

AN UNOFFICIAL DRAGON BALL ROLE PLAYING GAME

GM SCREEN

LIFTING & CARRYING CAPACITY

Might Score	Base Weight	Max Weight
1	10lbs	20lbs
2	30lbs	60lbs
3	60lbs	120lbs
4	150lbs	300lbs
5	500lbs	1 ton
6	1 ton	3 tons
7	3 tons	6 tons
8	6 tons	16 tons
9	16 tons	32 tons
10	32 tons	64 tons

Athletics skill adds it's Level multiplied by the Might score to the Base & Max weight.

After a score of 6, you only add the level in tons to amount.

Weight above your Base limit imposes a -1 penalty to Might & Agility rolls & meters in movement per 10lbs or 1 ton (after a Might score of 6).

At Max weight, moving requires an Athletics roll vs. a DS of 10 + the current penalty. Failing means that you cannot move. Succeeding allows you to move 1 meter.

The penalties for just lifting a weight are the same, with no penalty if under your base, but a penalty if above the base. Lifting can entail just a heavy object or something awkward. But you cannot lift weights that exceed your max limit.

SKILLS

Skills have a level limit equal to the Attribute + the Maximum roll for a single die. This limit can be increased at milestones or new saga's by the GM by 2 or 5 levels.

Improving Levels: Skill levels can be improved by spending an amount of CP equal to the next level gotten x2 (during character creation), or x10 (after character creation).

Modifiers: Gear and environments can impose modifiers to rolls. This can be a bonus or a penalty ranging from a 2, 5, or 10 that modifies the DS. A bonus reduces, while a penalty increases.

Trained/Untrained: A d4 is untrained, and a d6 is trained. Some skill rolls cannot be made unless a

Skills & Their Attribute Scores

Skill	Attribute	Skill	Attribute
Acrobatics	Agility	Investigate	Intellect
Athletics	Might	Intimidate	Ego
Awareness	Intellect	Knowledge	Intellect
Close Combat	Agility	Lore	Intellect
Computers	Intellect	Medicine	Intellect
Converse	Ego	Psionics	Ego
Control Ki	Power	Operate Vehicle	Intellect
Craft	Intellect	Ranged Combat	Agility
Deceive	Ego	Science	Intellect
Entertain	Ego	Sleight of Hand	Agility
Engineer	Intellect	Spellcasting	Power
History	Intellect	Stealth	Agility
Instinct	Ego		

Base Skill Difficulties (DS)

Base Difficulty Level	Score
Easy	<9
Average	10-14
Tough	15-19
Daunting	20-29
Intimidating	30-39
Harrowing	40-49
Heroic	50-59
Super Heroic	60-69
Godly	70+

character is trained (A d6) in the skill.

Assisting Others: Only possible if you are trained in a skill. The assisting person makes a roll vs. a DS equal to half what the primary roller will roll against. A failure gives no benefit.

A success gives +1 die of the primary rollers die type.

A critical success gives +2 dice.

OR, the assistant (if they succeed) may reduce the time needed to complete a task by half, down to an absolute minimum needed to perform the task.

PHASES OF PLAY

Non-combat

Phase in which no combat occurs, player characters are typically "Off Guard" during this time. There is often little to no risk for failing skill rolls.

Surprise

Phase in combat that occurs first. Deals with opponents or characters acting first so long as the defending party is unaware of their presence. Targets who fail their Awareness rolls have the "Off Guard" condition.

Combat

The phase where actual combat occurs. Here, combat occurs in Rounds and Turns. A round entails every participant taking a turn of actions. And a Turn entails 10 seconds of time.

ACTIONS

Actions make use of the character's Action Points, with some costing more than others.

Action	Description
Interaction / Action	1 AP = a single general action or interaction that is not an attack.
Attack	1 AP = a single normal attack & some powers. <ul style="list-style-type: none">• Pummel (Melee): take a -2 to attack roll per additional AP put into the attack. For 3pts you exceed the roll by allows a base of a x2 multiplier + 1 per AP put into it per additional 3pts succeeded by.• Rapid Fire (Ranged): Like Pummel, but uses 1/2 your AP first, then each additional AP put in grants the Pummel effect but with a ranged attack.• Multi-Attack: Attacking multiple opponents, can be combined with Pummel/Rapid Fire. -2 to attack rolls, per 1 AP/per target, to make a single attack roll & compare it all targets Defense. With melee attacks you must be able to move to the target.
Attack (Powers)	1/2 your max AP to use most powers.
Guard/ Evade	2AP = +1 bonus is given to Defense, Evasion, or Willpower score/rolls.
Reaction	AP not use is automatically available to be used for Reactions. <ul style="list-style-type: none">• Opportunity Attack: If a foe makes a critical miss with an

Action	Description
Reaction	attack, you can spend AP to make a single attack back at them, so long as it costs only 1 AP to use. <ul style="list-style-type: none">• Deflect: Costs 2 AP. Make a melee attack roll vs. the ranged attack to deflect. Must spend Energy equal to or greater than the attack to be deflected. A success knocks the attack away, negating it.• Power Counter: 2 or more AP, up to half your max AP like using a power. Functionally like Deflect, but is ranged power attack roll vs. ranged power attack roll. If roll is equal to or +2 great than opposed attack, then it is stopped. Rolls that exceed this punch through. Both roll damage and the lower amount is subtracted from the higher on what punches through. An "Energy Clash" can be initiated from this.
Movement	1 AP = 1 increment of movement. <ul style="list-style-type: none">• Climbing/Swimming: Requires an applicable skill roll (Athletics typically). On success, move half your ground movement (unless you have a power that grants climbing &/or swimming movement). A critical success allows a full increment of movement. Failure is no progress, & a critical failure can leave you in a detrimental position.

