

DRAGON BALL

A -1- PAGE RPG

NAME

GENDER/PRONOUNS

APPEARANCE

	D4	D6	D8	D10	D12	Pips
BODY						
MIND						
POWER						
FIGHTING						

You have 30 CP to make your character. Abilities cost 1pt per d4. The cost of all other aspects of your character are outlined below. Once bought, CP cannot be spent again on abilities.

You have 4 actions you can take on your turn. You roll dice vs. either an opposed roll or vs. a Difficulty Score (between 1 & 12, or higher).

- **Successes:** Your dice rolled must be of a 4 or higher. A max roll for the dice counts as 2 successes unless rolling a d4.

SPECIES

Choose 1 species to be from the list, species traits function as free talents or 1 level Powers:



Humanoids: Create 7 free traits (talents) for your species. You can borrow from other species as a half-breed, but 1 trait must be "half-breed" if you do so.



Namekian: Namekians have the following Traits: Longevity, Ki Control, Magic Prodigy, Endure the Cold (Power), Namekian Regeneration (Power, Lvl 2), Sensitive Hearing, Namekian Fusion (Transformation).



Saiyan: Saiyans have the following Traits: Ki Control, Heightened Senses, Saiyan Tail (Oozaru Transformation), Gravity Adaptation, Saiyan Rage (Temporary Transformation), Saiyan Power.



Frieza Species: They have the following Traits: Ki Control, Space Adaptation, Bio-Suit (Power), Dangerous Tail (Power), Fast Reflexes, Suppressed Forms (Transformation), Lethal Survival.



Demon Species: They have the following Traits: Ki Control, Magic Prodigy, Endure the Heat (Power), Spitting Stone (Power), Extra Sense (Power), Create 2 free talents.



Android Species: First pick one of the following that tells the nature of what you are: Robotic Body, Bio-Mechanical Body, Enhance Body. Then choose 1 of the following traits: Absorbing Energy, Simulated Ki, Unlimited Energy. You also have the following: No Ki Presence, Slowed Aging, Create 3 free talents.

CHARACTER POINTS

At the end of a game session, characters are awarded with Character Points (CP). Usually this is 1-2 points, and can be spent at any time.

Talents cost 1 CP per Level to buy or increase.

Die Type increases the die type for abilities by 1 step. CP cost is the max roll for the new die type (during character creation), and after character creation it is multiplied by the number of dice rolled. Improving the die type affects all dice. A d6 is the starting limit.

Powers cost starts at 2 CP per Level of the Power, 1 level is the base ability roll, each level adds 1 pip (+1 to a single die per pip), 3 pips gives +1 die.

Power Levels cost 1 CP per 10% increase (Saiyan Power trait gives a +1% to this increase).

POWER LEVEL

MAX

CURRENT

POWER UP

> Power Level is equal to max die roll for Body & Power, x10

> Power Up is equal 1/10th of your Power Level.

- If Power Level is higher than foes, +1 success automatically.
- Round Power Level up to nearest whole number.
- To figure %, divide Power Level by 100 to get 1% intervals.

HEALTH

MAX

CURRENT

> Equal to max Body dice roll of all dice, x2.

Damage from attacks/effects/circumstances serve to reduce your health. Health can be increased via powers only.

Defense: To defend against an attack is an opposed roll. If a "to hit" roll exceeds your defense by 3 or more successes it is a critical hit.

Resistance: An effect that can be resisted (like poisons, diseases, debuffs) are also an opposed roll.

TALENTS & POWERS

Talents are single words, or short phrases that are linked to an ability that you have a talent in. Each talent has a level, each level gives 1 pip.

Powers are like talents as well, linked to an ability for their use. But they are often a short sentence describing their use. Each level adds 1 pip to determining the effect of a successful roll.

Using Powers reduces your Power Level by 5% per use.

TALENTS/POWERS

CP AMOUNTS

SPENT

CURRENT

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TURNS & ACTIONS

During a combat encounter, players and NPC's take turns in order as to what they will do. These turns occur in a round, and an encounter can consist of multiple rounds.

- **Going First:** Players always go first, deciding amongst themselves who will act first. After that one opponent gets to act. This continues until all participants have acted.
- **Actions:** Players have the use of a few different actions - Attack/Interact, Move, Power Up, React.
 - **Attack/Interact:** Using 1 action, and involves either performing an attack or interacting with something or someone.
 - **Move:** Character move 1 range band per action.
 - **Power Up:** Uses all of your actions.
 - **React:** You reserve an action or more to perform any of the above normal actions out of turn. Or you wish to evade an AOE attack.

ROLLS

Rolls are made when the Game Master (GM) calls for them. A success is a roll over 4 on a die, while a failure is less than that. Max rolls on a die count as 2 successes (excluding d4's).

