An Unofficial

DRAGONBALL
Role Playing Game

Adventure Across Sagas
In Your own Dragon Ball World

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CHAPTER 07
Welcome to the World of Dragon Ball

"Hey everyone, it's me, Goku!"

"Welcome to my world!"

"Well maybe not my world exactly, but a world that's likely very much like it. Sorry, I'm not very good at explaining these things, so let's just say that this world isn't exactly my world. But don't let that stop you from exploring it!"

"After all, I'll bet there's all kinds of super tasty foods to eat, and tough opponents to test your skills against."

A World of Adventure

The Earth, home to so many beings both good and bad, is a world very different from what you may expect. Filled with all kinds of strange and interesting beings. It is a world where once can find flying cars, and homes that can be turned into an easy to carry capsule. And just as easily you can come across dinosaurs, beastmen, space aliens, monsters, and so much more.

It is a world full of adventures, dangers, technology and magic!

And the Earth is home to some of the most powerful beings in one reality or another.

And it is with this in mind that your adventure begins on a world not too dissimilar from the classic Dragon Ball Earth.

Of course, there's still things to learn about that Earth. So, lets go over a few interesting facts about the Earth and what lies beyond.

World Map from "Dragon Ball Z: Attack of the Saiyans"

Surprised Humans of planet Earth

THE POPULACE

The Earth is home to a range of different beings. While humans are prevalent across the world you will also see beings besides your typical human. In a city, you will see humans of a wide variety of ethnicities, life styles, and walks of life. Beastmen, humans who anthropomorphic animals are not an uncommon sight in this world. They are humans who have taken a drug that was once popular but eventually fell out of use.

In addition to these people, there are dinosaurs who are like humans. Robots are occasionally seen. And there are even monster earthlings like Emperor Pilaf, who have a more unusual or monstrous appearance.

Additionally, the Earth is home to extraterrestrial beings who have come to call the planet home. In the manga and anime, these are certain Saiyans and Namekians.

In terms of communication, nearly everyone on the planet shares a single language, or typically appears to share one common language. Aside from languages, cultures of people range from obvious western appearances to Hindi people, as well as obvious Japanese and Chinese influences.

There are no nations to speak of, instead there are several central mega cities that home to millions of people. Outlying from these towns and villages. Part of the reason for how populations have settled is due to the dense dinosaur population.

Cities/towns/villages are named in simple ways, with such names being like West City (home of Capsule Corp.), East City, or Satan City.
Architecture is oddly ball shaped on Earth, with most buildings be spherical shaped, or a cylindrical pillar with a ball at the top. This can differ outside of cities in towns and villages.

Many of the worlds islands are also homes to small towns and villages, or even a lone house out in the middle of nowhere in the ocean. Papaya Island is even home to the World Martial Arts Tournament. While Penguin Island far to the east of the main land mass is home to some rather unusual characters, and is typically isolated from the rest of the world due to narrative reasons.

BEYOND THE EARTH

While the Earth is where much of the story of Dragon Ball takes place, it is far from the only place of interest. Beyond the solar system are countless other inhabitable worlds with more alien species than you can shake a boldly going starship at. Some of these beings are essentially like humans, except for how more advanced their technology is, or even the color of their skin and hair being something that isn't a shade of color normally found on Earth, and odd hair colors are pretty common placed on Earth anyway.

Some species possess uncanny powers that range from the mystical to the magical. Even genetic alterations are not too uncommon out beyond the Earth.

Galaxy spanning adventures are to be had with so many more planets to explore with potential interactions with Space Pirates, and the Galactic Patrol.

If that isn't enough, know that dying isn't always the end. Sometimes, highly skilled individuals get a chance to train with powerful beings in the lands of the dead, which in turn can be sources of adventure as well.

Add into this the potential for time travel, and traveling across the universe, or even the multiverse and you have a plethora of endless possibilities.

But the most important thing to keep in mind with this is that it is your

Supreme Kai

world, your universe. There is no Goku, no Vegeta, no Majin Buu, no Cell. This is your own unique Dragon Ball world that can be all adventure, or maybe you want some political intrigue to maybe you just want puns.

It's your world, so make it what you want it to be with your friends.

Getting Started

What You Need to Play

To play this game, you are going to need a few of the usual items.

- An assortment polyhedron dice... namely d4's, d6's, d8's, d10's, and d12's.

- Character Sheet, which you will find at the end of this book.

- Scratch paper

- Miniatures & mats/maps - An optional thing, but can help to give scale and think through strategies for battles.

Types of Play

This isn't so much an option of the player as it is something to be decided on by either the Game Master (GM), or the group as a whole.

The Dragon Ball manga & anime...not Dragon Ball Z or Super, was more adventure based, but slowly began to evolve into the more combat and fighting based series that everyone knows from DBZ & Super.

As such, there are a few different methods of playing this game.

- **Fighting Game** - This style of game involves primarily fighting. Other skills and capabilities are not typically used but are still available. For example, most of the characters are focused on only

fighting. If other skills are needed, its usually a support character, an NPC, that helps to fill that roll. Bulma, as an example, started off as a player character, but as the game changed to involve more fighting, she was retired to be an NPC while her player took up a new character more suited to the changed setting.

- **Adventure Game** - This is what most RPG's are. You have a fairly diverse variety of skills and abilities that lend to many different situations. Sure, combat is a thing, but it's not to the extend of what you may see in DBZ & Super. This could be looked at as a sort of Superhero game setting where you will fight villains, but there are opportunities to explore, investigate, and do other things.

- **Non-Dragon Ball Adventure** - While this game makes judicial use of the Dragon Ball setting, the rules are flexible enough that you can use them for other game settings. Do not feel at all limited to using these rules only for Dragon Ball and use them for your own game setting as you see fit.

CHARACTER ASPECTS

Your character will be made up of many different parts. In this section we will go over the different parts that will make up your character. In this section we will be going over the different aspects of what makes your character up.

Species

There are a multitude of different species in the Dragon Ball universe. Earth is primarily made up of humans, even though some of them may possess animal traits and appearances. Extending beyond the Earth are a demons, aliens, monsters, and possibly more.

Selecting a species gives your character a number of benefits. First, it grants some inherent points to the character's Attribute Scores. Second it grants the character several specific traits called Talents.

Attribute Scores

Like many other RPG's out there, Attribute scores make up the start of how your character functions. In this game, characters have the following Attribute Scores: Agility, Might, Intellect, Ego, and Power.

Characters will have a base score of 2 in each score to start with, as do normal beings (NPCs).

From here, players may then add up to 6 additional points to these scores to fill out what they can do.

After this, a character's Attribute Scores only increase when you spend CP on them.

Statistics

These are specific scores that are derived from the Attribute Scores that a character has. Statistics or "Stats" offers the following: Health, Stamina, Energy, Endurance, Recovery, Speed, Defense, and Willpower.

Attribute Scores and Stats will be explained in more detail in Chapter 02.

Skills

Skills determine how well you are able to perform a range of tasks that could be covered by a particular skill's use. Each skill is governed by an Attribute Score, and from there has a Training Level, and a Skill Level.

Attribute Scores determine the starting number of dice you roll for a skill, this being equal to the Attribute Score of the skill.

Master Roshi Training Goku & Krillin

Skill Level then grants an additional bonus to your skill roll.

Training Level determines the die type, with the dice type starting at a d4 and going up to a d12.

Other factors like talents or powers may grant you additional bonuses to a skills use.

Talents

Talents are special traits or abilities that a character may possess or develop over time.

These talents can provide a number of benefits depending on how they are made.

Powers

Powers are in many ways like talents. However, they are built on a mold of sorts. With these you decide on mold or purpose of the power and then fill in the blanks. Powers can be simple, like the Attribute to fly, or more complex, like some magic spells, or psychic powers.

Powers themselves are broken up into a number of descriptive types, like ki, magic, psychic, and so forth.

Power Level

Power levels for characters is largely an optional feature. It plays a part only for two saga's and

then isn't mentioned or really used again except as a reference to how inaccurate it is when giving someone an arbitrary number.

Background

A character's background sets up a few final aspects of who the character is. These are the character's:

- **Personality:** How the character acts. This helps provide a guide to a player on how they will act.

- **Appearance:** A description of what your character looks like.

- **Motivations:** A short description of why your character does what they do.

- **Backstory:** Now here's the part that may give some Game Masters (GMs) a headache. This is the story leading up to where the character is setting off on their story. Now some players like writing out page after page of backstory, however most GM's don't have the time to read through a fourteen page short story about how your character got to the starting point of your adventure. This isn't to say you can't choose to write something out like this, but for what you give to your GM or to tell other players, keep this to either a few paragraphs or 1 page. Think of it as reading the brief overview of what a novel is about vs. actually reading the novel.

ACCESSIBILITY & CONSENT

The world of Dragon Ball, while full of wonders, magic, and ways to heal disabilities does not mean it's ok to do so. Players with disabilities often want to play characters that represent themselves in some way. A person who may use a wheelchair in real life may want to play a character who is similarly equipped.

Essentially, when a character has a disability that requires a physical aid (wheelchair, cane, crutches, etc.) the character starts with those aids in place as part of who they are. The equipment essentially allows a physically disabled character to act normally. And such aids should not be taken away without consent from the player. This could happen if the character is captured, or if there is a narrative reason for them to be without their aid. There is also nothing wrong with characters having special powers they have developed that function in the same manner as an aid. Our wheelchair bound adventurer could learn to fly and uses a lesser version of this to just get around all the time. Chiaotzu, for example, is a human who has a form of dwarfism. While he can walk normally, he is often flying or levitating himself about as it's faster and far more convenient for him. Krillin is another hero who might have a form of this as well, but he is proportionately different, being taller and more proportioned as an able bodied person.

Many little people have different degree's of this condition, and some do require the use of aids like a wheelchair or crutches.

Then there are people with mental disabilities like OCD's, ADHD, PTSD, and others. Some people can function like anyone else while others may need medicine or other aids to get by. There is nothing wrong with anyone wanting to play someone who may have a mental disability so long as the portrail is not insulting or crosses any sort of moral line.

And there are yet other types of disabilities, ones that aren't obvious to the casual observer and are apart of the physical and/or mental categories. This can include people who suffer from chronic pains or similar ailments on a constant basis. And there are a number of things that would have a person be listed as disabled that may require them to do things differently.

While these are not shown in the manga/anime that doesn't mean that they can't be in your game. Remember that we're all there to have fun and enjoy being around each other, and that means being empathetic and understanding toward others.

Also keep in mind that people with disabilities know their capabilities better than some able-bodied person. Trust them if they say they can do something in a fantasy setting. Sure, it may require them to do things a bit differently, but having a disability in a game or real life should never

disqualify anyone from enjoying themselves with their friends.

Moving on from this we come to the need for **consent**. Consent can encompass a number of things in your games. Does a player have a problem with spiders? Are there darker themes in a story that are to be avoided for any reason? Or do they have a varying level of acceptance for one thing or another?

An example of consent in action is when player characters (PCs) want to romance other PCs. This requires that the two players talk about this with the GM and decide on if this is OK or if it isn't.

In some groups, some players simply choose to instigate a romance between their character and another. If the other player isn't interested then it isn't allowed. This can extend to the GM as well and what they are able to handle doing.

You will find online, by doing a simple Google search, a number of "Consent in Gaming" forms that other people have fashioned to help with this.

Some players may be ok with a dark story elements involving rape or slavery, but draw the line at such elements directly involving their characters. In other words, they are ok with investigating and brining to justice such those who do such evils, but may not consent to such evils being visited on their characters.

Remember, its extremely important that all members in a group talk about things together, and it's also important to remember that consent - even if given at first - can be taken back at anytime. This is why most groups have what is called a "Session Zero."

One method that can help this is by finding a Consent in Gaming work sheet. There are number of these sheets online, and you easily do a search and find one that you like. One that I can recommend right off the bat is the one provided by MonteCook Games.

https://www.montecookgames.com/consent-in-gaming/

It is free, as most of these forms are. Below is another link that will take you directly to another PDF.

https://mcpl.info/sites/default/files/images/consent-in-gaming-form-fillable-checklist-2019-09-13.pdf

Future Gohan lost an arm to Androids 17 & 18, but he only fought harder for the loss

A SERIES OF SAGAS

One of the things about Dragon Ball is that the entire series is broken up into not just different "Series" but then have a number of "Sagas" in that series. Saga's are essentially campaigns that take the characters from one stage of life or adventure to the next. One saga may occur right after the end of another. In some cases a saga may take place after a space of time that can range weeks or even years. The saga itself can also take place only over the course of a few action packed days to several weeks or even months.