ENERGY CLASH

A complex interaction between 2 energy attacks. These rules can be found on Chapter 5, page 164.

SNEAK ATTACK

Unaware targets who have the "Off Guard" condition take 2x the damage of an attack.

THROWING

Based on the weight of the object vs. your carry capacity to determine range and damage. Rules found in Chapter 5, page 172.

EXTRA EFFORT

For 1 Level of Exhaustion, treat a success as if it were a critical success, and critical successes are made that more potent.

Extra Effort with powers, applies the level of exhaustion (minimum x2) to the Energy/Stamina cost of the power. The multiplier is also applied to the effect of powers, or increases an existing multiplier by 1.

Super Powers, and Tech powers, or powers that have no energy/stamina cost cannot make use of Extra Effort.

DAMAGE TYPES

Actions make use of the character's Action Points, with some costing more than others.

Type	Innate Effect
Acid	Treats Endurance as 5pts lower. Burns each turn, halving damage each subsequent turn until no more damage is dealt. Extra Damage to Metal (x2).
Cold	Coats target in ice. Increasing the AP cost of all actions taken by 1. Targets can use a 2 AP action to break free of ice build up.
Cutting/Piercing	The point at which an "Injury" is incurred from an attack is 5pts easier to incur.
Electric	Inherent AOE abilities. Targets within 1 meter of each other, +1 additional target per 1 die in the power, or the size of a pool of water/liquid +1 meter around it, and have a -5 to Defense/Evasion rolls if they have metal on them. Targets hit, make Resistance roll (DS = 10 +1 per die of effect) to resist being Stunned until the end of their next turn.
Fire	50% chance (or more) to ignite flammable materials (higher chance with multiple applications or situational effects like gasoline being used). Ongoing damage, stopped by appropriate action(s) taken to extinguish, using 2 actions to perform. Small fires (1 torch) deal 1 Bonus die (1d6) damage, or more per "torch" increment. OR +2 dice per 1 meter of AOE.

Type	Innate Effect
Kinetic	Base damage type for most attacks, including normal melee strikes (punches/kicks). See "Knock Back, Impact & Falling" in chapter 5, page —.
Poison	Targets must make a Resistance roll vs. a DS of 10 +1 per die of effect. Saves are made at the start of targets next turn. On success, the effect ends. Some poisons take longer to kick in, and others may even be more difficult to resist (higher DS than normal calculations, due to possible use of a talent).
Psychic	Invisible attacks that cannot be physically evaded as they target the mind and not the body. These attacks target Willpower, while AOE's and some others may require a Mental Resistance roll.

RANGE INCREMENTS

Range	Effect
Melee	Target is adjacent to attacker, not a ranged attack.
Short	First increment of distance for the attack/power if it is ranged.
Medium	Covers 2-3 increments, -5 penalty to attack rolls.
Long	Covers 3-4 increments, -10 penalty to attack rolls.
Distant	Covers 4-5 increments, -20 penalty to attack rolls.
Extreme	Covers 5-6 increments, -40 penalty to attack rolls.
Impossible	Covers 6 or more increments. Attacks made here are typically impossible to hit with, and can be considered to be at a -80 penalty to the attack roll.

ADVANTAGE

Unless granted by a condition, compare Power Levels of combatants.

- **Equal/Close to** = No Advantage
- **Higher Than** = Advantage (+Power score to combat rolls, damage dealt, & Endurance score.)
- **Significantly Higher** = Superior Advantage (double before bonus, + free Intimidation roll to cause Fear with this bonus)

GRAPPLING

An alternative to making normal unarmed attacks.

Action	Description
Initiating	Use a normal melee attack, but instead of doing damage, you grapple, you then can decide on pinning, throwing, or striking the target.
Pin	Targets cannot move, but the grappler can move, dragging their foe with them, but with their movement halved.
Throw	You throw the opponent like an object. Foe can negate damage with an Athletics roll vs. the throwers roll.
Strike	You make an attack on the foe, but the foe cannot use Guard or Evasion actions to make themselves harder to hit, & must rely on just Defense.
Escaping	Uses 1/2 your current actions (min. 2) to make an opposed Athletics roll to try and break free of the grapple.
Reactions	Can be used to escape a grapple, but must still use 1/2 current actions save for reactions.

DAMAGE

When hit by an attack, damage is rolled, then reduced by target's Endurance score, remainder applied to target's Health.

Critical Hits

Occurs on a critical success to hit.