- **Vs. Rolls:** These are normal rolls, counting successes you generate against those of the GM.
- **Difficulty Score (DS):** This is between 1 and 12, being the number of successes you need to generate in order to succeed.
- **Critical Success:** When you generate 3 more successes than what is needed for a success you gain 1 Wish Point.
- **Aiding Another:** Assisting another character with a roll allows the assisted person to gain +1 die to their roll.
- **Damage/Healing/Effects:** This is based off the ability used for the attack/power. An additional roll is made with the same ability used to attack with. Successes generated are the points of damage or healing done. If a bonus/penalty, then it is 1 pip (a +1 bonus) per success, with every 3 pips equaling 1 die (or loss of a die). Each point of damage taken can be reduced by reducing your Power Level by 1%.
- **Over 12:** Dice over 12 are treated as 1 success, or reduction of a penalties, or cancel out a foe's auto successes.

POWERS

Powers are linked to one ability score when made (including weapons). Powers have levels, with the base level being a roll of the ability dice tied to it. Each additional level adds 1 pip (a +1) to the damage or effect of the power. With 3 pips they convert to 1 die. Powers are written with a brief description on what they do.

- **Range:** Range bands are used here - Melee, Close, Short, Medium, Long, Far, and Extreme. Each band after "close" range reduces the dice rolled for an attack by 1. These bands are also used to help figure out movement between places. Powers that grant movement or enhance on it do 1 range band per die.
- **AOE:** Area of effect is about applying the range band that you want an AOE to effect. Each band applied reduces the dice of the power by 1 die. Powers that are AOE require an opposed roll to evade the attack.
- **On-Going:** Ongoing harmful effects require a resistance roll to end (Body or Mind Roll), and/or another method to end that is reasonable.
- **Alteration:** Successes results in BODY affected by a power that alters the physical nature of something. A resistance roll is needed to resist this effect, objects typically automatically fail this unless they are magical or otherwise unique.

CONDITIONS

These are a debuff to a character in some way. The specifics can vary depending on common sense of a condition (like being blinded by dust or made blind). Penalties can vary depending on the condition applied.

- A -1 die or more dice is severe and reserved for something that is meant to be debilitating.
- A -1 pip or more can affect one die or more dice and represents something less severe but still hindering to a degree.
- On going conditions should have reasonable ways to end (a resistance roll, runs for a short time, has a reasonable action that can be taken to end it).

OPPONENTS

Built just like the PC's. Normal people only ever roll 2-4 dice at most, and usually don't have powers (their Power Level is often less than 10). Easy opponents are built at 1/2 or less than what Player characters are. Others (like major villains) are built at the same level as that of the players, or are more powerful so as to be a challenge to the entire group (more health, higher power level, but ability scores and talents are often of a same totaling).

TRANSFORMATIONS

Transformations are not like powers. They have some similar benefits (to keep it simple), but their Power Level bonuses will vary. Transforming takes 1 action or can be done as part of a Power Up action.

- **Beast Form:** x2 to base Power Level, +3 pips to Body or Fighting rolls.
- **Fusion (Dance/Potara):** Add to together all stats of the two beings, divide by 2, except Power Levels which are added together and then multiplied by 2. Same/similar talents do not stack.
- **Great Ape:** Size is that of around 10 meters tall. Base Power Level is x10. Give +10 pips.
- **Kaio-Ken:** Gives a x2, x3, x4, x10, or x20 boost to current Power Level. +2 pips per multiplier step used to all rolls. +1 to damage taken per multiplier step in use.
- **Namek Fusion:** Add to together all stats of the two beings, divide by 2, except Power Levels which are added together. Same/similar talents do not stack.
- **Potential Unleashed:** x30 to base Power Level, +10 pips to Body/Fighting/Power rolls.
- **Potential Unleashed, Awoken State:** Does not add to Potential Unleashed. x1,500 to base Power Level, +15 pips to Body/Fighting/Power rolls.
- **Rage:** 1d6x2 to current Power Level, +3 pips to Body/Fighting/Power rolls. Lasts a number of turns equal to Mind dice.
- **Suppressed Forms:** Base Power Level is x2, x3 or x4 per form, +2 pips to Body/Fighting/Power rolls per form.
- **Super Saiyan:** x10 to base Power Level for SS1. SS2 multiplies this by 3, and then SS3 multiplies that by 4. Each form gives +3 pips to Body/Fighting/Power rolls.
- **God Ki:** Power Level cannot be sensed. +2 successes to all actions you take.
- **SS God (Red/Blue):** Red has the base Power Level at x1,200, +12 pips to Body/Fighting/Power rolls. Blue is x1,400 & +14 pips.
- **Ultra Forms:** Base Power Level x30,000. +15 pips to all rolls. Other benefits may be applied by the GM.

WISH POINTS

Players each get 3 points (or tokens) that they may spend & recover at the start of the next game session. They regain 1 WP if a critical success is rolled. GM's get Dark Wish Points. Spending 1 WP can allow them to:

- Senzu Bean - Heal all HP & restore Power Level. (Usable once per encounter.)
- Gain 2 Successes.