Saga's also can have moments of downtime where characters can rest, recuperate, and even train. There's even methods to cheese out training time via magical means in some places.

The strength of a character can differ from saga to saga depending on things. A character can end one saga in a fairly powerful state, but in the next saga they might have let themselves go a bit and gotten weaker. Players may want to swap out their characters for someone new who is better equipped for the dangers that lay ahead, and old characters fall into more supportive rolls for the group.

And new characters coming in are often of similar levels of power as all other characters.

Dragon Ball #01 marks the start of the first series and the first saga
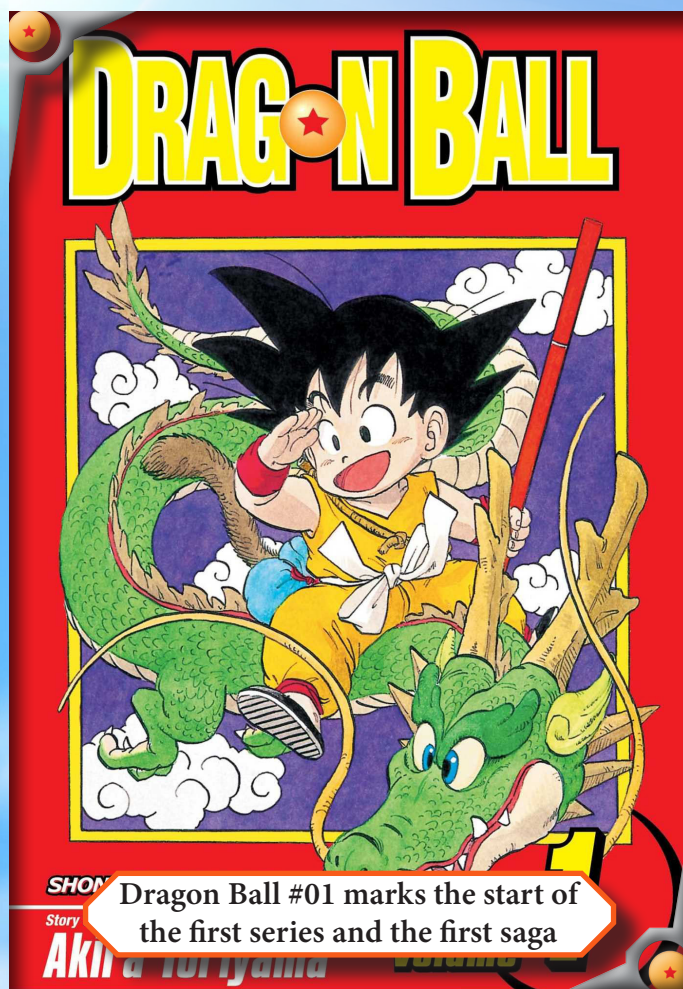
RULES

The rules in the book are meant to be simple to follow, and if your group has any issues with a rule that they don't like, feel free to add to them or change them.

TTRPGs are meant to be fun, so if having fun means a change then make it.

CHAPTER 02
CHARACTER CREATION

"Alright, listen up! My name's Piccolo and I'm here to help you figure out what you want to do."

"Understand, my time is precious, and I'm not about to put up with any foolishness that could get you or me hurt."

"Heh, think I'm strict huh? Well be glad you're dealing with me. I'm practically a ray of sunshine compared to Vegeta, who won't tolerate mistakes. But I expect you to make mistakes, to fail while training, other wise you can't learn and get better for the fights ahead."
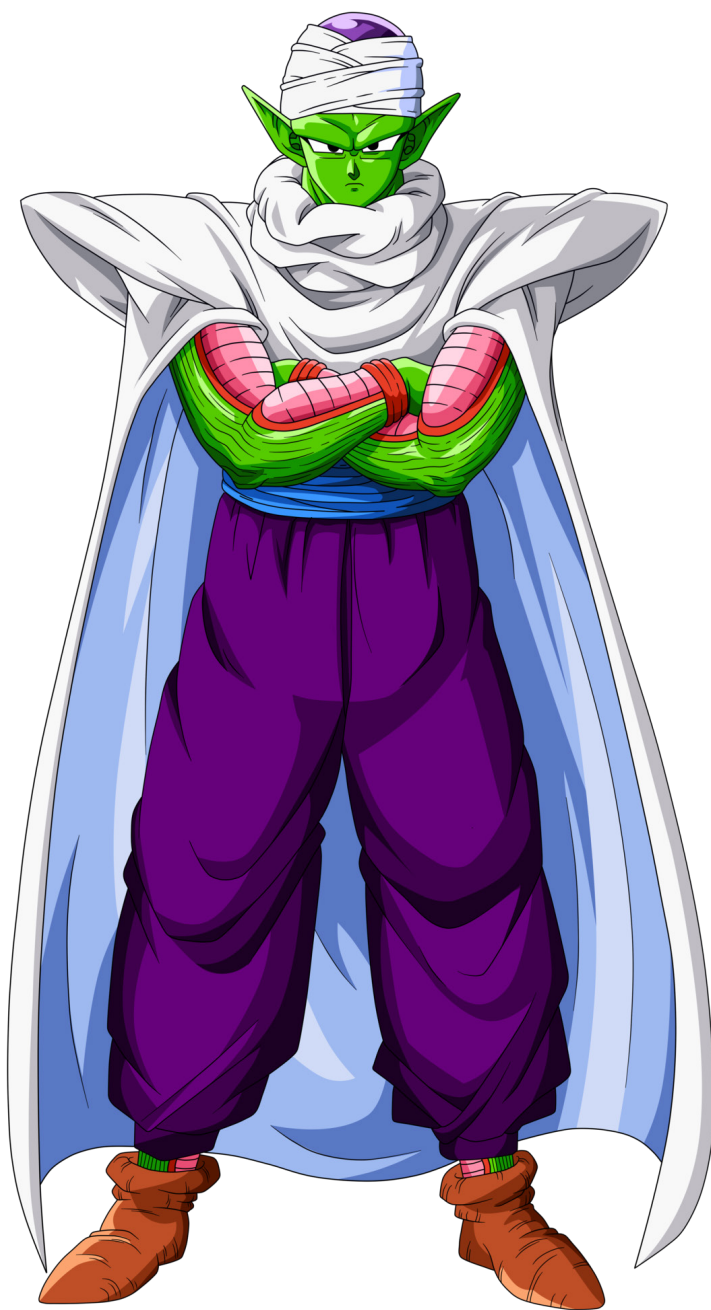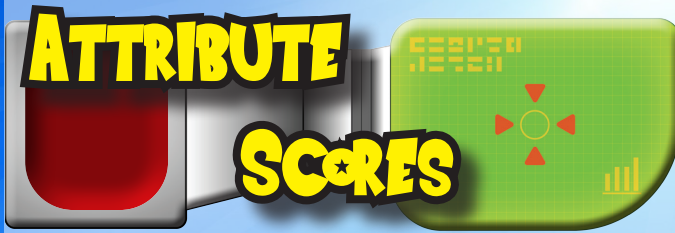
Attribute Scores

Attribute Scores make up the starting portion of helping to determine what your character can and cannot do.

Characters will have a total of five Attribute scores. A starting character will have a base score of 2 in each of these.

As you progress in making your character, Character Points (CP) will be the term used for what you earn/spend on improving your character. Use these points wisely as you have only so many to start during character creation.

Attributes

The Attribute Scores that all characters and NPC's will have are:

- Agility
- Might
- Intellect
- Ego
- Power

A score of 1 is typically the level of a child, weak, sickly, lacking knowledge, and so forth for descriptions.

Now a score of 2 is what you may call normal or average. Most ordinary humanoids will have a score of 2 and not more than this, with the exception of beings of other species who are the "normal" for that species.

Now a 3 to a 4 is typically the above average and peak of what is "normal" for beings. An Olympic athlete would have a score of 4 for example.

Once a character hits a score of 5 they have outstripped the ordinary boundaries of what is "normal." Bulma, a genius in her own right, is otherwise a normal human. However her intellect far outstrips that of most normal beings. After all, she single handedly created a time machine.

At scores of 6 to 8 a character is well into the realms of the super.

Scores of 9 to 10 enter into the realms of the most powerful beings like Gods of Destruction and Angels. A score of 10 is the upper limit for a score.

Now each Attribute score also governs a number of derived statistics that will be noted with each.

Keep in mind that NPC's, while possessing the same Attributes do not necessarily possess the same scores. So don't expect your average Joe/Jane to even be an equal to a starting PC.

Buying up your Attributes from a score of 2, during character creation will cost you 10 points per 1 increase. After character creation the scores cannot be increased. Further increases come from the use of powers.

The Agility of a character is a measure of how quick and coordinated they are. Agility is used to help determine several Statistical scores, and is apart of several skills as noted in the table below.

Goku's high defense

Statistic	Description
Speed	Speed is used to determine these sub-stats: Movement, Initiative, and Actions. • First, your Speed score is equal to your Agility score. On it's own, speed determines how many actions that a character can use when their turn comes around. At a minimum, a character ever has 2 actions. How actions are used will be explained in the Combat section. • <u>Ground Movement</u> is your Speed in meters/squares that you can move on the ground. Other forms of movement require a power to perform, but base movement for all of these is figured the same unless noted otherwise. • <u>Swimming Movement</u> is figured the same as ground but is halved (round up if needed). • <u>Initiative Bonus</u> is a number of dice you roll for your initiative. This is 1 die + 1 die for each odd number score the character has.
Defense & Evasion	<u>Defense</u> is equal to your Agility score x 3. This can be augmented by different actions you take in combat. <u>Evasion</u> is a number of dice you roll to evade certain attacks, notably attacks that target an area (Area of Effect/AOE). The number of dice rolled is 1 die +1 die at each odd number score the character has. This roll is often vs. the attack roll or other die roll for a power (such as damage or it's effect roll).
Skills	The following skills use your Agility score to determine the number of dice you roll. This number is equal to your Agility score. The skills that Agility covers are: Acrobatics, Close Combat, Ranged Combat, Sleight of Hand, and Stealth.

The Might of a character is a measure of how strong and tough they are. Might has a larger number of statistics than other Attributes. This is due to Might being integral to the character's other physical actions.

Vegeta doesn't hold back

Statistic	Description
Health	This is how much physical harm you can endure before you take any injuries. The amount of Health you have is equal to your Might x 10. Health reduced to zero does not mean you are dead or unconscious.
Stamina	This is the amount of energy you have to certain activities that put a strain on your body. This is equal to your Might x5.
Endurance	This is a buffer against all damage that you take and can represent both physical resilience and/or a high tolerance for pain. When you take damage, reduce it by this score, which is equal to your Might score.
Physical Resistance	While Endurance allows you to resist damage, Physical Resistance is your character's Attribute to resist other things like poison and disease. The number of dice rolled is 1 die + 1 die at each odd number score the character has.
Recovery	This is how quickly you recover from some of the harm you have taken, as well as how much stamina you get back. This is equal to your Might score. Health and Stamina are what is effected by this. Stamina is recovered at the start of each of your turns during combat, but Health only recovers under certain conditions (See Healing in the Combat Section).
Weight Lifting/ Carrying, Skills, & Melee Damage	This is not, technically a stat like the others. - Lifting & Carrying is a little different based on your score and Athletics skill. - The skill that is used by Might is Athletics, and you roll a number of dice equal to your Might score. - Melee damage is the base amount of damage you deal in melee combat. Melee weapons add to this damage amount. You deal 1 die of damage per odd score you have (1, 3, 5 etc.), with a minimum being 1 die.

BULMA's NOTES
...Lifting/Carrying...

» The Might score of a character determines the base and maximum carrying weight anyone can do. The base weight is what a character can carry about without problems, but after this the character starts to suffer penalties. The Athletics skill & Talents can help to increase this.

  » A score of 1 has a base Carrying weight of 10 lbs, with a max of 20lbs.

  » A score of 2 is normal, and has a base Carrying weight of 30lbs and max of 60lbs.

  » A score of 3 has a base Carry weight of 60lbs and a max of 120lbs.

  » A score of 4 has a base Carry weight of 150lbs and a max of 300lbs.

  » A score of 5 has a base Carry weight of 500lbs and a max of 1 ton.

  » A score of 6 has a base Carry weight of 1 ton and a max of 3 tons.

  » A score of 7 has a base Carry weight of 3 tons and a max of 6 tons.

