighting Tricks

Finally, these are tactics that can be used by any fighter, whether stronger or weaker.

• **Build several Special Fighting Techniques at every level of power.** Sometimes, you'll want to use that really heavy duty +10 die attack to close down the fight right then and there. But that's going to eat into your Fighting Skills something fierce. Better to have a few +2 and +3 attacks in reserve; they cut into your skill far less. When combined with Increased Actions, you could clobber the guy four times with a +3 Technique and do more damage with a much higher chance that each shot would get through.

• **Spend points on boosting reactions, not powers.** The more you can do, the more you can clobber him. And if you get in ten shots instead of just one, the chances he'll make a wrong move just went up a lot. Also, if you can get the first shot in, you may beat him before he can get either a Deflection or a counter-punch in.

• **Combine Powers for better effect.** For example, by spending points on both Increased Actions and Faster Reactions, you can turn your next Phase of combat into a virtual whirlwind of devastation; you'll often get to go first, then hit them a lot of times.

• **Stay close.** Why do you think, with Power Levels in the thousands, guys like Goku and Vegeta still mix it up toe to toe? First, it costs a lot less energy to fly, boost reactions and kick up your number of actions than it does to throw a 300 point energy blast. Second, close-in attacks ignore even the most powerful Deflection, throwing the battle on skill instead of sheer power.



- **Get him mad.** Angry fighters tend to abandon plans and throw caution to the wind. Say something about his martial arts master, his sister, or his mother. Even bad guys are sensitive about their mothers.

- **Get him tired.** Force your enemy to spend Energy chasing you or forcing you to fight. One tactic is to run until you can turn and fight in an area you have booby trapped ahead of time. Another is to hide and make him come to you, wasting energy and time and throwing any plan he might have off kilter in the process.

- **Hide your advantages.** Don't show everything you've got. Save a few tricks and they'll come in handy in the end.

The Big Game

As the battle begins, **Kirin**, the half-Saiyan warrior, faces **Princess Jade** of the Fighting Princesses. They have met in the Valley of Black Shadow, the huge caldera of an extinct volcano.

GM: It's **Phase One**. Jade, you start...

Jade: (secretly to the GM) I'm going to hold down my power level to only 100. (aloud) Then I use my scouter to see if I can get a read on Kirin.

GM: You got it. Since Kirin isn't holding back, you get a reading of 630.

Kirin: I look around the field. Are there any natural features, or is this just a flat place?

GM: The entire bowl is about a mile across; you are both in the middle, about 1,000 feet apart. There is a huge rocky pillar in the center between you. **Phase Two**. Jade?

Jade: Time to raise some power....

GM: Kirin?

Kirin: Okay...I use my own scouter on Jade while moving clockwise, keeping the pillar between us.

Putting It All Together

Okay, so now we know something about Strategy, Tactics and Fighting Tricks. Now, let's put them all together and show you how to use them in practice.

We're going to dissect a sample combat, dividing it into two parts: **The Big Game** [white boxed text] and the **Play by Play** [grey boxed text]. Comparing the two parts is the best way to illustrate how, just as in chess, while the moves of a battle may be very simple, how you put them together always determines the outcome.

The Play by Play

► This match is between two relatively equal opponents; one with the edge in Evasion, the other in Fighting.

► Jade is sizing up her opponent. But she doesn't neglect one of the first rules of Strategy; *Know more about your opponent than you reveal to him.*

► Always get the lay of the land first. Notice how Kirin is careful to ask for a full description of the fighting area. In this case, he realizes that the large rock nearby could act as cover against a ki attack or could be thrown.

► The score so far is:

POWER RAISED	JADE	KIRIN
Phase 1	0	0
Phase 2	180	0
Total	180	0

The Big Game

GM: You get a reading of 100.

Kirin: Hmmm. No sweat here; I'm way more powerful. But just in case, I want to start to raise power this Phase.

GM: Okay. **Phase Three** comes up. Jade, you're first. You feel the earth tremble a bit as Kirin summons energy. You want to power up more or make a move?

Jade: I'll charge him before he can get off an attack.

GM: You're faster off the mark (her Mental is 8 to Kirin's 4). you cover the distance in one swift leap.

Kirin: Wha—?! I dodge behind the pillar!

GM: Too late; she's just as fast (Move 8 each), and closes with you. Make your shot, Jade!

Jade: I go with *Jade Snake Viper Strike!* (Difficulty of -5).

Kirin: I evade—

GM: Make your Attack and Evade rolls. (they roll) Jade, you hit; roll damage...91! His 75 Defense stops all but 16. Hmmm... knock-back...You slam him back about 10 yards, but he doesn't go over.

Kirin: I rush back in and throw a fast flurry of punches! No techniques: I just wanna hit!

GM: Go for it! (they roll). Okay, you whomp her!

Kirin: Feel my power, puny human!

Jade: (hurtling eighteen Move [24'] to land in a heap) Ouch! I felt that!

GM: You're flat, Jade. It's **Phase Four**.

Jade: Okay, I'll spend this next turn lying here raising Power (she's now up to 360)...

Kirin: I go into flight mode and zip up to Mach 4, taking myself way high over the center of the volcano.

The Play by Play

► Kirin's making a big mistake here. He ought to know that 100 is an impossibly low Power Level for a Dragon Ball Z fighter. He should suspect Jade's up to something...

POWER RAISED	JADE	KIRIN
Phase 2	180	0
Phase 3	0	190
Total	180	190

► Jade knows Kirin is more powerful than her. But she suspects his Power Up rate isn't much better than hers; he's big, but doesn't seem too smart, and Power Up is a combination of both. She decides to close in now before the difference in raw Power begins to tell.

► Use that terrain! But too late; he could have toppled it on her in mid run.

► Jade is trying for a tactical move here; knock Kirin out with her best attack first. But it will cost her; her Fighting is 25 against Kirin's 18 Evasion, and the loss of 5 points (for the Special Technique) drops her down to 20 (only a 2 pt. advantage). But it's worth it; she tagged Kirin for 16 points this time, and it stopped him from gathering more Power. Her 26 die attack hits Kirin's 15 PHYS plus a roll of 6 on the dice (21) to the tune of 5 Move of Knockback (30ft).

► Kirin's raw Fighting skill (27) overwhelms Jade's Evasion (23), and his flurry connects with all the force of his Physical+ Fighting (29). He rolls well, and delivers 102 points; enough to easily beat Jade's Defense of 50.

► Ouch! Kirin's 29 dice attack pounds Jade with 18 Move of knockback (her PHYS of 10+1 on the die equals 11). And she's Knocked Down too.

POWER RAISED	JADE	KIRIN
Phase 2	180	0
Phase 3	0	190
Phase 5	180	-80
Total	360	110

► Kirin has bought himself some time; the cost of flying Mach 4 for 10 minutes costs him only 80 points of his 190, and gets him out of the way of Jade. But he isn't taking much advantage of

The Big Game

The Play by Play

GM: Fine. Okay, **Round two, Phase One!** Jade is down, but gathering power, while Kirin—you're about 1000 above the volcano's mouth... You getting up, Jade?

Jade: No, I just lie there; since it's a new Round, I'll get back 10 of my hits. Instead, I'm gonna boost my actions [this will take effect on the next turn] and raise a Deflection [she shows the GM how much she is raising—100 pts.. for the Deflection—and how many more Actions she wants—4 for a cost of 40 points].

Kirin: I raise some more power too (this takes him back up to 300).

GM: Okay Kirin, so you're raising Power, while Jade lies there raising a Deflection. **Round Two, Phase Two** coming up!

Jade: Here we go! Four extra actions! Action one, I get up. Two, I go to flight mode and up to Mach 4, closing with Kirin. Three, four and five; I hit him with three attacks at once: *Jade Lady Hammer Fist* [+4], then two *Green Flashes* [+3ea]. And I shout out *Jade Lady Hammer Fist!* and *Double Green Flash!* **AHAIAH!**

GM: You get through and pound on him (87 points). But his Defense (75) stops all but 12 points. And your attack just isn't enough to cause Knockback. Kirin?

Kirin: Princess, you will pay! I will break your bones over my knee for this! I open up with a 50 dice Energy attack! *Kirrriiinn Suuppaah Blast!*

GM: You cut loose. You hit—barely. *WHAM!* It sprays all over her Deflection; in fact, it reflects, slamming 50 dice back at you! You take a total of 160 points in the face!

the fact that she's down; he could have raised more power instead of increasing the distance.

► It's tempting to get back up and fight, but Jade knows Kirin has opened the distance, violating the rule of *Taking the Initiative*. He should have flown clear and clobbered her with a big Energy Blast before she got that Deflection up.

► If Kirin had raised power last turn, he'd be at 570, enough to slam down anything Jade could muster. Right now, there's a 200 point difference between them, but Jade just bought a lot of actions that could pay off big time.

POWER RAISED	JADE	KIRIN
Phase 2	180	0
Phase 3	0	190
Phase 5	180	-80
Phase 6	-220	190
Total	100	300

► Jade now knows she isn't that much weaker than Kirin in Fighting, so she decides to use her Energy to beat his raw Power Level. Flying costs only 40 points, leaving her 220 points left. She gets through this time with her *Hammer Fist* [clocking Kirin with 87 points, of which 12 get through], but the *Flashes* miss.

► Jade's just not physically strong enough to beat Kirin down. She should have gone ahead and hit him with a strong Energy attack, since Kirin was too cocky to raise his own Deflection. By going that route, she could have hit Kirin with a couple 40 dice Energy attacks, and the Rule of Z bonus for saying the move would have made it easy for her to hit him with an average of 128 points!

► Kirin should have known better; all the Power moves she's made prove that she has more than a 100 point Power Level. But he figured that between flying and the extra actions that she must be tapped out.

The Big Game

Jade: Yahoo!

Kirin: Gaak! Well, my Defense soaks up all but 85 points; the rest hit me, reducing my Hits to 65! Arrgh!

GM: —and the 50 dice slam against you like a ton of bricks, slamming you 31 Move [@186 feet] in Knockback. It also beats your PHYS stat, so you're knocked out of the air!

Jade: So, Tough Guy? Still want to mess with Jade Power?

GM: Meanwhile, Kirin, you fall about 1000 feet; say... $(1000 \div 6 = 166.6)$ 167 Move. Whammo! Take another 10 dice! **Round 2, Phase 3!**

Kirin: Luckily, the 46 points it does just bounce off my Defense. I'll raise a Deflection this Phase.

Jade: Too late, Monkey Boy! I still have 100 points, and I go first each Phase. Before you can get your little Saiyan stuff together, I open up with a 50 dice energy attack! Plus, I'm going to spend 10 extra Difficulty points to make it Homing! *Green Vengeance Wave Ataaaaaaaaaaaaa!!! Haaaiii—ya!*

GM: Okay! You make the shot and slam him! Since he has no Deflection up, he takes 175 points— right in the face! The Defense shaves off 75 of that, but he's gonna take 100 points!

Kirin: AAK! I only had 63 left! Next Dimension, here I come! Aaaah!!!

power level was when she Powered Up, allowing him to adjust his own Deflection to match.