- Deal damage to Health (like normal) + Inflict 1 Minor Injury.
- If damage is 2x Endurance score, +1 additional Minor Injury.
- If damage is 3x Endurance score, 1 Severe Injury is gained.
- If damage is 4x Endurance score, a Deadly injury is taken.

At ZERO Health

At no Health, you can still act, but injuries happen more often.

- 10pts of damage beyond Endurance score = 1 Minor Injury.
- 10 minor injuries = 1 Severe injury (upgraded to)
- 2 Severe Injuries = 1 Deadly Injury + Dying Condition.

DYING

Must make a Might or Ego roll to stave off dying. DS is 10 + current number of Minor injuries, +10 per Severe injury + 10 per Deadly Injury, + Exhausted Condition effects. Separately the Tired Condition is also gained. Rolls are made each turn until dead or stabilized. A number of rolls equal to 1/2 the chosen Attribute score being rolled are needed to stabilize.

1 Roll Failure = Falling unconscious.

Majority Successes = Stabilizing/no longer dying.

Majority Failures = Dead

HEALING

Health is naturally healed, per your Recovery Score, per 1 Minute of time (6 rounds). A "Rest" or "Sleep" will fully restore Health.

- **Rest** = A period of at least 30 minutes to 1 hour if general inactivity or non-strenuous/stressful activity.
- **Sleep** = Going to sleep for a minimum of 6-8 hours, voluntarily.

See Chapter 5, page 176 for further details on healing.

CONDITIONS

Leveled conditions see the effect of the 1st level of the effect doubled, tripled, etc. per additional level.

Name	Description
Cold	[Leveled], -2 meters of Movement
Dazed	Loose 1/2 your actions for 1 turn.
Disabled Sense	Loose the use of one (or more) senses. General penalty (if needed) is a -10.
Diseased	Effects vary depending on severity (Minor, Major, Severe, Deadly). A Resistance roll is made to counter the effect.
Dying	As per Injuries.
Enthralled	Target will do reasonable actions for the controller, but get a Mental Resistance roll to break free if commanded to do anything they wouldn't want to do.
Exhaustion	[Leveled], -5 to any/all rolls you make. At 10 levels (the max) you also take on the Dying condition.
Fear	Roll vs. targets Willpower score or Mental Resistance.

Name	Description
	New roll is made each turn to maintain. Target cannot act against source of fear (-10 to rolls made if they try), and cannot move toward them. A critical success on the target also gives "Off Guard" for 1 turn. If target succeeds, effect ends, a critical success grants immunity until the end of the encounter.
Helpless	Target is unconscious (not asleep), and cannot take any actions, is unaware of what is happening. They can only be woken up with assistance. Defense is 5, (Willpower remains normal), making Critical Successes from attacks easier.
Muted	The target is unable to speak, which can affect communication & powers.
Off Guard	Target's Defense score is halved.
Paralyzed	Treated as if they have the Helpless condition, except target is awake and alert to what is going on around them.
Petrified	Target is transformed into another substance, (often stone) and are helpless. They remain so until something ends the effect. If smashed or broken, repairing will still allow person to be restored to normal, other wise there may be some damage or death. Target has the properties of what they are turned into.
Poisoned	An ongoing condition that ends when a target succeeds at a Resistance roll, or an antidote is taken, or 1 week of resting. There are 5 strengths of poison: Minor, Moderate, Severe, Major, Deadly.
Prone	Target is laying down or is otherwise on the ground. Standing up uses 1 action. Melee attacks on prone targets have Advantage. Ground movement, while prone, is halved. Flight allows immediate movement & standing from prone.
Tired	Target has not had enough sleep. Not sleeping with in 16 hours of when one last slept. Resistance rolls (DS 10) are required once every hour with the DS increasing by 1 per hour. After 8 hours the DS goes up by 2 per hour. After another 8 hours it goes up by 3 per 30 minutes. Failing results in the target falling asleep. After 24 hours the target also gains 1 level of Exhaustion.

WISH POINTS

Players start each session with 2 points (or more if the group decides so). GM's get 1 Dark Wish Point per player.

Wish Points are spent to perform 1 of the following.

- Make a change in the story that is not massive or breaks the story.
- Gain Superior Advantage for 1 turn.
- Gain a "Second Wind" recovering all Health points, except for 10pts per injury (any type).
- Use an "Ultimate Attack," also known as Story Attacks.
- Unlock a transformation if the proper conditions exist (if allowed).
- Gain temporary use of powers the character doesn't have.
- Any feasible and/or reasonable other uses are possible.

-Dark Wish-

- **Ultimate Survival:** A villain, against all odds, survives their battle with the heroes, and can potentially return later in some other way.
- **Transform:** A villain can even unlock new transformations like the players.
- **Counter a Wish:** You can counter the use of a Wish Point by the players.

ULTIMATE ATTACK

A complex energy attack that cannot be used often, (once per session). These rules can be found on Chapter 5, page 192.

ACTS OF SUBTERFUGE

Covering the use of Deceive, Slight of Hand, and Stealth alternative uses. These rules can be found on Chapter 5, page 193.