  » A score of 8 has a base Carry weight of 6 tons and a max of 16 tons.

  » A score of 9 has a base Carry weight of 16 tons and a max of 32 tons.

  » A score of 10 has a base Carry weight of 32 tons and a max of 64 tons.

» The Athletics skill further augments the carry weight of a character. The level of a skill is added to both the base and max of the weight for a score of 1. After this you multiply the level of the skill by the Attribute score. With a score of 6 you're at the super human level. Athletics at this point adds just it's level in tons to the amount.

  » Weight above your base limit imposes a static penalty to applicable actions you take while carry these heavy weights. Every 10lbs, or 1 ton, imposes a -1 penalty to your physical actions (Might and Agility rolls). In addition to this, the penalty also reduces your movement (all movement) by 1 meter per -1 penalty.

  » When at your maximum weight, you cannot move unless you make an Athletics roll. The DS is 10 + the penalty you currently have for your roll. Failing means you cannot move. Succeeding allows you to move only 1 meter.

» Talents (as will be mentioned later) will also add to the skill level when appropriate.

» Powers may also influence your carry/lifting capabilities.

» So long as the lift weight is under your base carry weight you do not need to make a skill check. When it is under your maximum, then the penalty for the roll for lifting the weight is calculated as it is noted above. Succeed in the roll and you can lift the weight. Fail, and you are unable to life the weight for one reason or another (lost your grip, pulled a muscle, etc.).

  » Difference between Lift & Carry: So, carrying implies moving with a weight. While lifting is just that, only lifting the weight. In some cases you may be required to first lift a weight before you move with it. This is when the carry penalties apply.

  » Note: Some skill roll failures may cause harm to the character, such as with a critical failure with a skill check, or even a normal failure can cause harm depending on what is being lifted/carried. The GM will determine if this is appropriate or not to the situation.

The Intellect of a character is a measure of how smart and well trained a character is. Intellect primarily influences the skills that a character possesses.

Statistic	Description
Skills	The following skills use your Intellect score to determine the number of dice you roll. This number is equal to your Intellect score. The skills that Intellect covers are: Awareness, Computers, Craft, Engineer, History, Investigate, Knowledge, Lore, Machinery, Medicine, and Science.
Skill Levels	During character creation (only) your character is able to start with a number of FREE Skill Levels. • **Skill Levels:** You may apply a Static Bonus to any skills you want. The number of levels you may distribute are equal to your Intellect x2. You can put all of this into a single skill if you want.
Talent/Power Limits	During character creation (only) your character has a limit on how many levels they may have in any Talent or Power that they may have. This limit is equal to half the character's Intellect score. The GM may also use this as a benchmark limit on how much a Talent/Power can be improved during a saga, or before the next benchmark of story advancement is reached.

Gohan studies hard

Ego

The Ego of a character is a measure of their mental fortitude as well as their capacity to interact with others. Ego is used to help determine a few Statistical scores.

Statistic	Description
Willpower	This score is used to resist mental attacks, or being intimidated. This is equal to your Ego x 2 for a Defense score
Mental Resistance	This functions in the same way as Physical Resistance, but applies specifically to rolls you would make to resist a mental effect. Different from Willpower, rolls here may be called for when experiencing an ongoing effect that you need to mentally overcome. The number of dice rolled is 1 die + 1 die at each odd number score the character has.
Skill	The following skills use your Ego score to determine the number of dice you roll. This number is equal to your Ego score. The skills that are linked to the Attribute score are: Converse, Deceive, Entertain, Instinct, Intimidate, Mental Combat.

Power

The Power of a character is a measure of their ability to use other worldly powers. Most "normal" people don't have much in this score since the use of one's Power requires them to have special traits that allow it. Power is used to help determine a few Statistical scores.

Statistic	Description
Skills	The following skills use your Power score to determine the number of dice you roll. This number is equal to your Power score. The skills that are linked to the Attribute score are: Control Ki, and Spellcasting. These skills are only usable if you have the appropriate Talent.
Energy Pool	Energy Pool is what ki and magic powers use. You will have a single score that is tied to you having either the Control Ki or Spellcasting talents. While a GM could require separate energy pools for each energy type it is easier house keeping to simply have 1 pool. This pool is equal to your Power score x10 to start.
Gather Energy	As you use your energy you will need to recover it. This is done by making use of the Gather Energy action. The amount of energy you recover is equal to your Power score. Making use of Gather Energy also comes at a cost from your Stamina, reducing your Stamina proportionately in order to Gather Energy. However you cannot exceed your Energy Pool from this.

CHARACTER SPECIES

As was mentioned at the start of the book, the Dragon Ball universe is full of all kinds of beings ranging from one species to another. Some are human, or human like. Others are rare species possessing uncanny abilities, like the Namekians. There are even beings from other realms, like demons. And there are even more technologically based life form, or life forms vastly altered by technology that they are no longer normal by their species standards, or in a reversal of this, they may also be a being of magic.

Regardless, you're going to need to pick a species that your character will be.

The following portion of the chapter will cover a number of species options for your character. This will include the potentiality of half-breeds of one race or another, though some species cannot crossbreed with others, let alone breed in any normal way.

While so many species inhabit the Dragon Ball universe, the bulk of the cast is made up of Humans (Humanoids), Namekians, and Saiyans.

Depending on the type of game that the GM is wanting, you may find yourselves restricted on what species you start as.

Each species will offer an array of traits. Traits are like talents, but are limited to that species as well as possessing a limit on levels that the trait will possess as opposed to Talents which do not have the same limits.

Keep in mind that while I have tried to account for balance in all of this, so you may still consider one species more capable than another.
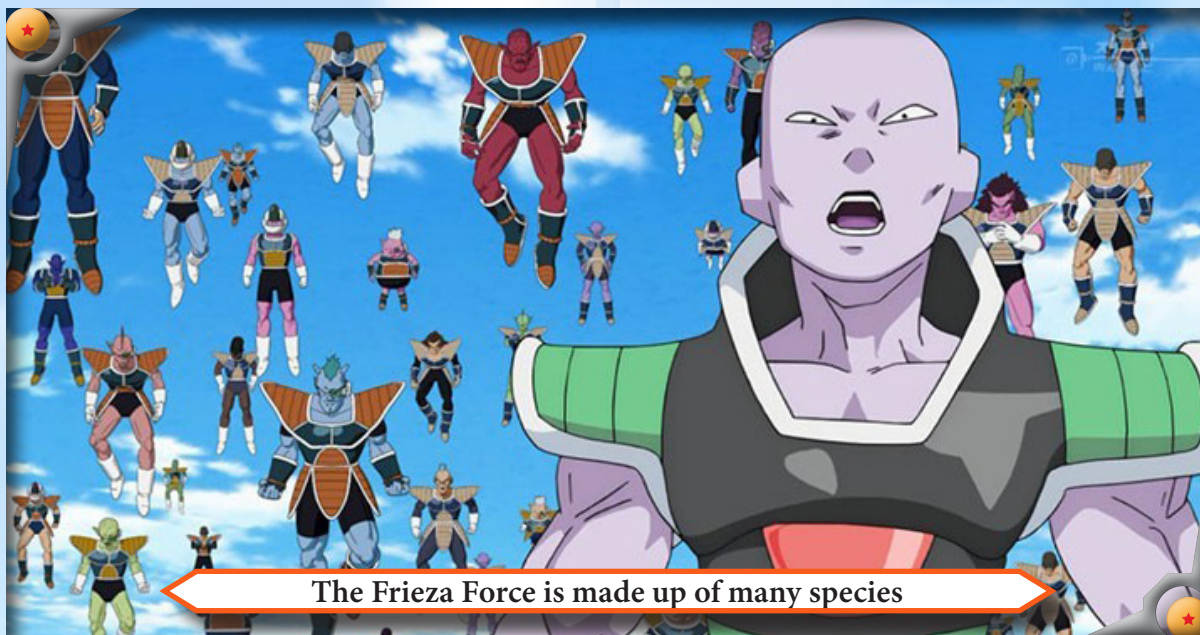
The Frieza Force is made up of many species

Traits

Each species has a number of traits that are either apart of the species build, or they are part of a number of traits that you can choose from. Traits are linked to Attributes typically, or they grant special effects or capabilities for the character. Traits have a level based off the Attribute score they are linked to.

If a trait lacks a level then it is a trait that just grants a capability.

Trait levels cannot be lowered or increased, but you can buy Talents (explained later) that can add to them if desired or allowed by the GM.

HUMANOIDS

The term, Humanoid, is one that applies a vast number of beings. humanoids can be ordinary earthlings/ humans, or it can be a species of alien that is all but essentially a human save for possibly uncommon features like having purple skin, horns, or an obvious alien/monstrous appearance.

Humanoids possess great potential, especially if a humanoid is a half-breed (like Half-Saiyans). As such, baseline humanoids possess a large pool of starting "Character Points (CP)," compared to other species.

In addition to the basic humanoid, you also have several Sub-Set options, which are: Beastmen, Monstrous, Half-Breed, and Alien. Selecting a sub-set will grant access to unique traits for that sub-set that you can pick from.

Remember, you don't have to take a sub-set, but they are there if you want. Sub-Sets can be built using only a few of the traits, or as many as you want so long as you have starting CP to spend. If you lack the needed amount

BULMA's NOTES
...Special Markups...

» You may have noticed that some groups of words have been underlined and even made bold. This is meant to draw attention to them as they are important. For example, earlier you may have noticed that "Static Bonus" was one such underlined set of words.

» As will be explained again later, a Static Bonus is a bonus that does not involve a die roll. Something like a +1, +2, +5, or +10 bonus is a static bonus. Like wise you will also encounter a Static Penalty, which is obviously the opposite of the bonus.

» A trait, like a talent, will denote the type of bonus that is generated (static bonus, static penalty, etc.). This will be explained later in the Talents section.

» Traits do only 1 thing, unlike talents, but they can be limited. This is denoted in the sentence written describing the trait.

» Saiyans have a Trait called: Saiyan Power. This trait is described as - When a Saiyan is healed from a deadly injury (or worse) they gain a permanent increase in Ki and Battle Power.

» Ki Worlds are based on Verbs and Nouns (only) in the description. In this we have Saiyan, Healed, Injury, Ki, Battle, and Power. This is 6 ki words.

of CP to get all the traits you want, you cannot comeback after character creation and get more. At least not without your GM's permission and a reason why your character would be developing additional traits.

Name	Description	Effect
Adaptive Learning	Humanoids learn quickly from their mistakes so when they fail any skill roll they are often more knowledgeable when they try again. If you fail a skill roll, your next attempt is at a <u>static bonus</u>.	Static Bonus +1 per point in Intellect
Coordinate with Others	Humanoids are capable of coordinating with others well, providing better assistance when helping/assisting others with skill rolls. If assisting with a skill roll, you apply an additional <u>static bonus</u> to the bonuses you provide.	Static Bonus +1 per point in Ego

Beastmen

The Beastmen Sub-Set of traits can have many different sources as to why a being has them. The commonality though is that the traits typically involve an animalistic appearance in some way. This can be due to the taking of the Animorphaline drug, or perhaps they are an alien species who is animal-like in appearance.

King Fury (yes that is his name)

Do note that you can still play a Beastmen and not take any of these traits if you don't want to. On earth, many humans only have the appearance of animals, but are all but normal humans otherwise. This can be the case on other worlds as well, since "humanoid" is not a limit to beings found only on earth.

Adding More Traits

This is where you have your opportunity to custom make your own species in a way. During character creation, each new trait you add to that of the base humanoid traits reduces the free species CP by 1 per trait, with each trait only able to be taken once if it is linked to an Attribute.

Keep in mind that if for some reason you run out of the free species CP that you can then dip into the additional CP that your character may start with. But just remember that doing this will mean you will have less points to spend on talents, skills, and powers later.