Not raising power immediately was another flaw. He had power to burn, and could have raised a Deflection equal to almost anything Jade could throw in one or two phases, or thrown an energy blast that could have fried her 100pt.. Deflection like a bug. Instead, he got cocky and didn't get tough with her.

Lastly, he made the mistake of letting Jade set the pace of the battle. She went for him four times, missing twice. He should have moved in on her when she landed the first blow in Phase Two, and used his superior power to waste her. He could have kept on her from the moment he knocked her off her feet, forcing her to defend instead of raising more power. Chalk this loss up to another case of the big guy underestimating the little guy—just like Vegeta once did with Gohan in the Dragon Ball Z Saga.

The Play by Play

► Jade got lucky. If Kirin had remembered the rule of *Don't Underestimate Your Enemy*, he'd have raised his own Deflection earlier and baited her into burning points on fruitless attacks.

► The score so far is:

ATTACK	JADE	KIRIN
Viper Strike	—	- 5
Flurry of blows	- 36	—
Round 1 Recovery	+10	+15
Hammer Fist	—	- 12
Green Flashes	—	- 0
Reflection	—	- 85
Total Hits left	+74	+63

► With a 22 power skill Jade can handle a 50 die attack no problem ($50 \div 10 = 5$ Difficulty). In fact, she won't have any problem till she tries to throw higher than a 200 die attack! The Rule of Z's 10 point bonus makes it even easier to control and cancels out the Homing costs. She holds back 50 points of her Power though, just in case.

► The Homing attack doubles Jade's attack roll, so that makes the cost well worth it, since it only has to work for one Phase; Jade knows that on average, she ought to get 20 extra points from her dice rolls; coupled with her natural 22 Power Skill, that's an easy 42 against Kirin's 20 evasion. She takes the shot—and makes it!

► **Post-Game Analysis:** Taken by the numbers, Kirin *should* have won this match; he had higher Fighting skill, more Power Level, a faster Power Up and comparable Power skills to Jade. He also could absorb more damage with his higher Hits and Defense. So what went wrong? Bad strategy.

First, he assumed that Jade was as weak as she first appeared. But simple math should have told him that it's impossible to have a power level below 110! And an occasional look through his scouter would have told him what Jade's active



WRITING A SAGA

- 5 Rules of Dragon Ball Z Campaigns
- Designing Adventures
- Running the Game
- Tournaments
- Using Action Figures

So
now you've
got all kinds of
cool new
powers...

But all the power in
the world can't cut it if
you don't have a good story
to back it up. It's time to
learn how to write a
Saga!





▲ THE SMOKE CLEARS,
AND RADITZ IS STILL
STANDING...UH OH...

How To Write Your Own Saga

Or: Dragon Ball beyond the TV set

Okay. So now you can throw energy bolts from your fingers, punch through mountains with your bare hands, use strategy and tactics, and maybe even destroy a small planet in a single glance. Bet you're thinking **now you're Mr. Big Time, right?**

Well, forget it. All the power in the universe can't save you now if you don't have a good story to put around it. And that's where your GM comes in. He (or she) will be the per-



son who has to design the adventures that your Dragon Ball heroes will find themselves in. And without their help, you're going to find your characters all powered up with nowhere to go.

This section, therefore, is for the unsung hero of the Dragon Ball Z universe; the **Game Master**. The rest of you can skip this section to go off and do a million ten-gravity one-handed pushups (or whatever it is you fighter types like to do). We'll take it from here.

So let's start over...

Okay, Game Master. Now you have these players who can throw energy bolts from their fingers, punch through mountains with their bare hands, and maybe even destroy a small planet in a single glance.

Bet you're thinking you're toast right now, right? Well, not to worry. We'll give you the tools you need right here.

The 5 Basic Rules of Dragon Ball Z

Here are the five basic underlying rules to running a Dragon Ball Z game. If you know these, you can keep any group of players, no matter how awfully powerful, under control.

1) Consider everything (and everyone) that isn't a main character as backdrop. The Army. The Navy. The Police. The kids down the block. The aged *oba-san* (grandmother) crossing the street. All of them are window dressing. NONE of them are going to be able to affect the outcome of a serious Dragon Ball Z confrontation. Destroy their cities. Stomp on their homes. Obliterate their defenses. IT JUST DOESN'T MATTER.

The entire situation should always be up to the players alone. Sure, Kami can train them, and maybe Goku will show up to lend a hand, but everyone else in the universe are merely helpless pawns whom the players must protect.

Which leads nicely into...

2) Use Game Master Aikido. *Aikido* is a Japanese martial arts form that works on the principle of using your opponent's strength against him. Sure, he can obliterate a mountain, but not if his house is on it. Maybe he can fly, but is that going to help against an opponent who is under-

Warning: Don't use Goku or the rest of the gang unless it's absolutely necessary!

One Man Gang

For example, say your players have Combat Characteristics of 20, 30 and 45 respectively. A bad guy with a total Combat of 95 (20+30+45) is really going to make them sweat.

ground? When a strength is present, always set up a situation where that strength will work against the player; the place where using an energy bolt would be a BIG mistake, or where blinding hand to hand techniques simply won't cut it (fighting an electrically charged opponent).

3) Find their Weakness. If your players are just too powerful, hit them where they are weakest. Sure, you can punch through a mountain side. But can your girlfriend? Can your mother? Can your tiny baby sister? Chances are they can't; but they're depending on you to keep them safe. This is why Superman® has Lois Lane® and Jimmy Olsen® around; they expose his weak side.

Watch your players; they will reveal their weak sides soon enough. Goku is ultra powerful, but he's also pretty gullible. Piccolo is driven by wanting more power. Vegeta is arrogant and ignores obvious pitfalls. Gohan lacks confidence and may break when you need him most. Note your player's weak points and turn them back on them.

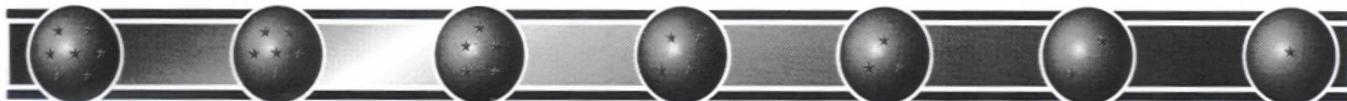
4) There is always a more powerful villain. He just isn't right here, right now (but he will be soon enough). It's a theme in Dragon Ball Z—guys like Vegeta look really tough, until you meet guys like Frieza. When you players look big and bad, go in, add up all of their Characteristics in each area, and give those totals to your new villain. That'll scare 'em.

5) You can always reset the Game. Toriyama's video game skills show up in this rule. The Dragon Balls exist in Z primarily to put everything right once everything's been destroyed. Even if the Dragon Balls are vaporized, there's always other worlds and realities with their own Dragon Balls (or their equivalent). So it doesn't matter if your players wipe out the entire Solar System; just as long as you provide a "reset" switch in the final episode.

Armed with your five basic rules for running Dragon Ball Z, let's get started designing your adventures. And the first place to start will be constructing a **campaign**.

Campaigns

A **campaign** is the place where you link all the disparate parts of the Dragon Ball Z universe into a complete whole. It's a series of adventures starring the characters the players are running. As Game Master it falls to you to create the stories which the characters will become embroiled in, the protagonists and antagonists they will encounter, and



the overarching stories that link separate adventures together into a complete unit.

This means mining the various background elements of the world and using them to construct a campaign framework. There are a lot of great background elements to a campaign in this book—the Dragon Balls and their mysteries, the search for the Super Saiyans, the defense of Earth, the powers of the Other World, and so on. Naturally, those attracted to Dragon Ball Z as a roleplaying game will probably be most interested in emphasizing those aspects of the universe that make it unique; the strange worlds and inhabitants, the contests and fighting schools, and the supercharged fights. Your job as GM will be to develop portions of this background to frame the story you are going to tell with your players.

Dragon Ball Z Campaigns are a Challenge

That's because Dragon Ball Z doesn't work with the same limits that every other adventure game campaign works on. Other campaigns have very simple, very limited goals; rescuing someone, getting some money, beating an opponent. In Dragon Ball Z, though, this ante can be raised to almost impossible stakes. After all, these are characters who can destroy the world as a side effect of a single battle (don't laugh, it's happened in the Sagas before). Getting a few extra points of experience or a pile of gold is pretty meaningless when you can gather seven golden balls and wish for anything you want.

And that's before the characters idly blew up the Moon because it blocked the view.

So the first thing we're going to discuss is how to rein these guys in. And that means finding the right type of campaign.

Here are a few of the best:

The Quest

The **quest** is a long standing favorite of roleplaying; the idea is pretty simple; you are looking to do something; gather the Dragon Balls, throw a ring into Mt. Doom, whatever. Most of the original Dragon Ball series is a quest; young Goku meets Bulma and together they set off to find the seven mystical Dragon Balls. Bulma wants them to wish for a perfect boyfriend, Goku...well, he's mostly just tagging along because it's fun.

The Quest has its limits though, especially in Dragon Ball Z. After all, if you can get the Dragon Balls together, you can



just wish for whatever you want. As a GM, you'll have to work a bit to come up with something to quest for that can't be obtained by calling on Shen Lon. Here are a few ideas:

- **Blow up the Earth at the start** so that the players can't summon the Dragon Balls (they went with the planet). This will force them to get creative about getting Earth back.
- **Make the quest to solve something that can't be fixed by the Balls**—the hero's girl died of a heart attack while saving him (natural death), or fell down a flight of stairs...Now he will have to undergo a strange arcane adventure to get her back; something the Dragon can't possibly help him with.
- **Make the quest multi-staged:** you have to do ten heroic things even before you find the first Dragon Ball, and you'll need all seven just to have a chance to defeat your opponent.

Defenders

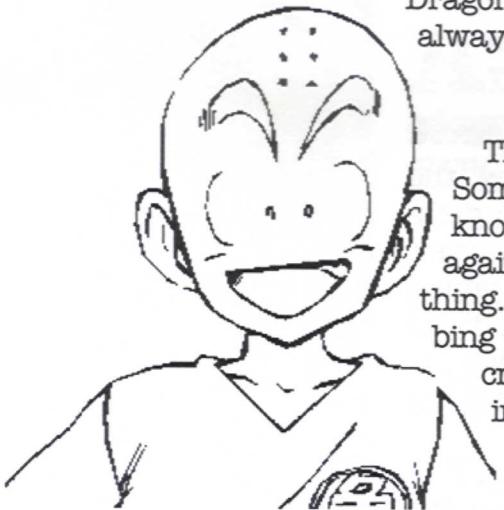
This is the basic theme of the first Dragon Ball Z Saga. Bad guys come to Earth to conquer it. You, as the toughest fighters on the planet, must work together to save everyone. Millions depend on you. The reward you can claim for saving humanity is pretty much anything you want. All you have to do is stop a bunch of demigods in kung-fu costumes.