Name	Description	Effect
Claws / Talons / Horns / Spines / Fangs	You possess one of the noted name-types that allows you to deal melee damage with them. The damage type for your melee attacks is cutting or piercing depending on the choice.	Static Damage Bonus +1 per point in Might
Adapted for Heat	You are resistant to environmental effects from only hot or fiery environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
Adapted for Cold	You are resistant to environmental effects from only cold or freezing environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
Heightened Senses	Choose one of your senses that will possess a heightened capability over others. Grants a bonus to Awareness skill rolls with the chosen sense.	Static Bonus +1 per point in Ego
Bigger Size	You are larger in size that other beings of your kind. Each point increases you over all size by around 2ft (with a height starting between 6 or 7ft).	Size Steps +1
Small Size	You are smaller in size that other beings of your kind. Each point decreases you over all size by around 2ft (with a height starting between 4 and 6ft).	Size Steps -1
Wings	You possess the ability to fly via a pair of wings. You have access the Movement (Flight) power with the Drawbacks that it is Limited (-0.5) only via wings that can be grabbed/restrained, and Noticeable (-0.5) since you have a pair of wings on you.	Movement (Flight) Power 2 Levels
Tail	You possess a tail that helps you with your balance granting a bonus to your Acrobatic skill rolls.	Static Bonus +1 per point in Agility
Prehensile Tail	You possess a prehensile tail that gives you an additional limb you can grab with, but at a penalty to use.	Static Penalty -1 per point in Agility

Monster

The Monster Sub-Set of traits are physical aspects that might have a any normal person calling someone a monster. Those who would be vampires, snakes, or even Dinosaurs have one of the noted traits below in addition to any beastmen traits that may be wanted.

Emperor Pilaf is of a Monster sub-set, but only in appearance

Name	Description	Effect
Poisonous	You have the capacity to deliver poison to an opponent of you strike with a specific melee attack. You may make a Poison Power melee attack for at only 1 level, (you can improve this later with CP).	Poison based Damage Power (Melee) at 1 level.
Dangerous Tail	You possess a tail that can be used to make melee attacks with. This does not give extra damage, just a different method of attacking.	---
Tough Body	Your body possess a natural form of protection that helps to reduce damage that you take. When you would take damage, you add your bonus from this to your Endurance score to reduce the damage you take.	Static Endurance Bonus +1 per 2 points in Might
Blood Sucker	You are able to drain blood from a target, so long as it has blood. This is a linked power. You must have Fangs (Beastmen), and with that selected, when you do damage with your fangs you drain some of the targets blood, healing 1 health per 2 pts of damage you deal.	---
Amphibious	You are able to operate for longer periods of time without needing to breathe when holding your breath. You gain access to the Utility power - Breathing (Extended), at it's base level (1).	---
Terrifying Presence	Your appearance or mere presence is such that you are naturally intimidating. On Intimidate skill rolls you apply a Static Bonus to the roll.	Static Bonus +1 per point in Ego

Alien

While Saiyans and Namekians are aliens, they are in a very different bracket of alien. These aliens are of a different breed that can cover a number of other beings. This can include beings who may appear like classic fantasy type species like Elves and Dwarves. What makes Aliens something separate is that they often have other traits that are less common from other humanoids, but can include traits from them as well.

Name	Description	Effect
Extra Senses	You possess some sort of additional sense that exists beyond the traditional 5 senses, or it adds to an existing senses capabilities. You gain the <u>Sensory power</u> with a single new sense you possess or adding to a sense. You get it at only the base level of the power (lvl 1) (Note: Adding to a specific sense may include infrared vision, night vision, scent tracking, tremor sense, and so forth.)	---
Quick	You are able to move on the ground far more quickly. You gain the <u>Movement power</u> with it's level adding to your base ground movement.	Movement Power (Ground) at 1 Level
Longevity	Your lifespan is longer than that of other beings. You gain the <u>Utility power</u> (Life Span). The number of levels applied to this is determined by either your Might Score or your Ego Score (choose one, not both).	Utility Power (Life Span) at 1 level per point in Might or Ego
Natural Ki Control	You have the **Ki Control** Talent. [Cost = 8]	---
Magic Prodigy	You have the **Magic Study** Talent. [Cost = 8]	---
Awakened Mind	You have the **Unlocked Psionics** talent. [Cost = 8]	---
Superior Strength	You are far stronger than you appear to be, adding a bonus to your Athletics skill rolls and to the over all level from Athletics for helping to determine the character's lifting/carrying capacity.	Static Bonus +1 level per point in Might
Hazard Breathing	You gain access to the Utility power, Breathing (Environment). This is only 1 chosen environment however.	---
Gravity Adapted	A unique trait, gravity has less of an effect on you as you are naturally adapted to a certain amount of Gs. This amount is equal to your Might score. When operating in these Gs you do not suffer any penalties or adverse effects.	---

Half-Breed

The Half-Breed Sub-Set of traits is a bit different. Essentially, you can buy the traits from any other species presented, or to potentially create your own if a particular breed isn't presented.

If you are buying traits from another species then you are limited to no more than 5 of those traits if the species possesses more than six traits. If they possess fewer than six traits then you may only pick 3. But you cannot pick & choose from multiple species, they all need to come from one source or another.

Namekians cannot be Half-Breeds. This is due to the fact that Namekians reproduce by creating and vomiting up an egg that hatches into a young Namekian (see Namekian later). They can, however, choose to manipulate the creation of the egg during a moment when they are not under threat. This can be done to create a mutation, a monster, that is technically not a Namekian and will often lack many of the traits that Namekians possess. However, doing this is often seen as perverse or an abominable act by other Namekians.

Half-Saiyans, Trunks & Goten

Custom Traits

So maybe you want something unique, a trait that isn't listed, but you have an idea for one. There's only a few rules regarding doing this.

- A trait that grants a bonus of some sort (or a penalty that can be imposed on an opponent) must be linked to an Attribute.

- A trait that imposes a penalty on the character also is linked to an attribute, but allows 1 additional trait to be acquired. Negative traits like this also do not count toward your purchasing of traits. If it inflicts damage, it is under certain circumstances and bypasses your defenses (including Endurance).

- Unique traits that simply allow you to do something, should offer no bonuses and aren't linked to attributes. These can be powers if a power is appropriate, and are often only level 1 (the base level).

- Each trait taken (except for ones that inflict a penalty) reduces your starting CP by 10 each.

- New traits you make must meet with GM approval as well.

- Transformations rarely count as traits. If you wish to have a trait that allows you a transformation, speak to the GM and make something based off of what may already exist.

Additional Starting Benefits

While these subsets are indicative to particular types of beings, you are free to mix and match across this range to meet what you have in mind for an exotic humanoid species. Picking from one category or another alone is simply a suggested guideline to make one sub-type or another.

Humanoids have the following:

- 130CP to spend on character creation.
  - Each trait you take beyond the first 2, creating a more custom humanoid species, you reduce this CP amount by 10 each.
- Remaining CP is meant to be used for other aspects of character creation, improving on skills or buying powers.

NAMEKIANS

Namekian's are green skinned, with pink/orange ribbed parts of their body that are encircled in red. They have antenna and large pointed ears. They very much appear like the stereotypical "Martian" that has floated about for centuries.

Namekians reproduce asexually, vomiting an egg when they desire to. In some cases, the parent can invest their memories into the child, influencing their growth and personality as a form of resurrection.

They live long lives, and typically subsist on water, though they can eat food if desired (too much of it can make them gain weight).

Additionally, Namekians are broken up into two types or castes. Warrior types and sage types, though this is often determined by their personality. Warriors are fighters and can be aggressive. Sages are less aggressive and can develop healing abilities that warrior types do not.

Namekians all inherently do possess a number of traits that allow them to tap into some unique powers. One of these is an incredible regeneration power. Another is a the ability to Fuse with other Namekians to greatly increase their power.

BULMA's NOTES
...What's in a Name?...

» On Earth, and some other places of the galaxy, you'll find that peoples names tend to follow a certain scheme. Most names in the Dragon Ball universe tend to be "puns" or plays on certain words or phrases.

» Goku, Gohan, & Goten are plays on words involving rice (in part).

» Bulma is part of the "Briefs" family, and has a sister named Tights, mother Bikini, Dr. Briefs is her dad, Trunks is her son, and Bulla is her daughter. Or bloomers, briefs, swimsuit, tights, bra, and trunks

» Saiyans come from the planet "Vegeta" and all have Vegetable sounding names (Vegita, Kakarot, Kale, Broly, etc.

Namekians

Name	Description	Effect
Longevity	Your lifespan is far greater than that of most other beings in the galaxy. You gain the Utility power (Life Span) at it's base level.	Utility Power (Life Span)
Natural Ki Control	You have the **Ki Control** Talent.	---
Magic Prodigy	You have the **Magic Study** Talent.	---
Adapted for Cold	You are resistant to environmental effects from only cold or freezing environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
Namekian Regeneration	You gain access to a Regeneration power, healing Health, Injuries & Conditions. This is 3 levels of the power.	Regeneration Power
Sensitive Hearing	You possess highly sensitive hearing allowing you to hear at greater distances than normal, although high pitched sounds can cause you great discomfort. You gain the Sensory power with Enhanced Range to Normal sense of hearing at 4 levels. Inversely, high-pitched sounds do 3d4 damage to you, ignoring your defenses/endurance.	---
Superior Strength	You are far stronger than you appear to be, adding a bonus to your Athletics skill rolls and to the over all level from Athletics for helping to determine the character's lifting/carrying capacity.	Static Bonus +1 level per point in Might
Tough Body	Your body possess a natural form of protection that helps to reduce damage that you take. When you would take damage, you add your bonus from this to your Endurance score to reduce the damage you take.	Static Endurance Bonus +1 per 2 points in Might

Additional Starting Benefits

Namekians have the following:

- 70CP to spend on character creation.

- **Note:** Sensitive Hearing for a Namekian is only 10 CP, but this is due to it being offset by a negative effect from high pitched noises. This is Damage that applies under a limited condition and serves to offset 3 levels from the 4 levels that the Namekian has in their Sensory power.

SAIYANS

Considered the staple species of Dragon Ball, the Saiyans weren't always protectors. Initially, they started as conquerors. Forced into servitude by King Cold (and then Frieza when King Cold retired), they applied their considerable talents for fighting toward working for him. That is up until the day a rumor reached Frieza's ears about a legendary being called a "Super Saiyan" existing. This spelled the end for the Saiyan people...or at least most of them.

Over the years, a few Saiyans have been shown to have survived the culling by Frieza, aside from Goku and Vegeta. Although this was only in "non-cannon" films.

Saiyans appear human in almost every aspect of their appearance, save that they possess a long prehensile furry tail, not unlike a monkey. In fact it is because of this tail that Saiyans are able to transform into a powerful "great ape" form called the Oozaru form.

But the tail is optional, and some Saiyans often end up loosing their tail in battles when it is targeted. Sometimes it grows back, sometimes it doesn't. Saiyans all have black or black/brown hair that grows to a certain length & appearance, but then stays that way for the rest of their lives.

Also, as a warrior race, Saiyans maintain their peak physical strength and ability well beyond the normal ages of ordinary humans.

Planet Vegeta, home of the Saiyans

Name	Description	Effect
Natural Ki Control	You have the **Ki Control** Talent.	Penalty Offset +6
Heightened Sight	Your sight is sharper than that of most others. Grants a bonus to Awareness skill rolls with sight based rolls.	Static Bonus +1 per point in Ego
Insatiable Apatite	You have a nearly bottomless stomach allowing them to eat their weight in food. Every 10 pounds of food that you eat, allows you to recover from the Exhausted condition levels by just eating food. You can also eat in advance and create a stock pile of charges to expend to counter the condition as time wears on, but these last only 8 hours. If a Saiyan does not eat at least once every 8 hours, they gain 1 level of Exhaustion.	---
Not a Scholar	You are not great at learning things or applying your mind to more intellectual pursuits that don't involve fighting and tactics. You suffer a Static Penalty to all Intellect skill rolls.	Static Penalty +1 per point in Intellect
Superior Strength	You are far stronger than you appear to be, adding a bonus to your Athletics skill rolls and to the over all level from Athletics for helping to determine the character's lifting/carrying capacity.	Static Bonus +1 level per point in Might
Saiyan Tail	You have a prehensile tail that allows you to use the Oozaru Transformation, however if the tail is removed then the transformation cannot be used unless it grows back. The tail has limited grasping capability, and can be hung from if desired.	---
Tail Weakness	While Saiyans can do many things with their tails, if the tail is held firmly the character is given the Helpless condition. This is due to pressure on the nerves that disrupts the Saiyans entire nervous system. The condition can, however, be overcome with training (via a specific talent - Elite Saiyan Tail Training (50 CP). Squeezing the tail causes intense pain, but does not actually do damage.	---
Tough Body	Your body possess a natural form of protection that helps to reduce damage that you take. When you would take damage, you add your bonus from this to your Endurance score to reduce the damage you take.	Static Endurance Bonus +1 per 2 points in Might
Saiyan Gravity Adaption	A unique trait, gravity has less of an effect on you as you are naturally adapted to a certain amount of Gs. This amount is equal to your Might score. When operating in these Gs you do not suffer any penalties or adverse effects. As Saiyans are uniquely capable in heavy gravity, this trait is applied twice.	---

Name	Description	Effect
S-Cells (Unique)	Saiyan bodies produce a unique type of cell called an S-Cell. This special cell builds up slowly or quickly depending on the Saiyan. The cell is what is needed in order to activate the <u>Super Saiyan transformation</u>. Saiyans who are generally good people will acquire S-Cells more quickly than other Saiyans. Saiyans who are more prone to violence and acts of "evil" tend to generate few, if any, S-Cells. Essentially, "good" or selfless acts will generate 1 S-Cell. While "evil" or selfish acts generate none. On the other hand, some acts that could fall in between can generate 1/2 an S-Cell. Acting on one's convictions can also generate S-Cells, usually 1/2 to 1 points. Once you have enough S-Cells you can, under the right conditions, awaken the Super Saiyan transformation. (See the Powers section, Transformations.)	---
Zenkai Power	As a Saiyan, the term, "that which does not kill you, makes you stronger" is a very real thing. When you have injuries (severe & deadly only), healing from them becomes an incredible benefit to a Saiyan. • **Severe Injuries:** Each severe injury you heal from increases your Power Level by your Power Score x2 per injury healed. • **Deadly Injuries:** Each deadly injury you heal from increases your Power Level by your Power Score x10 per injury. • **Dying:** If a character is dying but is healed you gain the benefit of the Deadly Injury, but the multiplier becomes a x20.	---
Saiyan Rage	You have access to the Rage transformation power. See the Powers section (See the Powers section, Transformations) for more details.	---

Saiyans laughing at Bardock (off screen)

Additional Starting Benefits

Saiyans have the following:

- 60CP to spend on character creation.