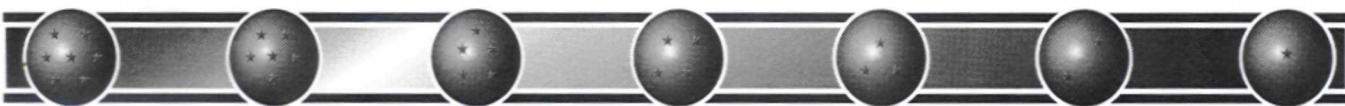
Hey, it worked in *Mortal Combat*TM, right?

The Defenders theme is a good one, because it can last a long time. For a while, you can settle for having a new threat face the Earth each week. But after a while, the heroes reps are going to spread, and before you know it, they'll be approached by other downtrodden star systems eager to find deliverers. Even if the players get more powerful than this world can deal with, you can always shift the locale to add new threats, new villains and new possibilities. And with Dragon Ball Z, once you've covered the universe, there's always the Other World and other dimensions to come.

Righting Wrong

This is a popular theme, because it's very immediate. Someone has done wrong and now they have to pay. Also known as the **Crimefighter** theme, this pits the good guys against the bad guys, just because they're doing the wrong thing. Whether it's stopping the local Crime League from robbing the bank (Gohan does this later on in the Sagas in his crimefighter persona), or travelling the multiverse fixing problems and creating happy endings, you're in the hero business full time. But there are a few things to look out for when using this campaign style:





• **Damage control.** Anybody that's a real challenge to a Dragon Ball Z hero is going to be capable of causing tremendous collateral damage. You can keep a lid on this by imposing a very powerful character who automatically transports the fighters to an open place whenever a fight gets going (a time honored Japanese animation trick).

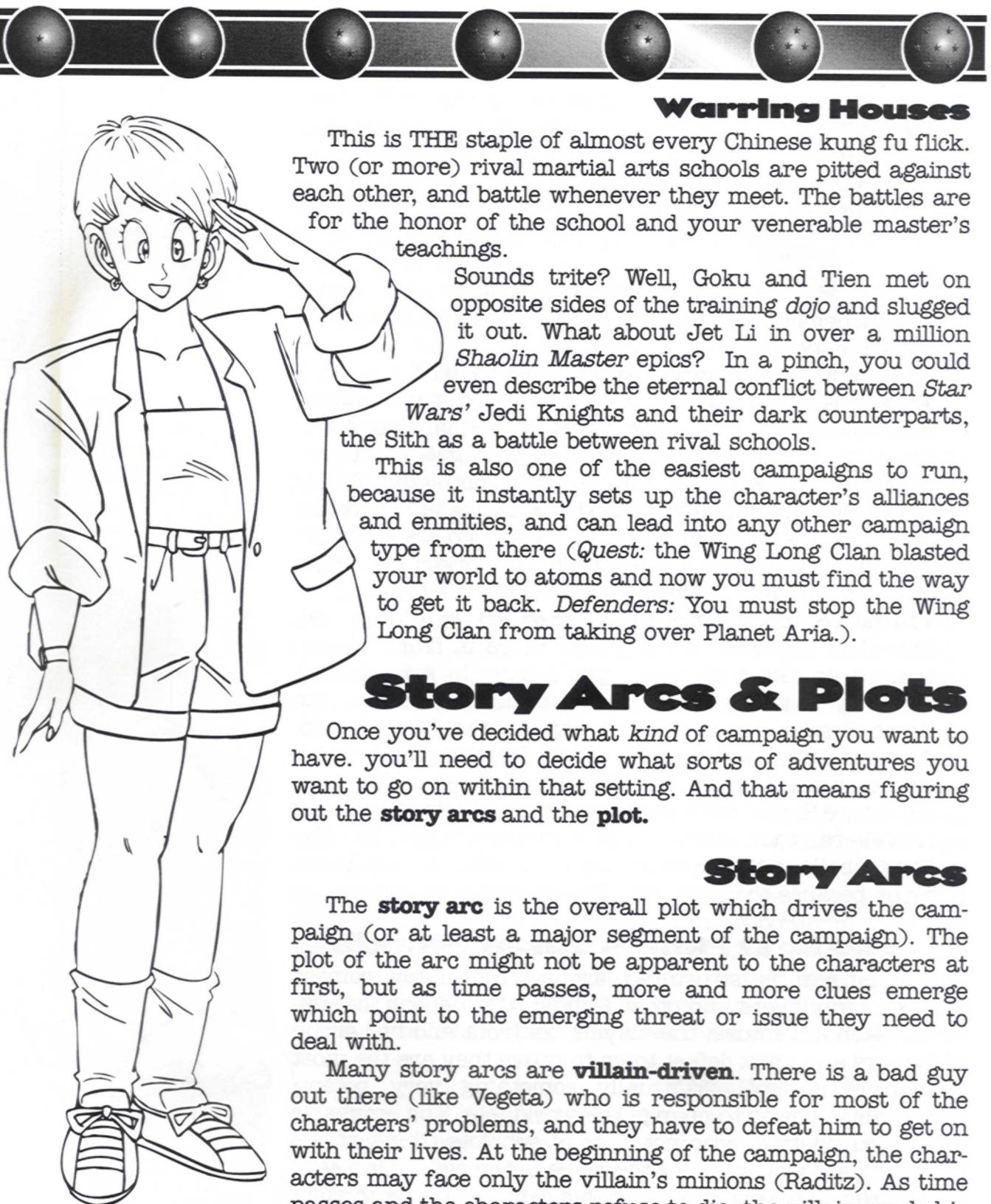
• **Powerful enough motivations.** Anyone who can challenge a band of Dragon Ball Z heroes isn't going to waste time robbing the local bank. You will need villains of sufficient stature to give these guys a good fight—and guys of this caliber will have to be equally motivated. Ruling the world may not be enough—but wanting to absorb the spirits of every creature on the planet into a kind of living hell—now that's a motivation! (It worked for Cell, a villain from later in the Sagas.)

• **To get around the Dragon Ball problem** (you know, call Shen Lon and wish the guy was there in front of you, trussed up like a chicken), you'll have to get creative. One way is to set the action in some place where the Great Dragon has no power; say, in the Other World. Another way is to bring the villain from another dimension or place in time that Shen Lon has no power over. (In future Sagas, we'll encounter magical beings and time travellers that are virtually untouchable by the Dragonballs, either because to do so will mess up history or because they just aren't part of this reality.)

The Last Man/Woman Standing

This campaign is structured around continuing combat between the players and other fighters throughout the universe. Each adventure, the players confront another group of fighters and must defeat them to prove they are the most powerful. The goal is usually something very potent; immortality, power to change the world, etc. The emphasis here is on fighting, with not a lot of subplots (think of the Dragon Ball Z videogames and you're in the right mind set). There are a few tricks to using this campaign type though:

- **This campaign type is a great bridge** between a quest and another campaign style.
- **You can use the Dragon Balls as the final goal in this long term battle**—for the time being, they are safely in the hands of a power so huge not even the Goku could get them—and this power will let the winners of the battles gain access to them.



Warring Houses

This is THE staple of almost every Chinese kung fu flick. Two (or more) rival martial arts schools are pitted against each other, and battle whenever they meet. The battles are for the honor of the school and your venerable master's teachings.

Sounds trite? Well, Goku and Tien met on opposite sides of the training *dojo* and slugged it out. What about Jet Li in over a million *Shaolin Master* epics? In a pinch, you could even describe the eternal conflict between *Star Wars'* Jedi Knights and their dark counterparts, the Sith as a battle between rival schools.

This is also one of the easiest campaigns to run, because it instantly sets up the character's alliances and enmities, and can lead into any other campaign type from there (*Quest: the Wing Long Clan blasted your world to atoms and now you must find the way to get it back. Defenders: You must stop the Wing Long Clan from taking over Planet Aria.*).

Story Arcs & Plots

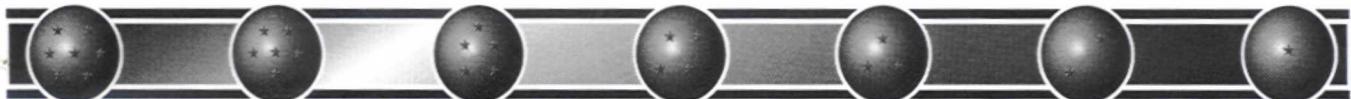
Once you've decided what *kind* of campaign you want to have, you'll need to decide what sorts of adventures you want to go on within that setting. And that means figuring out the **story arcs** and the **plot**.

Story Arcs

The **story arc** is the overall plot which drives the campaign (or at least a major segment of the campaign). The plot of the arc might not be apparent to the characters at first, but as time passes, more and more clues emerge which point to the emerging threat or issue they need to deal with.

Many story arcs are **villain-driven**. There is a bad guy out there (like Vegeta) who is responsible for most of the characters' problems, and they have to defeat him to get on with their lives. At the beginning of the campaign, the characters may face only the villain's minions (Raditz). As time passes and the characters refuse to die, the villain sends his more important and capable employees after them (Nappa), and finally, there is a confrontation between the villain and the characters, which serves as the climax of the story arc.

The end of a story arc does not necessarily mean the end of the campaign. Just as the Dragon Ball Z TV show shifts story arcs (or Sagas) from time to time, you can introduce



new ones as the current one is winding down. For example, the arrival of Raditz is one story arc, the coming of Vegeta is another arc, and the voyage to Namek still another.

The Plot

The **plot** is the thread of events that drives a story to its conclusion. Mostly, the plot establishes conflict, and describes how that conflict impacts the characters (and vice versa). The plot can be short and sweet, or it can be a part of a larger story (story arc).

In terms of a campaign, think of major, adventure-spanning plots as story arcs, and episode-length plots as adventure plots. There is also a third type of plot we'll talk about; the subplot, which focuses more on personal character interests and goals.

Example: At the start of the Dragon Ball Z series, the story arc is how Goku must confront the Saiyans and his own heritage in the process. But the **plot** of the first adventure is *how Piccolo and Goku must defeat Raditz and save Gohan.*

Adventure Plots

Adventure plots are the plots to individual adventures within the campaign. They may or may not relate to the story arc. Above we suggested they correspond to an episode in the TV series, but actually, adventure plots usually play out over several episodes. So you can have adventure plots which span several "episodes" if you like.

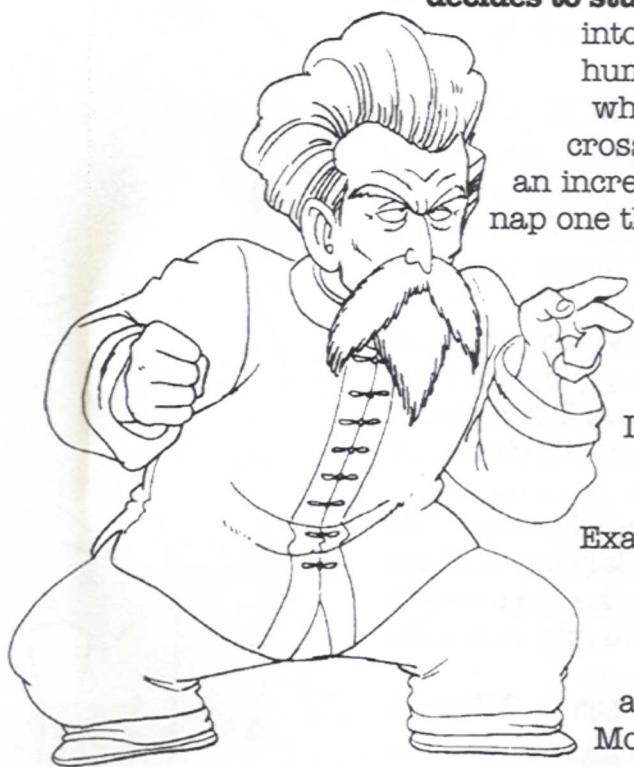
Sample Adventure Plots: Here are a few adventure plots based on the plot introduced above. Each plot could be covered in one or two adventure sessions, or play out over several. It all depends on how you want to pace things. Note how each adventure plot tells a story, and also how elements of these plots advance the overall story arc.

1. Goku, knowing he can't beat Raditz, must find another powerful fighter to help him. He travels to Yunzabit, where he has heard of a great warrior named Karon. When he arrives, he must convince Karon of the worthiness of his request by fighting him. Even though Goku loses, having battled Karon, convinces the reclusive warrior of Goku's sincerity.

2. Piccolo, angered at having been brushed aside by Raditz, sets out to humble the Saiyan. He sneaks into Kami's Lookout and uses the Pendulum Room to see Raditz's life. But while in the Pendulum Room, he also discovers his own alien heritage and the fact that he and Raditz were once allies. Piccolo uses the secrets mastered in the Pendulum Room to then go on and defeat Raditz.

3. Raditz, surprised at his nephew Gohan's power, decides to study the matter further.

He travels in secret into a human city and find out what makes humans special. His trip convinces him that while humans are pretty low-powered, when crossed with the Saiyan bloodline, the result is an incredibly powerful fighter. So he sets out to kidnap one thousand attractive human females to found his own dynasty!



Subplots

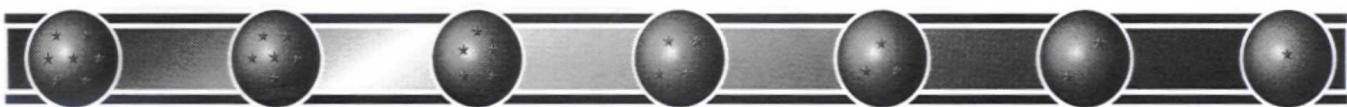
Subplots are stories which are character-based rather than plot-based. Introducing a few at a time to the campaign can spice things up, and give the players more grist for the roleplaying mill. Examples of subplots include betrayal, vendettas, personal quests, political intrigue, and romance.

Subplots can have a link to the story arc or adventure plot, but it isn't necessary. Most subplots, of course, will probably have some impact on the main plots. For example, Gohan's overprotected upbringing is a subplot which affects the main plot when he freezes in combat.

Designing an Adventure

Once you've tackled the big issues, like settling on a theme and campaign type, you're ready to begin designing **adventures**. In designing an adventure, you need to decide where the action is going. Pacing is the most important part of that plan. You not only have to tell a story, but also have to break it up into manageable segments for your players. Each segment of story should convey information, be entertaining, and help provide excitement by pushing the plot along in some visible way.

The **Beat Chart** can help make this process a lot easier. The Beat Chart helps you design each segment and decide what happens in it. It also sets up a framework which helps you place the segments in the most dramatically effective order.



The Beat Chart

Each Beat Chart has five parts, or Beats: the **Hook**, the **Development**, the **Cliffhanger**, the **Climax**, and the **Resolution**. Some Beats, like the Hook, Climax, and Resolution, occur only once. Other Beats, like the Development and the Cliffhanger, are used over and over, but in alternating order.

There are three rules for setting up a Beat Chart:

1. The adventure always starts with a **Hook**. The Hook is a short piece of action or suspense that is used to draw the characters right into the story. For instance, Raditz's appearance at the Kame House and confronting Goku is a Hook.

2. The adventure always ends on a **Climax**, followed by a **Resolution**. The Climax is the big finale of the adventure, where the good guys triumph, the traitor is revealed, or the goal is successfully reached. The Resolution is the denouement of the adventure which wraps up loose ends, suggests what happens to major NPCs (especially the bad guys), and so on. Goku sacrificing his life to save Gohan and Piccolo, and the death of Raditz would be that adventure's Climax.

3. **Developments** are non-action Beats that move the adventure along; they involve clues, revelations, conversations, and character developments. **Cliffhangers** are always action scenes; chases, battles, dogfights, and so on. Developments and Cliffhangers should appear in alternating order. This rotational design keeps the plot from slowing down with too many back-to-back non-action scenes, and keeps the action scenes from blending together into one big blur.

To get going on your adventure design, grab a piece of paper, and, using the sample Beat Chart (pg. 126) as a guide, jot down a rough plan of how you want the adventure to go. You know you'll start with a Hook and end on a Climax and Resolution, but how many Developments and Cliffhangers do you think you'll need?

As a rule of thumb, assume that each Beat is good for one half-hour of game play. Decide how long you want the adventure to run, and place Beats accordingly (don't forget you already have an hour and a half accounted for with the three mandatory Beats).

You don't need to have an exact idea of how the adventure will go at this point. Just decide whether you want to open with a Development or a Cliffhanger, and then take a look at the other Beats to decide how things will flow from there.

Thanks to Flint Dille for the idea of the Beat Chart.

Plot Beats

Here is a long list of Beats that have been culled from all sorts of genre shows, manga, books, and movies. Feel free to shop this list for adventure ideas—that's what it's there for. It isn't all-inclusive, though, so if you think of one that isn't there, go ahead and use it.

Hook

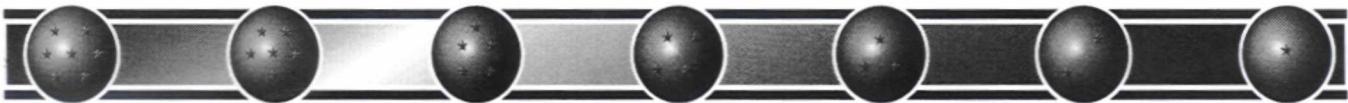
The Hook is the event or situation that sucks the characters into the adventure and gets them into the thick of action right away. Think of it as the teaser scene which launches many drama programs, or the trademark fight at the beginning of a James Bond film.

The Hook should always whet the appetite for the coming adventure. Usually, it sets up the main adventure plot, but this isn't a hard and fast rule. If the Hook doesn't relate directly to the story arc or adventure plot, though, make sure it makes sense in the context of the characters' lives.

- **Amnesia Victims:** The characters don't remember anything about what has gone on before the adventure starts. They awake with no memories of their past, or of anyone around them. Have they been injured or is the amnesia induced by some drug or electronic device? If the latter, who is behind the deed and what do they hope to accomplish? Goku is a good example of this; hit on the head as an infant, he has no recollection of his infamous family connections (sort of like waking up to discover you are related to the Corleone Family Mob).

- **Crisis:** The characters are immediately drawn into a crisis with serious ramifications. Perhaps invaders have come to the world the characters are on, or they are approached with a plea for help from a helpless victim of an attack. Maybe the crisis is environmental; an asteroid is headed towards Earth, or the life support systems on the characters' ship fails. Whatever the crisis, it reaches out and grabs the characters and doesn't let them go again until they've escaped or dealt with it.

- **Discovery:** The characters make an important discovery. Maybe Bulma stumbles onto a lost Saiyan machine that boosts your power rating 1000% (Imagine Bulma with a Power Rating of 16,000!?!). Often, by merely being aware of the discovery, the characters become targets by those who want to claim (or keep) the discovery for themselves (like the Dragon Balls). The discovery should also always lead *right* into the main adventure; if Bulma discovers a machine to boost power levels, it will immediately set off an alarm that brings its very powerful creators on the run.



• **False Accusation:** The characters are accused of some crime which sets them against some of their traditional allies and companions. Gohan is accused of holding back in a fight because he is a coward. Piccolo is accused of selling out the Dragon Ball Team to get in good with the Saiyans. In most cases, the characters must either clear their names, fight the accusers, or flee. Most of the time, this never happens with the Dragon Ball Z crew, but what's to say YOUR group is a friendly and easy going as they are?

• **Kidnapping:** Either the characters are kidnapped, or friends are. The kidnappers may or may not be known to the characters. Obviously, this Hook sets up rather clear goals for the adventure: to escape or rescue the abducted individuals. For example, if Raditz hadn't kidnapped Goku's four year old son, the easy-going cosmic fighter might have dismissed his brother as "Wow, what a kook! Hope he leaves before he causes some trouble!"

• **Tragic Death (or Murder):** Someone the characters know is unexpectedly killed. The victim is either close to the characters or obviously an innocent undeserving of such a cruel fate. The point of the death is to catalyze the characters into action. If they were *killed* by someone, it may be possible to pursue and bring the murderer to justice. Perhaps a better solution, however, is to make the killer untouchable—at least for the time being (an accident that is tragic but seems to have no cause—yet). A death or murder is a great way to take a campaign in a new direction, introduce a new villain, or inject new purpose into the lives of the characters. For example, Yamcha's death at the hands of the Saiyans' Saibamen serves to harden the teams resolve and makes them no longer fear Nappa and Vegeta.

• **Revelation:** In this Hook, the characters learn something that changes their situation or perception of their world. One of the characters receives a mysterious inheritance, or learns something about his past (Goku—"I'm not human?" Piccolo—"You think you got problems, Goku? I'm a Nameccian snail guy!") The Revelation should not be casual or a throw-away event. It will have a long-lasting impact on the adventure, and possibly the entire campaign. A good way to introduce a new story arc.

• **Cliffhanger (see page 124):** You can play a Cliffhanger Beat as a Hook, starting the adventure in *medias res* (like a Quentin Tarantino movie). The





Cliffhangers with the most potential are Confrontation, Ambush, or Fight. A Cliffhanger Hook should grab the characters and yank them into the action right away. Don't give them time to think; throw bombs at them, blow up the Kame House, whatever.

- **Development (see page 126):** You can play a Development as a Hook. Good choices include Secret Meeting, Mistaken Identity, Romance, or Betrayal/Sabotage. Your choice should quickly draw the characters into the adventure plot and introduce major allies and enemies. For example, a character is given a cryptic message meant for another, falls in love with his primary opponent, or has his Powers sabotaged before battle.

Cliffhanger

A **Cliffhanger** is defined as "a contest whose outcome is in doubt up to the very end." Examples of cliffhangers include fights and chases of all kinds which feature all sorts of vehicles, opponents, weapons, and scenery—the more impressive and unusual, the better.

Place your most wickedly-kewl (and thus exciting) Cliffhangers toward the beginning and end of your adventure. Every James Bond movie does this, and for good reason—the opening scene gets the viewers pumped for the main plot, and the final battle ends things on a rousing note.