FRIEZA SPECIES (FROST DEMONS)

Not much is really known about the species that is often either referred to as the Frieza Species/Race or as Frost Demons. They are an alien species that differs from that of many others. Because of the actions of Frieza and his father, King Cold, their species is often looked on with fear and contempt. But they are amongst one of the strongest of alien races in the universe.

Their appearances are very similar, but do vary. They are only one of the few species that possesses innate transformation capabilities. Unlike others, the Frieza species looks at these transformations more as a restricting of power, that their true form is their most powerful form.

An interesting thing about their species is that they are able to create their own clothing that essentially blends seamlessly with their bodies and transformations, something that is called a Bio-Suit.
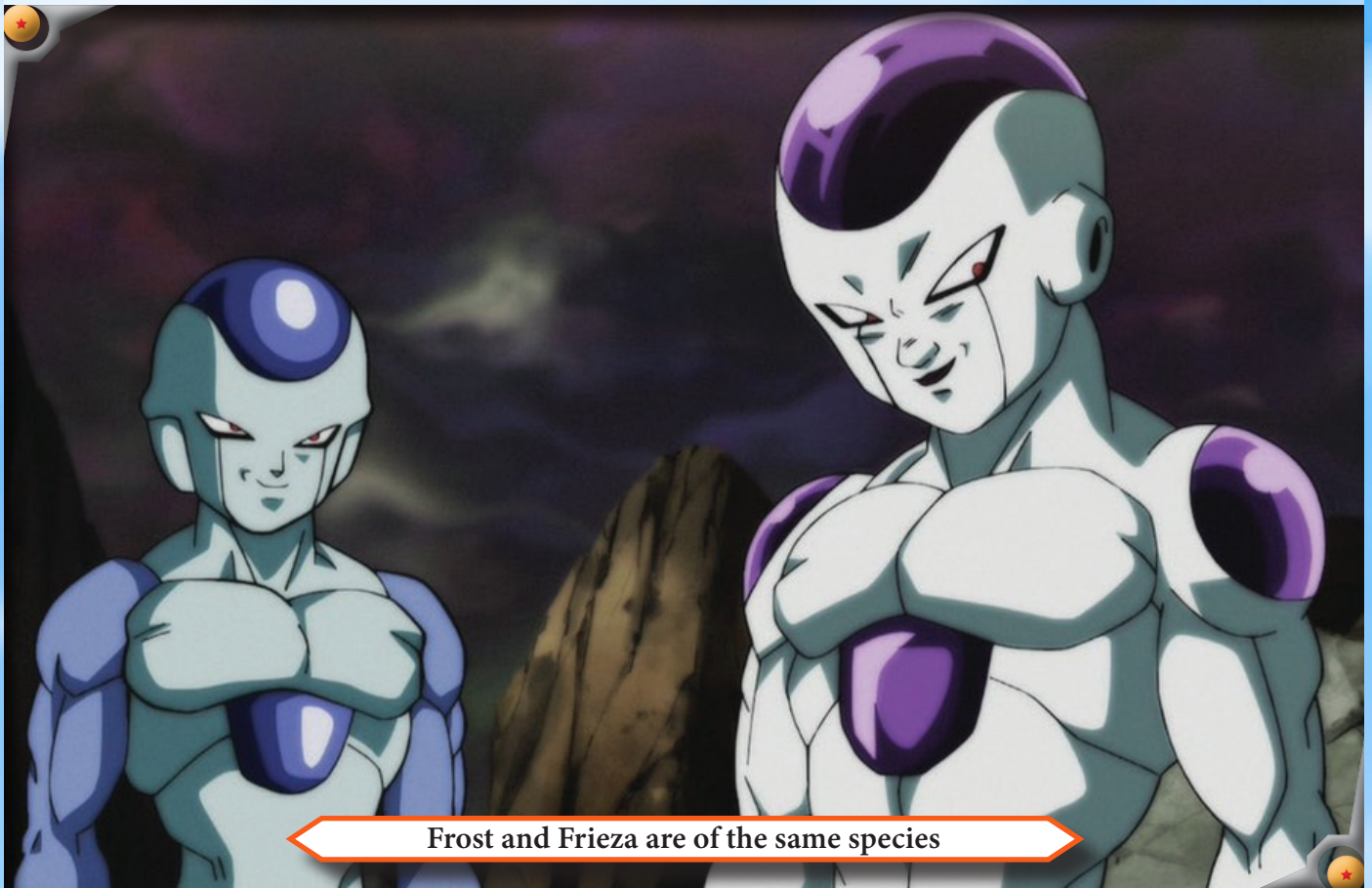
Frost and Frieza are of the same species

Like Saiyans, Frieza's Species are very prideful and are often obsessed with becoming the strongest being in the universe; oddly enough this makes them very similar to the Saiyans in some respect.

Appearance wise, Frieza Species beings are humanoid in appearance, with 10 fingers, but with only 6 toes, a tail, and no body hair at all. Their least powerful form, or the 1st form you will start the game in, is short, roughly 4 feet tall, with short horns on their head. The appearance of their bio-suit varies to a degree, but is made to appear as if they have vulnerabilities, even though they are fully protected.

Their 2nd form appears like their 1st, but is significantly taller and more muscular. The horns elongate and can be used to lethal ends.

The process of transforming from the 1st form to the 2nd is often unsettling as the character's body swells with new muscle, and the limbs elongate. The horns often curve upward into a bull-like appearance. The change is almost like instantly going from child to an adult who is 3x taller than they originally were. The transformation to the 3rd form is oddly less grandiose, but the result is what is desired.

The horns are lost, but spike like growths appear on the head and body. Their head elongates significantly and the face stretches, loosing their nose. The shoulders of the bio-suit often changes as well.
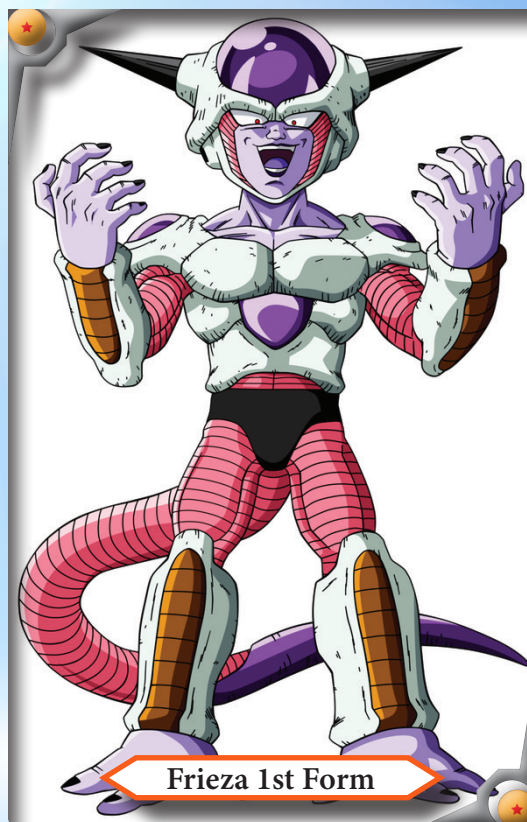
Frieza 1st Form

Frieza 2nd Form

The more monstrous appearance of this form is often shocking for opponents to see, and the amount of power that this form can bring with it is often enough on it's own to be frightening.

Then there is the final form...well the final form of the normal stages of transformation. This form is a vast departure from the others. Height is slightly taller than the 1st form. Coloration of the bio-suit is two-toned. They are sleek, fast looking, and far less unassuming than the other forms.

Aside from these, there is one other form (or two) possible, but it is only attainable through extensive training. The difference is that while it resembles the 4th/final form, it has a golden color that replaces the primary color of the body, though the gold can vary a bit in shading in places in this form.

Then there is the form beyond that, known at the moment as the "black" form, where most of the gold turns black while gray is also present.

Note that the purple color of Frieza, on the spots of his body, remain throughout his other forms as a sort of personal identifier.

Frieza 3rd Form

Frieza 4th Form

Name	Description	Effect
Bio-Suit	Your body possess a natural form of protection that helps to reduce damage that you take. When you would take damage, you add your bonus from this to your Endurance score to reduce the damage you take. As you change shape with transformations, aspects of the Biosuit will adjust and change to accommodate the changes.	Static Endurance Bonus +1 per 2 points in Might
Natural Ki Control	You have the **Ki Control** Talent.	---
Adapted for Cold	You are resistant to environmental effects from only cold or freezing environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
No Need to Breathe	You are capable of surviving in any environment that is hazardous or impossible to breath in. You gain access to the Utility power - Breathing (Unneeded).	---
Fast	You are quick to act, often acting before other beings can. You gain Bonus Dice to your Initiative rolls based on your Agility.	Bonus Dice to Initiative +1 per 2 points in Agility
Space Survival	While in the harshness of space, you are not affected by the other harmful effects that can impact a person without special protection. You gain Bonus dice to your Resistance rolls to resist the adverse effects of being in space.	Bonus Dice to Resistance +1 per 2 points in Might
Dangerous Tail	You possess a tail that can be used to make melee attacks with and grapple with as an extra limb. It can be made to stretch if you buy a power for it.	---
Suppressed Forms	You possess access to a transformation type known as Suppressed Forms, and have up to 3 repressed forms. The form that you build your character in is considered the 4th repressed state and is more of a way to flavor the transformation. Later, the character could potentially train to unleash additional transformations (the Gold and Black forms).	---

Additional Starting Benefits

Frieza species have the following:

- 70CP to spend on character creation.

DEMON SPECIES

Hailing from the Demon Realm, demons are human looking save for certain alternate features. They often possess long pointed ears, have known skin tones of that are shades of red, blue, purple, gray and a yellow/white bone like color. Horns of varying sizes and shapes are not always present, and hair can sometimes take on horn like appearances. Some of this race lack noses, and some even have short barbs along their jawline.

Demons tend to be evil, but that doesn't mean all of them are. They are highly gifted in the use of magic in addition to the ability to use their ki. Demons often manifest weapons to use in combat, with such weapons ranging from swords, and hammers to staffs for those more suited to magic.

And demons possess a unique power, their spit can turn anything that it strikes into stone. (If it strikes clothing, the effect can be negated from turning the person to stone if they remove the clothing fast enough, or a limb can be removed if necessary. Although slaying the "spitter" does undo the petrification, or they can be convinced to undo the effect.)