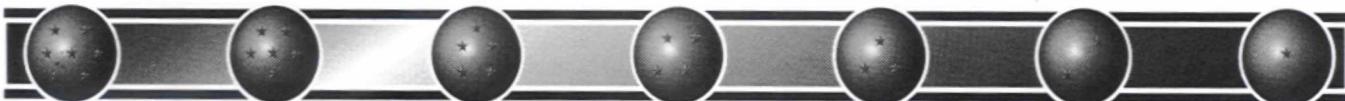
- **Ambush:** This Cliffhanger is a variant on the Battle Cliffhanger below. In an Ambush, one side gets the jump on the other and a free shot in before the surprised party can respond. Most plotted Ambushes will be against the characters (when characters set up an ambush, it is usually on their own initiative). When the bad guys set up the ambush, the characters are caught off guard if they don't make a successful Mental check against their opponents' Mental. If you want to plot a character Ambush, make it fairly obvious that this is the best strategy the characters can follow; the terrain favors an ambush, the bad guys are careless and attentive, and so on. Hopefully the players will get the hint.

- **Battle:** The battle is a straightforward stand-and-fight conflict between the characters and the bad guys. Unlike an Ambush or Fight (see below), the battle is a free-for-all involving any number of combatants. Few Dragon Ball Z confrontations are battles; rarely do armies of fighters meet and decide to have a rumble. But imagine if a large number of fighters had to gather for a final apocalyptic battle against another horde?

- **Chase/Pursuit:** The characters are hot on the tail of the opposition, or are themselves being chased. If the characters

Hordes of HFIL

Later, in one of the movies, the Dragon Ball Z Fighters do have to battle the legions of HFIL, but that's the exception.



are doing the chasing, it's probably because the bad guys have something they want: information, a kidnapped friend, stolen Dragon Balls, and so on. Kidnapping, Tragic Death and Revelation are good Hook Beats to lead into a character-initiated Chase. If you want the characters to do the fleeing, make it painfully obvious that they are in major trouble if they stick around. An easy way to do this is to throw overwhelming numbers of bad guys in their direction. A good example of this is a lot of the early Dragon Ball Z crew's battles with Red Ribbon.

• **Confrontation:** A Confrontation is non-physical—a scene where the heroes square off with the opposition on a verbal level. The two sides may trade insults, threats, or simply try to intimidate or out-psych one other. The Beat ends when one side backs down or both do. If the bad guys have the upper hand, they are restrained from violence for some reason: they aren't that serious about the characters yet, there are a lot of bystanders around, and so on. If the characters are humiliated in the Confrontation, they will be all that more eager to take the bad guys down later. Don't expect a lot of Confrontations in Dragon Ball Z, unless your opposition is so powerful they feel like toying with their victims.

• **Contest:** The Contest is a Confrontation with rules. It may be a riddle match, a race, a shooting contest, or a knife fight. Not all Contests are combat-oriented, but they can be. Again, the Beat ends when one side loses or there is a draw. The Annual Budokai on Papaya Island is one of the Dragon Ball Z world's most important contests, and can fuel an entire story arc.

• **Fight:** The Fight is a combat between the characters and the bad guys. Unlike a Battle, which may include a cast of thousands, the Fight is more personal—just the characters and a small group of bad guys. Most Dragon Ball Z confrontations are on this level; two bands of a couple fighters each meet and get medieval on each other.

• **Monster:** Monsters are non-intelligent living (or at least animated) threats to the characters. Most monsters will be alien animals of some sort, though mind-blasted berserk super-clone warriors could qualify.

• **Obstacles:** Obstacles are natural hazards, Traps, or other dangers the characters must overcome: a landslide or cave-in, a mined field, a booby-trapped spaceship, and so on.



A Beat Chart Example

Here's a Beat Chart for a short Dragon Ball Z adventure. You might want to flesh out your charts a bit more than this, and include notes on staging, subplots, NPCs, story arc information you want to give out in each Beat, etc.

- **Hook: (Discovery):** While messing around in the remains of an old spaceship, Bulma and Krillin discover a machine that increases your power 1000%.
- **Development (Advantage):** Tired of being the weak sister of the Dragon Ball Z team, Bulma uses the machine on herself, gaining a power Level of 16,000! Krillin thinks it's a bad idea and goes to talk to Goku about it.
- **Cliffhanger (Ambush):** Bulma is showing off her new powers to her parents when a mysterious pack of aliens show up at Capsule Corp and attack her. Even though she doesn't yet know how to use her abilities, Bulma is forced to battle for her life.
- **Development (Back From The Dead):** Bulma is about to be toasted, when—surprise!—Vegeta shows up and handily dispatches the bad guys. He explains that he has been after these guys for some time as they know about a secret way to increase one's power. Bulma is grateful for the Saiyan's quick intervention, but doesn't trust him. Vegeta is no idiot; he figures Bulma *must* know where the machine is (otherwise, why were those guys after her?).

The Trap is a subset of the Obstacle, one put in place by intelligent design (though it might not have been set up to catch the characters specifically). Dragon Ball Z Traps, by definition, have to be pretty powerful; the characters can fly, blow things up, and sometimes even teleport. So your traps should be on an equally huge scale; the black arms on Snake Way, Princess Snake's Palace changing into a giant snake's belly...In setting up your Trap, give the characters a sporting chance; provide a way to detect the Trap, or a way to escape it. You don't have to make it easy, of course.

• **Race:** The characters race to reach a goal before the bad guys. The goal can be a person, place or thing. Every Race needs an objective, a reason to get out there and go all out. The Developments Revelation and Discovery can provide the needed motivation.

Development

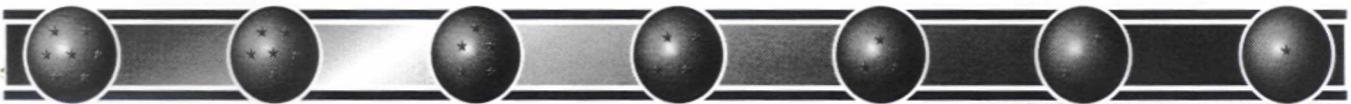
A Development is a scene where the plot moves ahead without a physical conflict. Also known as the "bump," it is the part of the adventure that sets the direction of action until the next Development. Most Developments are role-play-intensive scenes (more so than action scenes, anyway). Developments can be used to give the characters clues or hints on how to proceed, warn of danger, or reveal a new aspect of the plot.

• **Advantage:** The characters gain some advantage over their opponents. They may learn of a weakness they can exploit (either physical or mental), or gain new assets that makes achieving their goals easier. Examples of advantages: figuring out how to use a Saiyan scouter, or learning how to hide your true power levels.

• **Alliance:** This Development represents the gaining of help from outside sources—a previously neutral gang leader throws his lot in with the characters, old squad mates arrive in town to help out a pal in trouble, and so on. Keep an eye on game balance—the new allies should make the character's job easier, but not a cake walk. Going to get trained by King Kai is one kind of Alliance.

• **Back from the Dead:** An old (and presumed dead) villain returns to task the characters once again. Take special care to make his return believable, especially if the characters saw him die. He might have escaped the explosion in the nick of time, or had a spacesuit on when his life support systems blew after all. Dragon Ball Z is unique in that the dead come back all the time (with little halos), but avoid using it too much, as frequent use will cheapen the effect.

• **Betrayal/Sabotage:** The characters have been betrayed or infiltrated! What form does the sabotage or betrayal take? Are the characters' plans or security measures revealed to



their enemies? Have they been Framed or set up for an Ambush? Have their secret powers been revealed before an important fight? A Betrayal should always include a chance for the characters to detect the impending double-cross or catch up to the traitor soon afterwards.

• **Clue:** An ambiguous Revelation (see page 123). One part of a puzzle or mystery is revealed, but not the whole thing. With a Clue, the characters may learn that Raditz is kidnapping cute girls (pg. 120) but not why.

• **Framed:** The characters are framed by a person or organization to ensure their cooperation in some matter—in exchange for having the charges or “evidence” dismissed. They may be “asked” to take on a dangerous scouting job, or to throw a battle arena match. Usually, the organization doing the framing is the military or police, but in Dragon Ball Z, that’s not going to work here because no sane cop threatens a guy who can blow up the entire city in a gesture. But Launch threatening to tell Chi-Chi about how you let Gohan play video games all night while she was at Mt. Frypan visiting her dad...

• **Hazardous Mission:** The characters must embark on a dangerous mission to destroy, recover, or protect something. The trip is arduous and perilous, and the goal difficult to reach. The Hazardous Mission can begin, end, or be interrupted by a combat-oriented Beat like Ambush or Fight.

• **Hesitation:** As in the Retreat (see page 128), the opposition suddenly stops pressing the characters. Unlike the Retreat, the bad guys don’t back down—they just stop. You need to determine why. Maybe they just wanted to warn the characters. Perhaps they say they want to work with the characters (but not really). Maybe they just have more pressing matters to attend to. Whatever the reason, the truce is only temporary.

• **Mastery:** This Development covers a kind of sabbatical, in which some or all of the characters step out of their busy lives to enter a period of intense training, study, or practice. At the end of the Mastery period, the characters are armed with the skills or knowledge they need to best their enemies, if they are wise. Most of Dragon Ball Z revolves about the Mastery Beat; training at Kami’s, training at King Kai’s, training at Master Roshi’s... You don’t need to play out the Mastery period day by day; hitting the highlights is sufficient.

• **Not What It Seems:** An action in a previous Beat is not what the characters or NPCs assumed it was. The site of a supposed ambush was faked, a natural disaster is really man-made, an enemy NPC turns out to be an undercover agent on the characters’ side, and so on. Plan ahead when

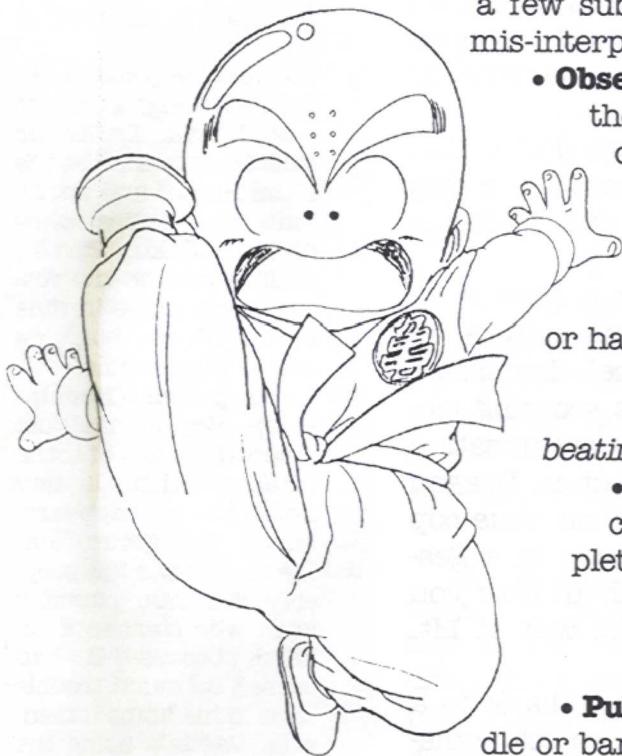
By threatening her family, he browbeats her into leading him back to the ship.

• **Cliffhanger (Chase):** As soon as Vegeta leaves with Bulma, Dr. Briefs calls Goku (who is at the Kami House) and warns him. The entire crew (Gohan, Goku, Piccolo, Krillin) rush to the rescue. They arrive in time to see Vegeta stepping out of the machine.

• **Development (Revelation):** Vegeta has just stepped out of the machine when a tiny hologram appears, telling the group that the machine is the property of Borax, a touchy alien who stashed it on Earth because it had caused so much trouble back in his home dimension. Vegeta’s using the machine has set off an alarm that will bring Borax running.

• **Climax (Final Battle):** Moments later, Borax teleports in. He is indeed a very powerful fighter, and he wastes no time in getting medieval on Vegeta’s tail. But the Saiyan has already powered himself up by 1000%. There is a huge battle involving everyone (even Bulma!) that levels the landscape and (incidentally) destroys the machine.

• **Resolution (Villain Escapes):** Just when it looks like no power on earth can stop Vegeta, his power level fades. Turns out that the machine must be intact to keep channeling power to its users. Vegeta flees, Bulma’s back to normal, and, with the machine gone, Borax goes home to his own dimension.



using the Not What It Seems Development; you should plant a few subtle clues to telegraph the true nature of the mis-interpreted Beat along the way.

- **Obsession:** An NPC becomes obsessed with one of the characters. The obsession may be love, hate, curiosity, or revenge—but whatever it is, the character learns about it in short order! The NPC will follow the character around everywhere, get as close to him as possible, and drive him nuts. If the motivation is revenge or hate, the NPC may pick fights, destroy the character's belongings, or attempt to ruin his reputation. *Example: Vegeta is obsessed with beating Goku and Gohan.*

- **Personal Stake:** The ante goes up and the characters now have a personal reason to complete a mission or get into the action. A friend or lover is kidnapped, the characters must clear their good names, the antidote to a poison must be obtained, and so on.

- **Puzzle:** The characters are presented with a riddle or barrier that must be solved before they can continue, escape, learn the secret, etc. Unlike a Contest, the Puzzle does not involve two sides—just the characters and their obstacle.

- **Rescue:** The characters must save someone from capture, death, or confinement. It is important to motivate the characters to attempt a rescue. Maybe the victim is a lover, team mate, or friend.

- **Retreat:** Usually played after a Cliffhanger. For reasons unrevealed, the bad guys break off from the combat and withdraw. You have to decide why they do this. Maybe they are overextended, have been betrayed, or have received new orders. The opponents will try to prevent the characters from following them; maybe they jump to another dimension, for example.

- **Revelation:** A Revelation is played when a vital new piece of information is uncovered or revealed. There isn't any subtle hinting about with a Revelation. Unlike an Advantage or Clue, the Revelation spells the whole thing out. The characters learn not only that Raditz is kidnapping cute human girls (pg.120), but also why, how, and where they are being held. Since Revelations take a lot of the guesswork out of an adventure, only use them when you really want the players to get the whole picture. A popular method of delivering a Revelation is the traditional Villain's Monologue: "Now that I have captured you, I will tell you of my brilliant Master Plan..."



- **Romance:** That's *amore!* A character falls in love, or an NPC is taken with one of the characters. The romance need not be all fluffy and flowery; one person might be using the other (the love is genuine, but old habits...), or it may come will all sorts of complications. Like a new circle of annoying or dangerous friends, a new enemy, or jealous suitors. ("Hi Bulma! I'm Yamcha's new girlfriend!")

- **Second Chance:** Unlike most other Developments, Second Chance is usually not included in a Beat Chart, but added in mid-session to get a badly-derailed adventure back on track. Maybe the characters flubbed an important lead, killed someone who was supposed to help them, or lost a fight they should have won. Whatever it is, Second Chance gives them another way to press on. Use it sparingly.

- **Strange Bedfellows:** A common threat suddenly forces the characters to ally with the opposition (it works better when the bad guys make the first move). How long the truce is honored by the opposition depends on its conditions (e.g. "We're allies until we get out of this death maze."), and how honorable its leaders are about sticking to it. The common threat must be both compelling and convincing for this beat to work. In Dragon Ball Z, this happens a lot; Tien and Chiaotsu—Yamcha and Yajirobe all start out opposing Goku, but eventually become his allies. And of course, there's Piccolo, who, having killed almost all of the main characters at some time or another, has the effrontery to show up at their hangout and say, "Yeah, I'm joining you right now, but just to kick this Raditz guy's butt..."

—and wait till you see what happens to Vegeta!

- **Turnabout:** A member of the opposition decides to do the characters a favor. The aid may be intentional (she falls in love with one of the characters), or it may be incidental (Vegeta kills his leader Frieza because he wants his position).

- **Warning:** The Warning Development tells the characters of something to come, or a threat they may not be aware of. Typical Warnings include whispered warnings, notes under doors, or cryptic psychic messages. Warnings can be explicit—revealing the nature of the problem—or more subtle, simply foreshadowing some danger or threat with vague hints.

Climax

Climaxes are Beats that happen near the end of an adventure (only the Resolution comes after it). In designing your climax, don't neglect the **money shot**. The money shot is the climactic scene where the villain gets his just deserts, or realizes that all his plans are coming irretrievably apart.



Examples of cinematic money shots include Luke (or Anakin!) wiping out the enemy battlestation with a single shot in *Star Wars*, the vengeance of the ark in *Raiders of the Lost Ark*, and Gohan changing to a giant monkey and stomping Vegeta.

- **Final Revelation:** This is the “I would have gotten away with it too, if it wasn’t for you meddling kids” part of the adventure. The characters and allied NPCs are gathered in a safe location, and piece together the adventure plot. All the mysteries are revealed and questions answered. The goal of the Final Revelation is to explain what *really* happened. You can use a convenient NPCs to explain to the characters what they might have missed.

- **Final Battle:** This is it, the mother of all battles. The main villain of the adventure calls in all his minions, the characters call in their buddies, and everyone rumbles. Always place your most exciting battle at the end of the adventure. This way your climax—which should be the high point of the adventure—isn’t upstaged by more impressive Cliffhangers the players have already experienced. The slamfest of Goku and Vegeta is a great Final Battle; it looks like everyone’s toast, then the Big G shows up and the real fight begins. And even that isn’t a wrap, until Gohan monsters out and stomps Vegeta.

Resolution

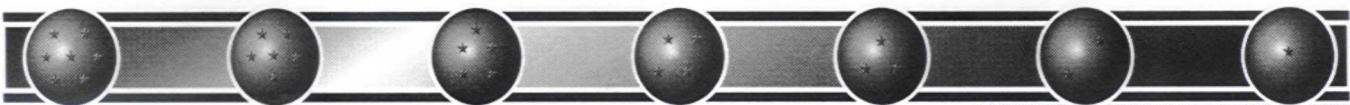
Resolutions wrap up any loose ends in the adventure, and set up potential sequels. As the last Beat, the Resolution has the final say in the adventure. No matter how definitive the Final Battle might have been, the Resolution can overturn its outcome.

- **Happy Ending:** Miller Time. The characters win, the guys get their girls, and the farmers and the cowboys are friends. We all go back to the Kame House for pizza. Hopefully a common Resolution.

- **Villain Is Killed:** The second most common Resolution. Players love meting out justice. Raditz is toast and we all go back to the Kame House to heal up and have Pizza (fat chance that was!).

- **Villain Surrenders:** The bad guys bag it, and the good guys celebrate. Almost never happens in Dragon Ball Z.

- **Villain Escapes:** The major villain is defeated, but evades death and capture. He is out there somewhere, probably already planning his revenge and triumphant return. This is a good way to bring back a favorite villain, as long as you don’t do it too often. Piccolo escapes time and again; eventually, he does it so often the Dragon Ball Z crew gets used to having him around...



• **Heroes Captured:** This is another Development that usually doesn't go into a Beat Chart, because the players really won't like it if you force their characters into captivity at the end of an adventure. This is a way to keep the characters in the action if they really mess up the Final Battle. You can devise a way for them to escape, or use the opportunity to start a new aspect of the campaign. Sometimes you can use Heroes Captured as a planned Beat to mark a transition in a campaign. You might try this sometime to introduce your Dragon Ball Z heroes to a new bunch of allies (also imprisoned) or to get them to the planet where the action is *really* going to start.

• **Heroes Escape:** Another escape clause Development. If the characters get themselves captured during the adventure, you can let them escape at the very end. Don't make it easy on them, though. If the players think you're a pushover, you'll find it more difficult to build tension.

• **Ending Cliffhanger:** If you've seen any horror movie in the past 20 years, you've seen the Ending Cliffhanger in action—apparently the threat is not as resolved as everyone thought back at the end of the climax. Nope, it's back, and challenging the characters to a sequel adventure. Thinking you've nailed the situation with Raditz's death and then finding out he's called his bigger, tougher friends (who will be there in a year), is a great example of a Cliffhanger.

• **Greater Threat:** So, the characters thought the major villain was bad. Just wait until they meet his boss! Most opposition groups are like hydras—chop off a head, and a worse one grows back. Wheels within wheels—the characters thought they had taken out all the bad guys, but at the end they realize they have only damaged the outer perimeter of a much larger and more dangerous threat. (Anyone talked to Vegeta's boss recently?)

Maps

Maps are an important element of adventure design. They tell you and the players where everything is, and how long it takes to get there. Your maps can be thumbnail sketches, or super-detailed. It doesn't matter, as long as they convey the information they need to convey.

Campaign Maps: There are large-scale maps of cities, planets, and so on that you will probably use over and over again. For example, if you are beginning a campaign on Papaya Island, you might want a map of the place so you can show players where different locations are. Campaign maps usually carry over from adventure to adventure—as long as the characters are in the area covered by the map.

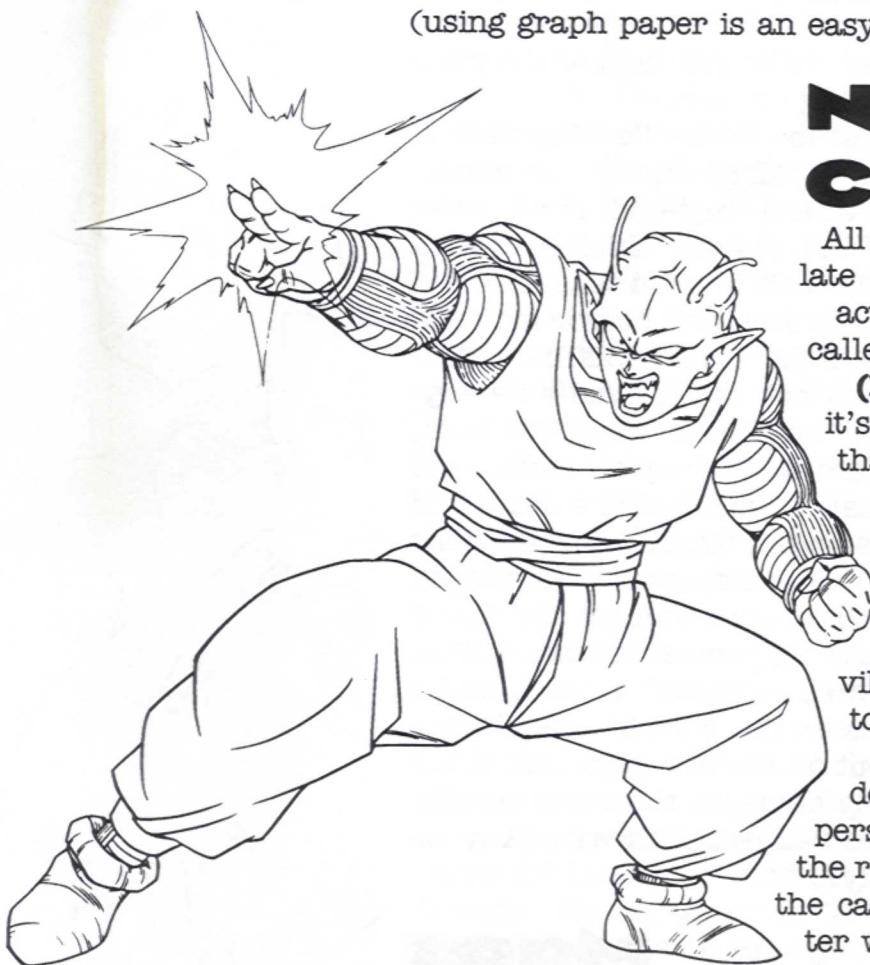
Full Action

If you are using action figures to play (pg. 138), you can have the unique fun of making dioramas and sets; three dimensional models that are waaay cooler than a bunch of drawings.