Demons Dabura & Towa

Name	Description	Effect
Adapted for Heat	You are resistant to environmental effects from only hot or fiery environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
Natural Ki Control	You have the **Ki Control** Talent.	---
Magic Prodigy	You have the **Magic Study** Talent.	---
Spiting to Stone	You have the magic based power to use your spit to try and turn a target to Stone. This is the Alter power built as 1d4 vs. Resistance rolls, Ranged (Thrown/spit, 0.5), Complex (1.5), Magic. It can be enhanced later with CP as any other power.	---
Extra Senses	You possess some sort of additional sense that exists beyond the traditional 5 senses, or it adds to an existing senses capabilities. You gain the <u>Sensory power</u> with a single new sense you possess or adding to a sense. You get it at only the base level of the power (lvl 1) (Note: Adding to a specific sense may include infrared vision, night vision, scent tracking, tremor sense, and so forth.)	---
Tough Body	Your body possess a natural form of protection that helps to reduce damage that you take. When you would take damage, you add your bonus from this to your Endurance score to reduce the damage you take.	Static Endurance Bonus +1 per 2 points in Might

Additional Starting Benefits
Demons have the following:
• 90 CP to spend on character creation.

Demons can vary in appearance.

ANDROIDS

Characters that are androids are something different from other species presented even if they may have originated from them.

The name "Android" is a sort of generalized term that is applied to many beings in the Dragon Ball series. While robots do exist, Androids are typically humanoid in appearance, have free will or at least free agency within the confines of their programming.

Androids come in three different types, Mechanical and Bio-Mechanical, and Bio-Tech Enhanced.

Mechanical androids are of course robots, though they typically have a humanoid appearance. The distinction of what makes them this is that they are completely mechanical. As you might have guessed, they cannot get stronger through training, and only improve through the use of upgraded parts and components, meaning that their strength is typically limited based upon how they upgrade themselves.
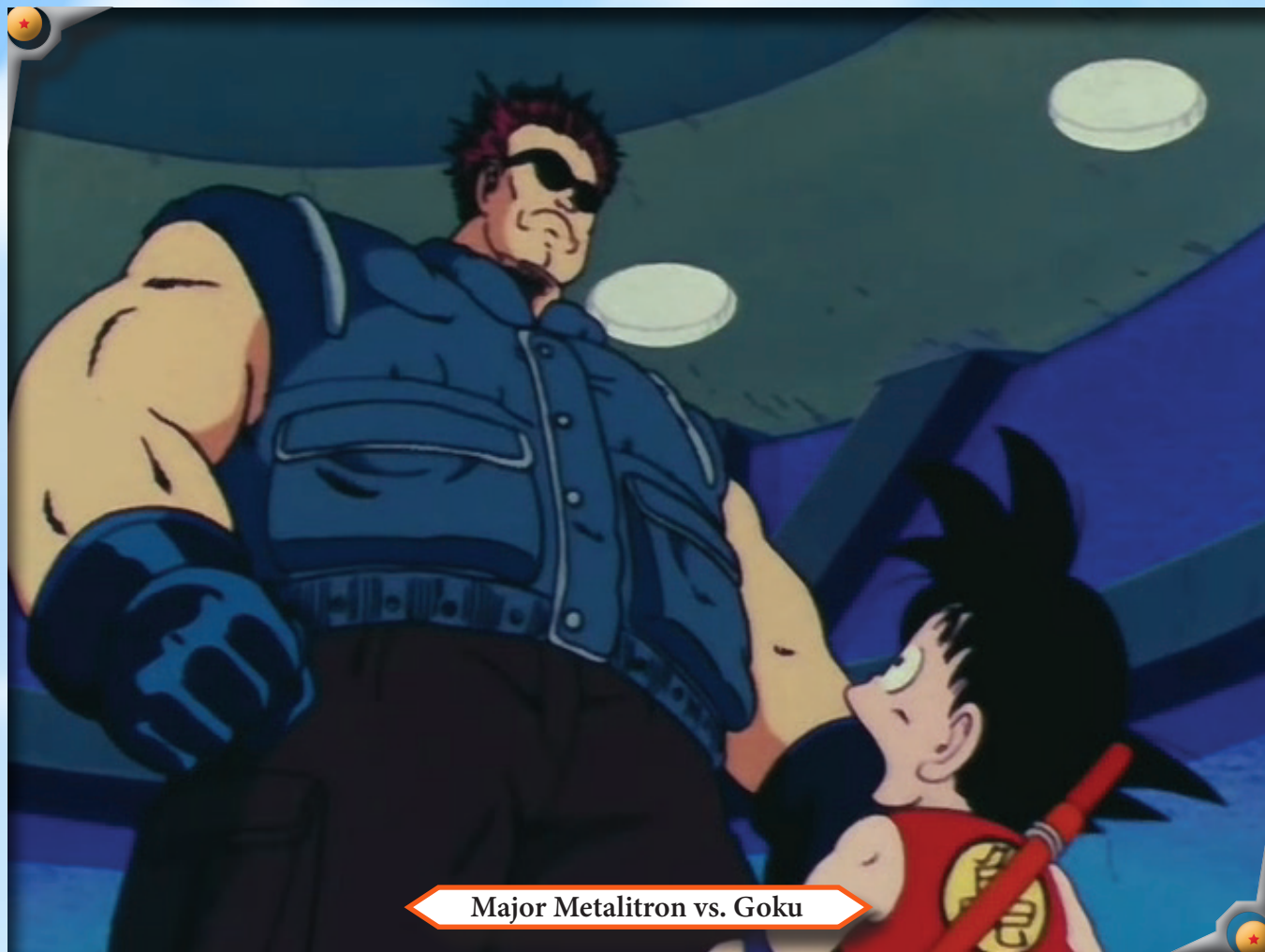
Major Metalitron vs. Goku

Unique Traits

Androids function differently other species. First, cyberneticly enhanced species don't count as being androids. Getting cybernetics is a way of just replacing what was lost. Being an android or being converted into one of the android types is very different. One of the essential things about being an android is that technology was used to build, create, or enhance your character. In some cases you may substitute magic for technology to get a variation on what will be presented here.

Essentially, an android is a blank humanoid with no traits beyond the unique ones presented for the android type (individual traits for these types are to follow). Androids come in 1 of three types: Mechanical, Bio-Mechanical, and Bio-Tech Enhanced.

- **Mechanical:** A mechanical android is your classic type of android, one that is purely mechanical in nature. They can look very like anything you have in mind from an obvious robot to something that blends in more with other humanoids. Major Metalitron, Android 16, Android 19, Gama 01 and Gama 02 are examples of such androids. These androids can only become more powerful if they are physically upgraded.

- **Bio-Engineered:** This is an artificial being, one possessing biologically engineered enhancements and capabilities. There isn't really anything technology based so much as you should look at this as a genetically engineered being. They may even be able to incorporate unique components or particular beings into themselves in order to gain more power. Cell is the only known Bio-Mechanical being that fits this category. Majin Buu can technically be looked on as a magical variation of this type. These androids can get more powerful with training, but often have other means of increasing their power.

- **Bio-Tech:** This is a being who has been artificially enhanced to have unique powers. Often this involves extensive surgeries, gene therapy, genetic augmentation, and a number of other potential methods of enhancement. They were once normal beings, typically, who have been altered to such an extent that even if they still possess many biological features from their normal lives they are no longer considered a typical biological being. Androids 17 and 18 are such androids, or artificial humans (or enhanced humans, your choice) as they are also known as, are androids that possess access to ki powers and unlimited stamina/energy. The upside of this type is that they can get stronger if they train. Their ki, which is simulated or artificial, also cannot typically be sensed.

Name	Description	Effect
Adapted for Cold	You are resistant to environmental effects from only cold or freezing environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
Adapted for Heat	You are resistant to environmental effects from only hot or fiery environmental conditions. When exposed to the effect, your Endurance score is increased only against that effect.	Static Endurance Bonus +1 per point in Might
Superior Strength	You are far stronger than you appear to be, adding a bonus to your Athletics skill rolls and to the over all level from Athletics for helping to determine the character's lifting/carrying capacity.	Static Bonus +1 level per point in Might
Tough Body	Your body possess a natural form of protection that helps to reduce damage that you take. When you would take damage, you add your bonus from this to your Endurance score to reduce the damage you take.	Static Endurance Bonus +1 per 2 points in Might

Android 16 damaged

Individual Traits

The following 3 options are the different Androids types you may choose from, and you can only choose 1 option. Each option gives a number of innate capabilities for the character, as well as some limitations that help to balance them out. When you choose one of the options you reduce the free CP for the character by the noted amount.

Name	Description	Cost
Mechanical Android (Option 1)	**Mechanical Nature:** As a purely mechanical being you <u>do not need to eat or sleep, and you do not age</u> in the traditional sense. Resting does occur for you, but you are fully aware of your surroundings. But there are some limits. Full cyborgs, beings who are mostly mechanical (around 90% metal) also fall into this area.	10 CP

- **Power Supply** - All powers for you must run off of your Stamina, you cannot have an Energy Pool. Increase the multiplier for determining your Stamina by +1.

- **Operation Time** - You can remain operational for 1 day per 1 point in your Power Score. Recovering 1 day of operation requires 4 hours of "sleep". If you reach your operational limit, then you power down are gain the Helpless condition until 4 hours pass, or an alternative power source can recharge you (an external power source serves to halve the time needed to recharge).

- **Need Repairs** - You do not heal naturally. Instead you need to be repaired. For you, this is functionally the same as receiving assisted healing, only the skills used are different. Magical healing also does not work on you, but magic that fixes objects does.

- **Backup Memories:** Unlike many beings, your mind can be backed-up and saved in the event of your death. As such, for you, death is temporary, but your memories are based on the last time you backed up your mind. This takes 4 hours to do and an appropriate computer system to do it.

- **Modular Systems** - Its possible for a mechanically based android to have a number of systems, or even powers that you can swap out. With time, you can swap out one or more talents/powers. What you swap out cannot be more powerful than what you are replacing unless you have the CP to pay for it. Otherwise, swapping out a talent or power doesn't cost you any CP, just time and maybe money to undergo the modification. The time is typically 1 hour per level in the talent/power.

- **No Life Force:** As an entirely mechanical being, you have no ki signature and cannot use Ki Powers, nor can you use Magic or Psionics. All of your powers must be tech based, but can otherwise mimic certain powers.

Name	Description	Cost
Bio-Engineered Android (Option 2)	**Bio-Mechanical Nature:** You are a heavily genetically engineered and augmented construct.	10 CP

- **Biomass** - Because of your biological nature, you can gain the Ki control talent. You also heal naturally from your injuries. You are, essentially, a normal living being except for having an unusual biological makeup. As a living being you do need sustenance in some way, and you have a ki signature. You can acquire any type of power without limits.

- **Unusual Biology:** Because you are a biological anomaly, you cannot receive assisted healing from others. Magical healing still works for you, but surgery and first aid are more difficult on you (double the DS). Like wise, effects that would target/affect normal biology are less effective on you (+1 Static Bonus per 1 point in Might).

- **Incompatibility:** You are unable to interbreed with other beings due to the unusual nature of your genetics. As such you cannot make a Half-Breed bio-engineered character.

- **Normal or Inhuman:** You have the option of appearing as a typical humanoid of one species or another, or your appearance can be more monstrous. As such you may select additional traits from the Humanoid species to round out your inhuman appearance. Appearing as a normal humanoid can come with some unusual appearance features like skin tone being an unusual color (purple, sky blue) or eyes that are more alien shaped, or some other features that don't tie into a trait. Remember each trait you choose to add costs 10 CP each.

Imperfect Cell

Name	Description	Cost
Bio-Tech Android (Option 3)	**Bio-Tech Nature:** You are a being who has undergone extensive genetic and technological alteration. While you are still a biological being, your alterations have left you in such an altered state that your previous species no longer matters or is applicable.	30

- **No Ki Presence:** You possess no ki presence and thus senses that would allow someone to detect your Ki or Life Force automatically fail.

- **Abstained Biological Functions:** You do not age, and you do not need to eat or sleep unless you want to.

- **Limitless Power:** If you take up the Ki Control talent you do not use ki normally. You still use a Ki Pool, but the Gather Energy action does not cost you Stamina to use. As such you can Gather Energy unlimitedly with out needing to worry about your Stamina.

- **No Magic/Psionics:** You lack the ability to use magic and/or psionics. As such you cannot select the talents that allow you to use these power types.

- **Bionics/Cybernetics:** Your body is well suited to further artificial enhancements. It is far easier to recover from certain conditions via these augments for you, and surgery attempts to add them are far easier. Powers built as tech can also be added to your body instead of being hand held or worn items.

Dr. Gero is a full cyborg, but 17 & 18 are not

Additional Starting Benefits
Androids have the following:

- 110CP to spend on character creation.

BULMA's NOTES
...Full Cyborgs...