Adventure Maps: You'll probably want a map for each general location you feature in your adventure to help the players visualize the locales. You might have one adventure map per Beat, or more than one.

Action Maps: Maps are essential in many combat situations. They help you plan and block out combats. They also show the players where they are in relation to their foes, and what cover and resources are in the area. Action maps should be in scale so exact distances can be determined (using graph paper is an easy way to establish scale).



campaign will require more development than a walk-on NPC that serves the characters tea in one adventure. NPCs can be either Prop, Adventure, or Campaign NPCs.

Prop NPCs: Prop NPCs are like movie extras; they perform one specific function in an adventure and nothing else. Like extras, they only need very basic development—decide how they look and what mood they're in, and you're good to go. Goons and shopkeepers are examples of Prop NPCs.

Adventure NPCs: Adventure NPCs are those with more elaborate roles to play in an adventure. Some are the major "guest stars" of the adventure, while others might be around for only one scene. Depending on what role each

Non-Player Characters

All of the characters who populate your campaign that are *not* acted out by your players are called **Non-Player Characters (NPCs)**.

As the Gamemaster, it's your job to run all the NPCs that appear in your campaign.

The anchor of a good campaign is the cast of NPCs, so it is important that the players like your characters (and love to hate your villains). This means they have to be memorable and distinct.

How detailed you get in developing the mannerism and personality of an NPC depends on the role that NPC will be playing in the campaign. Obviously, a character who will be a close ally of the characters for the entire cam-

paign will require more development than a walk-on NPC that serves the characters tea in one adventure. NPCs can be either Prop, Adventure, or Campaign NPCs.

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NPC plays in the adventure, you might completely detail him, or just develop enough of the character to play him through his one encounter.

Campaign NPCs: These characters recur from adventure to adventure. They might be allies, enemies, contacts, dependents, or patrons. You might develop them to meet the needs of your story arc (villains and key allies), or they might simply be characters associated with locations the characters return to continuously (like a rumor-mongering waitress at a favorite hangout, or a characters' domineering relations). Other Campaign NPCs might be based on events in a character's backgrounds. These characters should be very detailed and fully-developed.

Here are some basic tips on developing your NPCs:

- **Give your NPCs a few distinct mannerisms, habits, or personality quirks**—maybe an NPC is afraid of enclosed spaces or exaggerates everything. Such thumbnail details help you get into the character, and help the players distinguish one NPC from the next.

- **Give your NPCs a few real motivations.** One character might be driven to get rich quick, while another is out to get the Saiyans who destroyed her city. Be sure to work these motivations into play at appropriate points.

- **If you feel up to it, try giving your characters different accents, speaking patterns, and gestures.** One NPC may have a nervous twitch and speak in a high squeaky voice, while another speaks in a soft country accent and never looks you in the eye.

This procedure uses a kind of roleplaying shorthand to represent and simulate different types of people. Such broad methods of defining a character are good for one-shot characters or those who only appear a few times.

In developing your Campaign NPCs (and also appropriate Adventure NPCs), spend more time generating backgrounds, motivations, schticks and goals. Make them complex individuals who change over time.

It might be helpful to think of these characters as actual player characters. Take each Campaign NPC through the character generation process described in Advanced Training (pgs. 72-76) Use your thoughts and notes to form a fully-fleshed out person. The more comfortable you become with each of your Campaign NPCs, the better he will serve you over time.

Of course, even walk-on characters can evolve over time into major NPCs, either because they turn out to be more useful than you originally thought, or because they are popular with you and the players. In the end, any character you play over time will become more layered and complex.

Remember as you do so, that Dragon Ball Z is basically a lighthearted adventure—a bunch of friends adventuring and fighting bad guys. Don't let your villains become so dark, so awful, that the whole tone of the game changes. Instead, concentrate on making the over-the-top aspects balance out the bad stuff (even Vegeta can be likable at times).

Running the Game

Well, now you've got all the elements you need for exciting Dragon Ball Z adventures. But here are a few points that might help your games go more smoothly.



Be (Cruel But) Fair: Because you control everything in your game world, it is up to you to maintain game balance and be fair to your players. Don't be a killer Gamemaster, and don't kill the characters with kindness. Setting the characters up against unbeatable foes or giving them incredible advantages over the opposition will kill the campaign sooner or later. Do make sure the players stay on their toes and challenged. Don't be afraid of shaking up their situation if they get complacent.

Be Flexible: Don't railroad your players through an adventure. If they insist on wandering off the path of your planned Beats and encounters, go with the flow and improvise. Some locations and events can be changed on the fly to meet new circumstances. Other times you can invent an NPC or situation on the spot that will gently guide them back onto the proper path.

Take Notes: When you're improvising, you're usually making up characters, names, facts, and information on the fly. Make sure you write down what you're saying so you can recall it later. Being consistent is important, especially in a game like Dragon Ball Z where numerous arcs, subplots, and plot threads might be moving at once towards an eventual climax. (Imagine if Vegeta had said, "I work alone" in the earlier episodes and then had to explain Frieza to everyone later...)



Pacing is Everything: Don't let things drag. If there is a lull in the action, move on to the next Beat, or toss in an encounter or NPCs that can get things moving again. The new event need not tie into the main plot. A random group of thugs or a flirting street vendor might be enough to do the job. You might want to have a list of potential subplots you can stir into the mix when the adventure is becalmed.

Variety Is Good: Don't fall into a rut. Don't just make everything an endless round of fights and battles. A lot of the later Sagas involve romance, adventure, space travel and crimefighting. We even get some highschool hijinks when Gohan grows up a bit. So if Toriyama can come up with new things to do with his characters (and believe me, if creating a magical pink fat genie who changes his adversaries into chocolate and then eats them isn't new, I don't know what is), then so can you!

The Fudge Factor: Referees are allowed to cheat. Sometimes. If a character faces death because of a flubbed die roll (i.e., through no fault of his own), you might want to fudge things a bit and let him live. This doesn't mean he gets off scott free. Maybe instead of dying in the explosion, he survives but is captured. Never let the players know when you are cheating in their favor.

And now, here are a couple special extras to make your Dragon Ball Z adventure complete: Tournaments, Action Figures, Character Stat Summaries and the Whole Dragon Ball Z Catalog!

The Battle Stage

In Dragon Ball Z, the original Tenkaichi arena (or Battle Stage) was a large grid (Main Stage) facing a temple; there were no bleachers, only a large practice grid surrounding the Main Stage. By the 24th Tenkaichi Budo-kai, the Battle Stage had expanded, with three sides of bleachers replacing the practice area, and with several small practice arenas and refreshment stands around the main building.

You can make your own Battle Stage quite easily; just take a square of cardboard or particle board and draw a 22" x 22" grid on it. 1" squares work great with the smaller 25mm figures, you may want to go up to 3" squares (for a humongous 66 inch square Stage!)

If you're really feeling ambitious, you can add a few plastic palm trees (available in any crafts store) and some Chinese-looking temple buildings (aquarium supply stores are a good source)!

Now go on out there and have fun!

Special Ideas

Your Own Tenkalchi Budokai

The word *budokai* is Japanese for martial arts tournament (actually, the literal translation is *budo* (or way of combat) and *kai* (meeting). Each year in the Dragon Ball Z universe, a great budokai is held at the arena on Papaya Island—the *Tenkaichi Budokai*—pitting all of the best fighters in the land against each other to see just who is the best.

Now you can stage your own Tenkaichi Budokai, pitting your best Dragon Ball Z fighters against each other just like in the series! You can even develop a “stable” of fighters, each with his or her own Special Techniques and Skills. All you have to do is put up a few flyers and a signup sheet in your local gaming or comic shop and get ready to rumble!

Setting Up a Dragon Ball Z Tournament

You'll need to start with an even number of fighters. If you have an odd number, draw straws or toss dice to eliminate the extra fighter from the tournament, or put up a signup list and take the first 8, 10 or 12 names.

Now, pair off your fighters (this can be randomly done by having one half of the fighters put their names into a hat and having the other half of the fighters draw out one name.) This is called creating a **tournament ladder**—a diagram used to determine who will fight who and in what order. Each fighter is represented by a box on the ladder (**see Fig A**), joined boxes mean those two fighters will battle each other. You can easily make a tournament ladder on any large sheet of paper, using the example on the next page as a model.

Once you've set up pairs, you're ready for the **first round**. This consists of a single match between each pair of fighters on the ladder. You can decide to hold all the matches on the same day, or space them out over a couple days if you want to heighten the tension (as each day players look over the standings to see who's ahead).

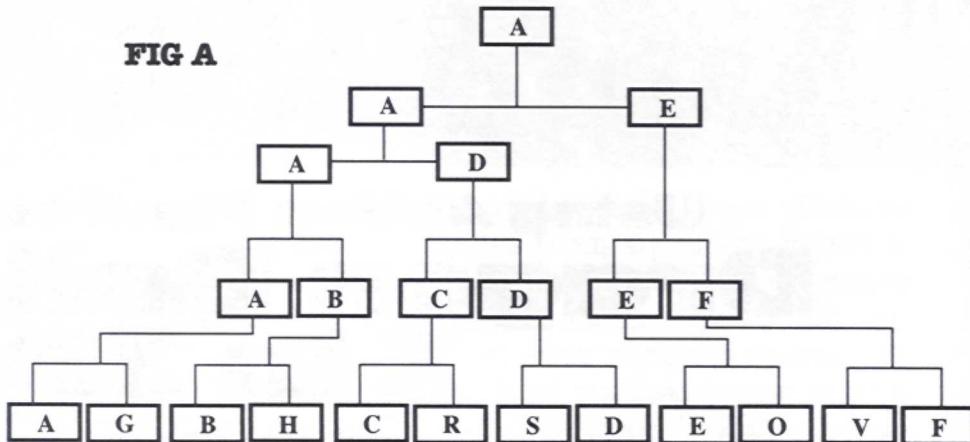


Although using **action figures** (see pg. 138) and a few props will make matches more exciting (especially if you are a store owner sponsoring a tournament), you don't have to use them; standard gridded map paper and markers will do fine. The rules of combat are exactly like any Dragon Ball Z battle, except:

- Matches can be held only in the Budokai arena.
- Each fight is one on one.
- Fighters continue to battle until one is either knocked out or surrenders. There are no to-the-death matches allowed
- Ki Powers are permitted, but weapons are not.