» Full cyborgs are beings who have given up around 80 to 90% of their natural body. They may be nothing more than a brain in a jar, or a brain and a handful of important organs. What this means for an android character is that they are treated as being a mechanical android with a few exceptions.

» The first exception being that your mind cannot be backed up. When you die there is no easy path back to life just like everyone else.

» You instead gain the alternative trait: **Full-Cyborg:** You possess very little organics in your body, but what you do have is more vulnerable than normal. When you take an injury there is a chance that it will impact your organics. For each injury you take, roll a 1d10. on a roll of a 1 or a 2 you take a severe injury. On a roll of 3 to 4 you take a minor injury. On a 5 or higher no additional injuries are sustained. The benefit of this trait is that it refunds to you 20 CP due to the severity of it's effects on the character.

CUSTOM SPECIES

Maybe you have in mind a species that hasn't been covered here, or maybe you have a species in mind that the Humanoid species doesn't cover.

First, a trait does only one thing - with the Androids being an exception. Now, as was mentioned before, these are built like Talents (described later). Most traits only give a static bonus of some sort. This can vary to some degree depending on what is being improved. Unlike talents, the benefits of traits is often linked to an Attribute score. Powerful traits, on the other hand can come at double the cost (normally 10 pts, now 20 pts for double the effect).

If you are wanting your own species that is not covered, your best starting point is to reference the existing species and their traits to apply what is suitable.

SKILLS

Skills are how you perform tasks, or to see how well you perform a task. The array of skills range from skills that are primarily used out of combat as well as skills used for combat. Players will find that they have the option to use all of the available skills from the start, but how well they can use the skill may be questionable.

Attribute scores determines the base number of dice you roll when using a skill. This starts with d4's and the die type can be improved by buying unique Talents for that skill.

Each Attribute has a number of skills assigned to them, some more than others. Skills then have levels, which add a <u>Static Bonus</u> to what ever you roll from your dice.

The <u>Static Bonus</u> you have from your skill levels has an upper limit. The highest bonus you can have at a time to a skill is equal to the Attribute score tied to the skill + the maximum roll for a single die.

Talents and powers that could add a static bonus to these rolls is not affected by the level limit.

The Level limit can be by 2 or 5 as players reach a new milestone or saga. (Depending on what the GM wants to do.)

Improving Skill Level

CP Spending

Buying up your skill level is done concurrently, namely you must buy a +1 then a +2, +3, +4 and so on. During character creation, you will get a number of free points to apply to your skills. Each point gives 1 level.

You can also spend CP to buy up your level even more during character creation. Spending CP to do this will cost you the new level (bought concurrently) x2 in CP to start.

After character creation, each new level (still bought concurrently) is then multiplied by 10.

Optional Skill Level Limits

One additional option available to the GM and Players, (if they want to use it), is that a leveled talent can be gotten that allows the level limit to be increased by the Attribute score for it.

Gohan has studied hard and has lots of levels in his Intellect Skills
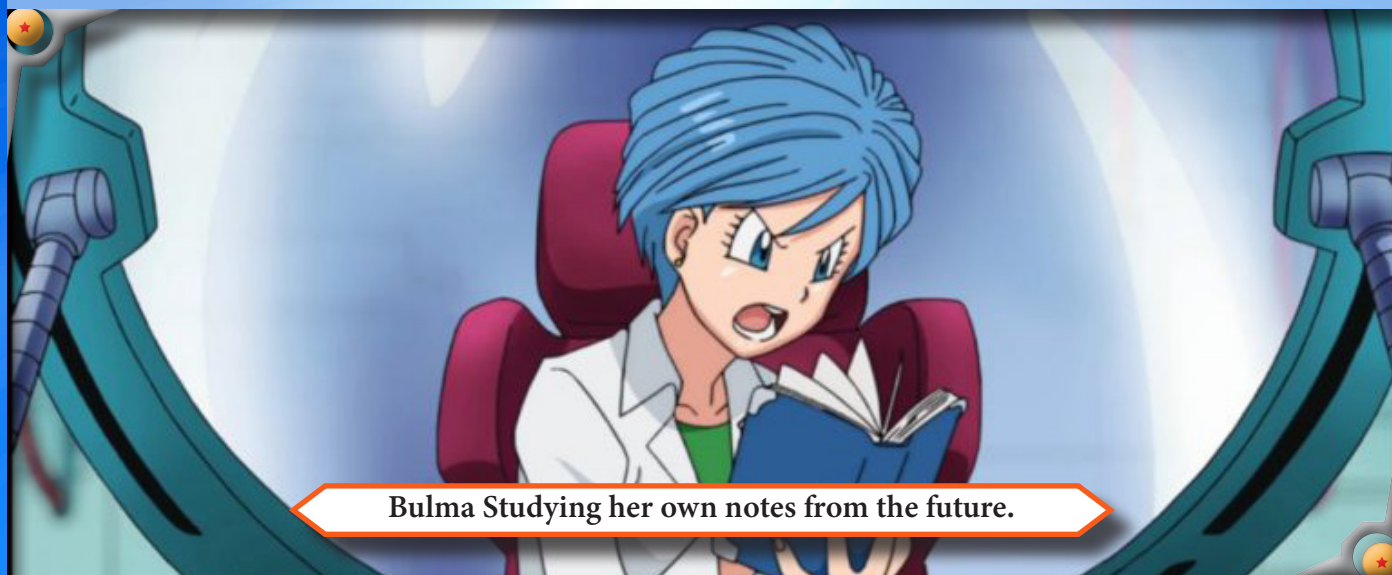
Bulma Studying her own notes from the future.

Skills & Their Attribute Scores

Skill	Attribute	Skill	Attribute
Acrobatics	Agility	Investigate	Intellect
Athletics	Strength	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		

BULMA's NOTES
...Which one do I use?...

» There's a certain abstractness with skills. If you can justify one skill's use over another in a situation then the GM should allow it. On the other hand, there are somethings you may want to do that require the use of an intended skill over any alternative. While the GM will decide which skill is best for an action, they should be open to potential alternatives.

SKILL USAGE

The use of skills can take varying lengths of time. Under some conditions, the skill can be used with a single action. In other cases you may need several minutes, hours, or even days.

Building a time machine, for example, is no easy task. This would require multiple skill rolls over the course of days, weeks, and years.

Well that's not a lot of fun, even if you happen to have years of downtime to use on making a thing.

Skill rolls are made against a Difficulty Score or DS of varying difficulties. Some rolls may also be opposed by another skill roll from an opponent.

The GM sets the DS for a task and can either share with you what the DS is, or keep it secret.

Players also shouldn't have to constantly make skill rolls for everything that they do, and the GM should keep this in mind. Call for a skill roll if there is a penalty for failure, or if you need to see how well they succeed to determine if something else may be gained.

The following table allows you and the GM to see the difficulties used for skills, and allows you to figure out what you may need to do to beat a DS.

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+

Base Skill Difficulties

The base skill difficulties range from "easy" to "godly."

It can be difficult to determine what sort of difficulty would apply to a situation, so here is a brief run down on the different Difficulty Levels.

Easy/Average/Tough

These difficulties deal with skill uses that the average person on the street may deal with. Easy rolls in particular may not even be necessary unless there is a chance for something to happen if you fail or you need to gauge the degree of success. These may be the sort of difficulties a person may see in their every day life, driving, doing their job, or even a hobby.

Daunting/Intimidating

These are skill difficulties that require you to really know what you are doing. At these levels there is nearly always a repercussion of some sort for failing a skill check. This can

range from getting hurt to simply messing up what you're doing.

Harrowing & Higher Levels

At these levels you are looking at activities that are either in the realm of the impossible, superhuman, or a task that is impossible to complete in a single day unless you are exceptionally good and lucky. This can eventually reach feats that only those of what one would call "godly" power and skill are capable of.

Example: The GM decides that defusing a bomb is an Intimidating DS 30 skill check. They decide on this as the explosive requires an expert to work on, has a very real possibility of exploding if the roll is failed by too much. After this the GM has to decide if there's any additional modifiers that could affect the roll.

DS Modifiers

There are a number of ways that a skill's difficulty can be modified. Conditions that a character may have, injuries, lack of proper equipment, all of these things can lead to a much higher skill DS.

Along these lines, modifiers should be kept simple. While Conditions have their own modifiers, there are other modifiers to consider. Modifiers here are kept very simple, a +2, +5 or +10 modifier added to a DS.

- **The Right Gear:** Sometimes you may require that the players have certain items or pieces of equipment in order to properly perform a task. A +2 may require simple tools, or other tools can be used improvised in the place of the right tools. A +5 might require specific tools. While a +10 might require specialized tools, that is, tools that are one of a kind in nature. Something that was built/fashioned just for one purpose.

- **Environment:** Sometimes there are aspects of an environment that can impact your ability to perform a skill check. A +2 may involve some minor irritation or distraction, like an alarm, or the temperature. A +5 could involve multiple distractions or stress from an accelerating time limit, or fighting is going on that could distract you. Then there is a +10 that can include utter chaos, or an environment that is actively harmful toward a person like a volcano.

NON-COMBAT SKILLS

Non-combat skills are skills that primarily are not used in combat situations due to the time it takes to use the skill.

Computers [Intellect] - This skill involves all aspects of dealing with computers. This includes building, programing, coding, hacking, and so forth. The time needed to use this skill can be minutes to hours of time, and depending on the complexity of what you are doing.

Converse [Ego] – This skill involves speaking with people in an amicable way, such as when you want to convince someone of something, haggle over prices, and so forth. This could be used in combat, but it's main function would be out of combat.

Craft [Intellect] – This skill involves making things of various sorts. Carpentry, metal working, making musical instruments, paintings, and so forth, but nothing with intricate/complex moving parts and electronics. The time it takes to use this can vary depending on what you are making. Minutes to hours, to days, or even months and years can go by before something is completed. On the other hand you could always try and make something quick, but it may not last long after it is build.

Deceive [Ego] – This skill involves fooling others. It can involve telling lies, disguising ones self, or other actions of deception that does not involve Stealth. It can take varying lengths of time to use the skill, either to tell a simple lie, or to forge documents. In combat the skill can be used to try and lead an opponent, to fool them in some way that will leave them vulnerable.

Entertain [Ego] – This skill involves putting on a show. It can involve dancing, singing, telling a story, acting, and so forth. The nature of how you are entertaining people plays into the time it takes, and is not something one typically uses in combat. Though its possible that you may have a spell or power that requires you to put on a short performance.

Engineer [Intellect] – This skill involves more sophisticated building practices that includes making blueprints, understanding structures, mechanics, engines, anything with moving parts, and electronics. Engineering is not typically a combat usable skill, though some circumstances may require it though, like needing to hot-wire a car to make a getaway.

History/Knowledge/Lore/Science [Intellect] – These skills involve fields of different area's of knowledge. History involves knowledge of the past. Knowledge itself is a general area that can cover current events or even specific fields of study that may pertain to a character's background, like law. Lore is more about unusual knowledge like martial arts forms, magic, curses, and so forth. Science on the other hand deals with things like chemistry, genetics, even robotics, though there is some cross over with the engineer skill and possibly other skills.

Investigate [Intellect] – This skill involves uncovering what is hidden. That is to say, it is about finding things, like fingerprints, hidden passages, concealed safes. It also can involve piecing together clues. The skill isn't typically used in combat, but could be used for examining your environment to try and uncover what's hidden while in the middle of a fight, though this won't help you spot

invisible opponents...well not unless your clever about it.

Intimidate [Ego] – This skill involves using strong arm tactics, fear and threats to get a person to do what you want or need them to do. This typically involves out of combat encounters, where you may need to use a little fear to get a person to do what you want. But in combat, the skill is helpful for getting an opponent to be less confident in fighting you, or choosing to simply run away instead.

Medicine [Intellect] – This skill is used to treat injuries, diagnose medical problems, or determine the cause of an injury. The skill has three typical uses.

- First Aid: This is simple methods and steps to help an injured character. First Aid can treat only "Minor"injuries, though it can potentially help keep other injuries from becoming more severe. First aid can be done in combat, though it is often not practical depending on the injury (this is a GM judgment call).
- Surgery: This is much more involved, and is impossible to perform in combat. It requires tools, time, and knowledge of anatomy...usually, you can always try it without such knowledge (untrained).
- Condition: Treating a condition, like being poisoned, having a disease, or being under the influence of a drug is covered with this aspect of the skill. Again, this use of the skill is not something that can be done in

combat typically.