The winners of the first round will then be paired off randomly with each other (you can use the names trick again) to fight the **second round**. If you have an uneven number of second round fighters, pair up as many as you can, with one of the names in the drawing a blank slip. This **holdout fighter** will fight the *loser* from the second round fights—if the loser *wins* this match, he gets the holdout fighter's slot; if not, the holdout fighter goes on to battle the winner for the **final round**.

FIG A



*Example [see above]: We start out with twelve fighters (about the maximum number you'll want to handle at any one time). We pair them off into two fighter groups for **round one**. At this point A fights G, B fights H, C fights R, S fights D, E fights O, and V fights F. In the **second round**, winners A and B, C and D, and E and F are paired up. For **round three**, A, D and E are left. E draws the holdout fighter position, while A fights D. A wins, E fights D and wins his match. This puts E in position to fight A in the **final round** (where he is defeated by A).*

A Dragon Ball Z budokai is a great way to gain fighting practice for your Dragon Ball Z heroes, just like the real guys! With a game/comic store or club sponsor, you can battle for prizes too! And you can even set up tournaments between competing leagues! So grab a fist full of figures and your character sheets, because your next tournament may be right around the corner!



▲ ABOVE: GOKU AND GOHAN AT 25MM, 35MM, 3.5 AND 5.5 INCHES.

We have a 24", but we only bring that out on holidays...

SCALES AND FIGURES

25mm= standard white metal gaming figures

35mm= larger white metal gaming figures (Games Workshop)

3.5"= smaller action figures (Star Wars, 80's GI Joe)

5.5"= standard action figures (Toybiz, Kenner)

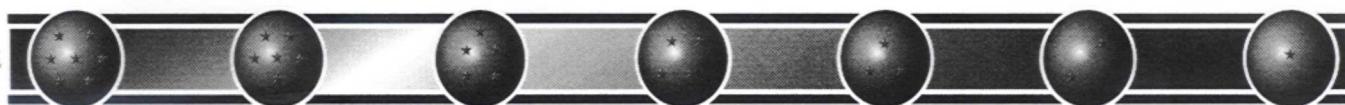
Using Action Figures Dragon Ball Z In 3D

One of the great things about Dragon Ball Z is the immense amount of merchandising that's been produced for it. And one of the best things to come down Snake Way have been the enormous number of action figures of Goku, Gohan and all the other heroes and bad guys of the series.

Not only are these figures widely available, but they're available in a LOT of different sizes and scales. From 25mm (@1") PVC figurines all the way up to 24" articulated action figures, you can set up and enjoy 3D Dragon Ball Z battles complete with all the props and personalities your tabletop can hold.

And they're even lead free!

Realizing this early on, we designed the Dragon Ball Z adventure game with action figures in mind (that's why we have that MOVE thing set up). Using the MOVE scale allows



you to set up games with any scale of figure, using the figure's height as a yardstick. *Example: Goku runs 4 MOVE. By placing the figure on its back and moving its feet to where its head previously was, I can move an accurate four MOVE (see Fig. A).*

When using figures, the following rules apply:

- **You cannot see or fire** from any place located behind the figure's shoulders.
- **Torsos cannot be turned** more than 90° from the legs.
- **Flying or teleporting figures** can instantly be anywhere within 100 MOVE of their starting point; however, flying figures are assumed to be in transit in a straight line between start and ending point, and can be attacked enroute.
- All **physical attacks** may only be delivered if the figure is touching its target.
- **Energy attacks** can be used at any distance as long as there is a clear, unobstructed path between the figure and its target.

Fig A

Combined with appropriate props (Chinese or Japanese buildings from aquarium stores to create temples, or kitbashed modern structures to simulate futuristic Dragon Ball Z buildings), action figures add real excitement to game play. You can even simulate character's most powerful attacks with a bit of painted paper maché, Filmo or Sculpey shaped into a horrendous fireball or energy globe!

Customizing your Character

So you don't have an action figure of your Dragon Ball Z hero? Not a problem. Thanks to the mix and match quality of Dragon Ball Z figures, you can easily swap heads around between them (carefully prying along the side seam of the chest of most 5.5" (or larger) Dragon Ball Z figures with a small screwdriver will usually break the glue bond enough to free both head, legs and arms. Use the head and limbs from another Dragon Ball Z figure (or one from any other 5.5" figure), and you're customizing on the fly. As a final touch, spray the figure with a good gray paint primer and paint with water based paints. Make sure to protect your final creation with a coat of spray lacquer or dullcoat so it will last through the battles to come!



▲ We used this technique to create Ska-Goh, Namek warrior, combining a Goku figure, an adult Gohan figure, a repainted Cell Jr. head, and a cloth cape.

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

P. LEVEL.....8000	PWR UP 270
MENTAL.....3	COMBAT 40
PHYSICAL.....24	MOVEMENT . 110

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+[Combat]	40	=70
Evasion	35	+[Combat]	40	=75
Weapon	10	+[Combat]	40	=50
Power	55	+[Combat]	40	=95
Body	25	+[Physical]	24	=49
Mind	5	+[Mental]	3	=8

DEFENSE. 120
Subtract from Damage first.

HITS . . . 240
Take Damage from here

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

P. LEVEL.....2800	PWR UP 150
MENTAL.....7	COMBAT 15
PHYSICAL.....8	MOVEMENT .. 20

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	10	+[Combat]	15	=25
Evasion	10	+[Combat]	15	=25
Weapon	3	+[Combat]	15	=18
Power	10	+[Combat]	15	=25
Body	4	+[Physical]	8	=12
Mind	7	+[Mental]	7	=14

DEFENSE ..40
Subtract from Damage first.

HITS . . . 80
Take Damage from here

PICCOLO (SAIYAN SAGA)**CHARACTERISTICS & POWER**

P. LEVEL.....3400	PWR UP 220
MENTAL.....10	COMBAT 25
PHYSICAL.....16	MOVEMENT . 100

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	20	+[Combat]	25	=45
Evasion	25	+[Combat]	25	=50
Weapon	7	+[Combat]	25	=32
Power	25	+[Combat]	25	=50
Body	15	+[Physical]	16	=31
Mind	10	+[Mental]	10	=20

DEFENSE ..75
Subtract from Damage first.

HITS . . . 150
Take Damage from here

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

P. LEVEL.....1770	PWR UP 210
MENTAL.....6	COMBAT 20
PHYSICAL.....15	MOVEMENT .. 80

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	16	+[Combat]	20	=36
Evasion	16	+[Combat]	20	=36
Weapon	7	+[Combat]	20	=27
Power	20	+[Combat]	20	=40
Body	14	+[Physical]	15	=29
Mind	9	+[Mental]	6	=15

DEFENSE ..75
Subtract from Damage first.

HITS . . . 150
Take Damage from here

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

P. LEVEL16	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	4	+[Combat]	3	=7
Evasion	5	+[Combat]	3	=8
Weapon	4	+[Combat]	3	=7
Gadgeteer*	14	+[Mental]	8	=22
Body	4	+[Physical]	4	=8
Mind	8	+[Mental]	8	=16

DEFENSE ..20
Subtract from Damage first.

HITS . . . 40
Take Damage from here

YAMCHA (SAIYAN SAGA)**CHARACTERISTICS & POWER**

P. LEVEL.....1600	PWR UP 180
MENTAL.....6	COMBAT 15
PHYSICAL.....12	MOVEMENT .. 70

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+[Combat]	15	=26
Evasion	10	+[Combat]	15	=25
Weapon	7	+[Combat]	15	=13
Power	10	+[Combat]	15	=25
Body	10	+[Physical]	12	=22
Mind	9	+[Mental]	6	=15

DEFENSE ..60
Subtract from Damage first.

HITS . . . 120
Take Damage from here



TIEN (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....1830	PWR UP . . . 210
MENTAL.....6	COMBAT . . . 20
PHYSICAL.....15	MOVEMENT . . 90

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+[Combat]	20	=35
Evasion	15	+[Combat]	20	=35
Weapon	7	+[Combat]	20	=27
Power	20	+[Combat]	20	=40
Body	12	+[Physical]	8	=20
Mind	9	+ [Mental]	6	=15

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

CHIAOTZU (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL530	PWR UP . . . 140
MENTAL.....6	COMBAT . . . 10
PHYSICAL.....8	MOVEMENT . . . 7

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	11	+ [Combat]	10	=21
Evasion	9	+ [Combat]	10	=19
Weapon	7	+ [Combat]	10	=17
Power	10	+ [Combat]	10	=20
Body	10	+ [Physical]	8	=18
Mind	9	+ [Mental]	6	=15

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

VEGETA (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....7500	PWR UP . . . 250
MENTAL.....10	COMBAT . . . 45
PHYSICAL.....15	MOVEMENT . . 120

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	30	+ [Combat]	45	=75
Evasion	35	+ [Combat]	45	=80
Weapon	7	+ [Combat]	45	=52
Power	60	+ [Combat]	45	=105
Body	10	+ [Physical]	15	=25
Mind	12	+ [Mental]	10	=22

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

NAPPA (SAIYAN SAGA)

CHARACTERISTICS & POWER

P. LEVEL.....4500	PWR UP . . . 140
MENTAL.....2	COMBAT . . . 35
PHYSICAL.....25	MOVEMENT . . 100

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	25	+ [Combat]	35	=60
Evasion	20	+ [Combat]	35	=55
Weapon	10	+ [Combat]	35	=45
Power	30	+ [Combat]	35	=65
Body	15	+ [Physical]	25	=40
Mind	2	+ [Mental]	2	=4

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

KING KAI

CHARACTERISTICS & POWER

P. LEVEL.....3500	PWR UP . . . 240
MENTAL.....10	COMBAT . . . 30
PHYSICAL.....14	MOVEMENT . . 18

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	18	+ [Combat]	30	=48
Evasion	16	+ [Combat]	30	=46
Weapon	10	+ [Combat]	30	=40
Power	20	+ [Combat]	30	=50
Body	10	+ [Physical]	14	=24
Mind	8	+ [Mental]	10	=18

DEFENSE ..80 **HITS** . . . 160
Subtract from Damage first. Take Damage from here

KAMI

CHARACTERISTICS & POWER

P. LEVEL.....2000	PWR UP . . . N/A
MENTAL.....14	COMBAT . . . 22
PHYSICAL.....10	MOVEMENT . . 10

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

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	15	+ [Combat]	22	=37
Evasion	15	+ [Combat]	22	=37
Weapon	10	+ [Combat]	22	=32
Power	25	+ [Combat]	22	=47
Body	7	+ [Physical]	10	=17
Mind	15	+ [Mental]	14	=29

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

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