Sleight of Hand [Agility] – This skill is used for certain feats of agility, like stage magic, pickpocketing, obscuring or palming an object, or similar uses. The use of the skill doesn't take much time for some things. But for entertainment, like with stage magic, you will need more than an action to set up for what you want to do.

Konkichi the thief and a young Goku

Combat Skills

Combat skills are skills primarily used in combat. This, of course, doesn't mean that you can't use them out of combat, but their use is primarily for combat situations.

Acrobatics [Agility] – This skill is used when you wish to perform an acrobatic feat or other similar act of agility like tumbling, balancing, or parkouring. While useful in combat it is also a way to make a living.

Athletics [Might] – This skill covers physical feats relating to your might or endurance like climbing, jumping, lifting, or swimming.

Awareness [Intellect] – This skill deals with your senses. What you can see, smell, feel, taste, or even sense if you have a trait/power for it. You use the skill to spot things normally, or by focusing your attention with a single sense if you happen to have a trait/power that enhances that sense. Range affects your senses, of course (more on this later under Ranged Actions).

Close Combat [Agility] – This skill is used for all melee combat. Using this skill involves making an up close strike against an opponent, rolling your skill in this against the opponent's Defense score. (More on this later under Melee Actions.) Your training level grants you knowledge of a limited number of weapons you know how to use if you choose to know how to use a weapon. To learn to use more weapons you need to take a trait.

Operate Vehicle [Intellect/Agility] – This skill is used for operating any vehicle...within reason. Every 2 dice in this skill grants you 1 new vehicle you know how to operate. To use other vehicle types you must buy a trait that grants you the use additional vehicles.

Ranged Combat [Agility] – This skill is used for all ranged combat. Using this skill involves making a ranged attack against an opponent, rolling your skill in this against the opponent's Defense score. (More on this later under Ranged Actions.) Your training level grants you knowledge of a limited number of weapons you know how to use if you choose to know how to use a weapon. To learn to use more weapons

you need to take a trait.

Stealth [Agility] – This skill involves doing things that make you difficult to be detected via senses of one sort or another. The use of this skill is typically an opposed skill roll, where you actively roll against an opponent's Awareness. If you succeed then you go about unseen or unobserved. If you fail, then your noticed. Stealth can also be used to create concealment, or hide something besides yourself.

POWER SKILLS

The final grouping of skills involves those that are directly tied to having a specific Talent, and are tied to the Power attribute.

Control Ki [Power] – This skill involves the use of Ki powers and cannot be used "Untrained."

Psionics [Power] – This skill involves the use of Psychic powers, and cannot be used "Untrained."

Spellcasting [Power] – This skill involves the use of spells/magic powers, and cannot be used "Untrained."

The use of these skills is explained later in Power's Chapter of the book.

Untrained & Trained

One final piece of the puzzle with skills is being untrained or trained in their use. Typically, anyone can attempt a skill roll with any of their skills. However, this is just raw talent or luck, but some times the GM may disallow a roll as a task may require that you actually know what you are doing.

While a skill makes use of d4's, the character is considered untrained in the skill. Once you have a d6 in the skill then you are considered trained in it.

Assisting Others

One last thing that can be done in using skills is assisting another with the task. Often only 1 other person can assist another, but depending on the task being undertaken the GM may allow additional help to be gained.

In order for an ally to assist another, they must have a skill as trained (d6's for the die type).

The assistant will roll the same skill as the primary roller, but vs. half the DS.

If they succeed, they may give +1 die to the primary roller's roll. A critical success gives +2 dice.

A fail adds nothing, but a critical failure will remove 1 die.

Alternatively, the assistant(s) present for the roll act as a way of reducing time needed to complete a task, each halving the time needed down to a minimum needed to perform the task.
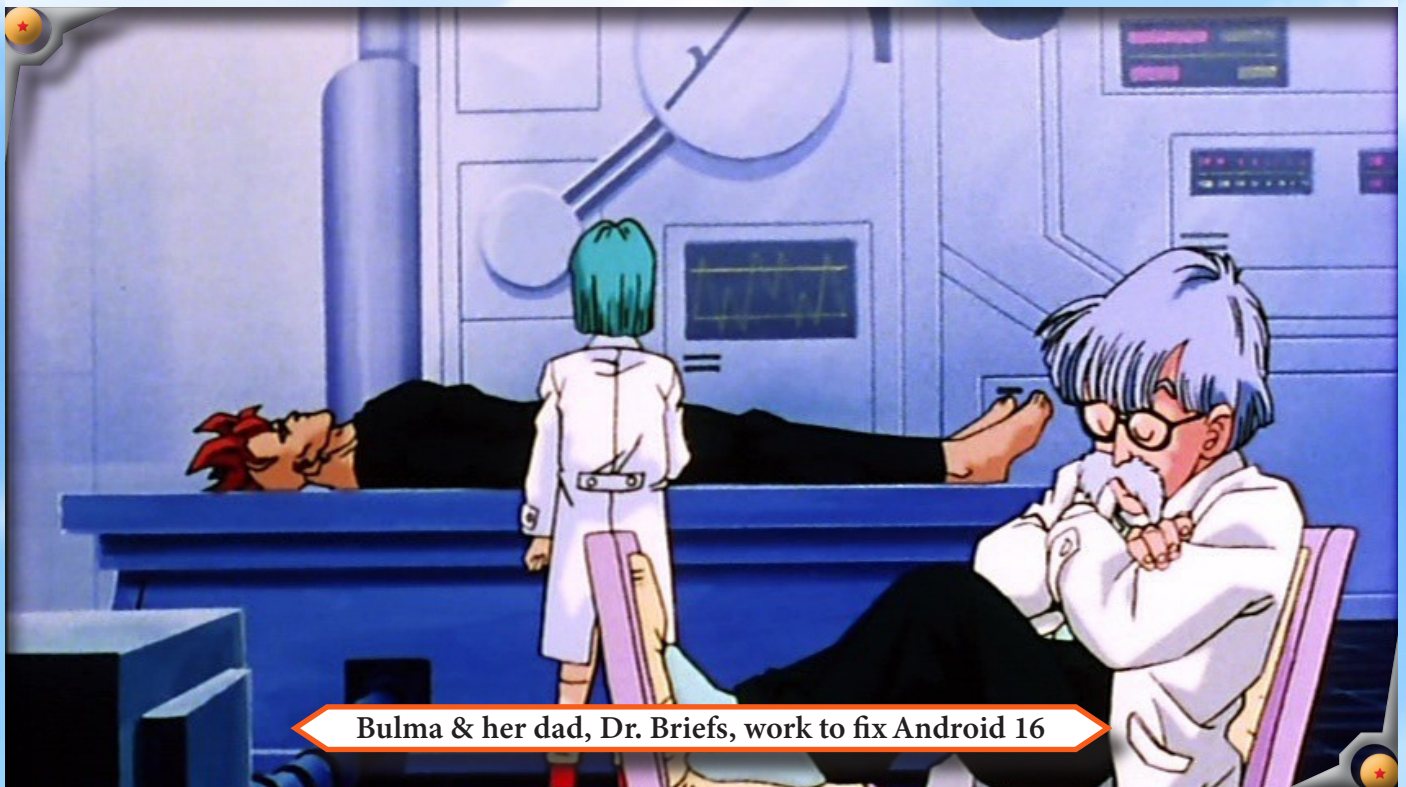
Bulma & her dad, Dr. Briefs, work to fix Android 16

FLESHING OUT CHARACTERS

Once you have your ability scores, species, and skills sorted, you are almost ready to play. You now just need to figure out what you want to spend your Starting CP on. The next two chapters will cover Talents and Powers.

But first off, you will need to spend some of that starting CP on Attribute scores and Skills. You don't have to spend it all though.

But with Talents and Powers you get an extra 50 CP to add to your free starting total that can only be used to buy Talents and/or Powers.

In addition to these, there are a few additional parts to a character that helps to flesh them out. These parts include:

- **Writing up a Backstory:** A backstory should involve how your character got to where they are at the start of the game. While you can get as complicated and detailed as you like with your story, the GM is not often going to have the time to read it all. A better thing to do is to keep the story to a few paragraphs, a preview of who the character is, and then have something longer to fill in details if needed.

- **Describing their Appearance:** The character's in Dragon Ball tend to have distinct appearances. This can change as they age, or as they progress through saga's. But its good to have a general description of how your character often dresses, and looks, not to mention how they may wish to identify themselves.

- **Give them a Personality:** It's sometimes helpful to write down aspects of a character's personality to help with role play. Vegeta, for example, could be polite when it severed him, cruel when it amused him, arrogant, often self-centered and possessing a superiority complex. He also has a dry sense of humor, is intelligent, and begrudgingly respectful. Eventually, as the series progresses, Vegeta's personality gradually changes as he eventually becomes a decent person. His arrogance, for example, tones down to brashness, and his superiority complex is reigned in, not gone, but no longer as detrimental to his health as it once was.

- **Draw a Picture:** Not necessary, but some folks like to draw pictures of their characters. While you can borrow a picture someone else created to use, please remember to ask for permission first and give credit where it is due. Of course, you can always commission an artist to draw something for you. But please stay away from AI created drawings.

CHAPTER 03
CHARACTER TALENTS

"Well hello there! I'm Master Roshi, the turtle hermit."

"So you're looking for adventure, eh? Well you better be sure that you have all the tools you need. And one of those tools you'll be needing are talents."

"Oh sure, your abilities, skills, and powers are helpful, but you'll need talents to round out not only what you can do, but also to help reinforce who you are."

MAKING TALENTS

This section is devoted to either selecting a few premade Talents, or to create your own.

Talents are used for a number of things that do not entail being powers, which are their own thing.

Previously, you were introduced to Traits from the species section, which are like more powerful Talents.

Talents in this chapter are broken up into groups; Custom, and Premade.

- Custom Talents, which you make yourself and make up the bulk of this chapter.
- Premade Talents are just what the name says they are, Talents that have already been made, and serve to perform a specific function.

Talents are built on 3 components: Name, Description, and Benefit.

Name: All Talents have some sort of name. This can be something funny, simple, or explanatory like the premade Talents.

Description/Benefit: This is where you write a sentence describing what the talent does. Its in here that you also note what sort of benefit the talent will provide. Descriptions should be one, or two sentences long.

But compound talents (a talent that is essentially more than one talent, a talent that grants more than one benefit) can have more sentences to work out their complexity.

BENEFITS DESCRIBED

Benefits are broken up into a few different types as outlined below. Each level of a talent increases the bonus. Bonuses must be applied to something specific, and cannot be a general bonus applied to everything or anything at all. Each bonus type also describes how it can be applied.

Static Bonus [Skills]
This is a normal bonus that gives a +1 bonus. This bonus can only be applied to Skills.

Static Bonus [Statistic]
This is a bonus that is applied only to certain Statistics (not all of them). This is a +1 bonus, but applied for every "odd" level in the talent. So at Level 1 you get a +1 bonus and then at every 3 levels there after the bonus can be increased. This bonus is applied to specific Attribute Score Statistics (not the Attribute Scores themselves). The stats that this can be applied to are: Initiative, Defense, Evasion, Endurance, Resistance, Recovery, Melee Damage, Willpower, Gather Energy.

Static Bonus [Point Pool]
This is a bonus that is applied only to point pools like Health, Stamina and Energy. Instead of a +1 bonus, here you apply a +10 bonus at your first level, and then another +10 at every

4 levels.

Static Bonus [Capacity]

Weight Lifting/Carrying is another thing that requires a specific note. Each level increases the weight increment you are at for your Attribute score. This starts at 10lb increments and increases to 100lbs, then tons.

Die Bonus

This is a bonus that gives a +1d4 to a specific die roll, and not general rolls. For example, you cannot apply the die to all attack rolls, but you could apply it to just melee attack rolls, or attack rolls with a specific power, and so forth. You get 1 die at level 1, and then another every 3 levels. The die type for bonus dice from this cannot be improved.

Multipliers [Optional]

While there are multipliers used in figuring many aspects of the character, they do not typically increase. With the GM's permission, a talent with a multiplier can also be made. The first level increases an existing multiplier by 1. Every 10 levels there after increases the multiplier by an additional 1.

Restricting A Talent

While Talents are meant to apply to one thing, you can further limit a talents use. Further limiting a talent beyond its normal use can include things like a limited number of uses, or it applies only when using a specific type of weapon (like a longsword), or maybe you have a talent for carving

little wooden dogs.

Your GM will decide whether or not a Talent is under such a restriction of it's use. The table to follow (on the next page) can help with determining if how severe a restriction can be and the benefit it can give.
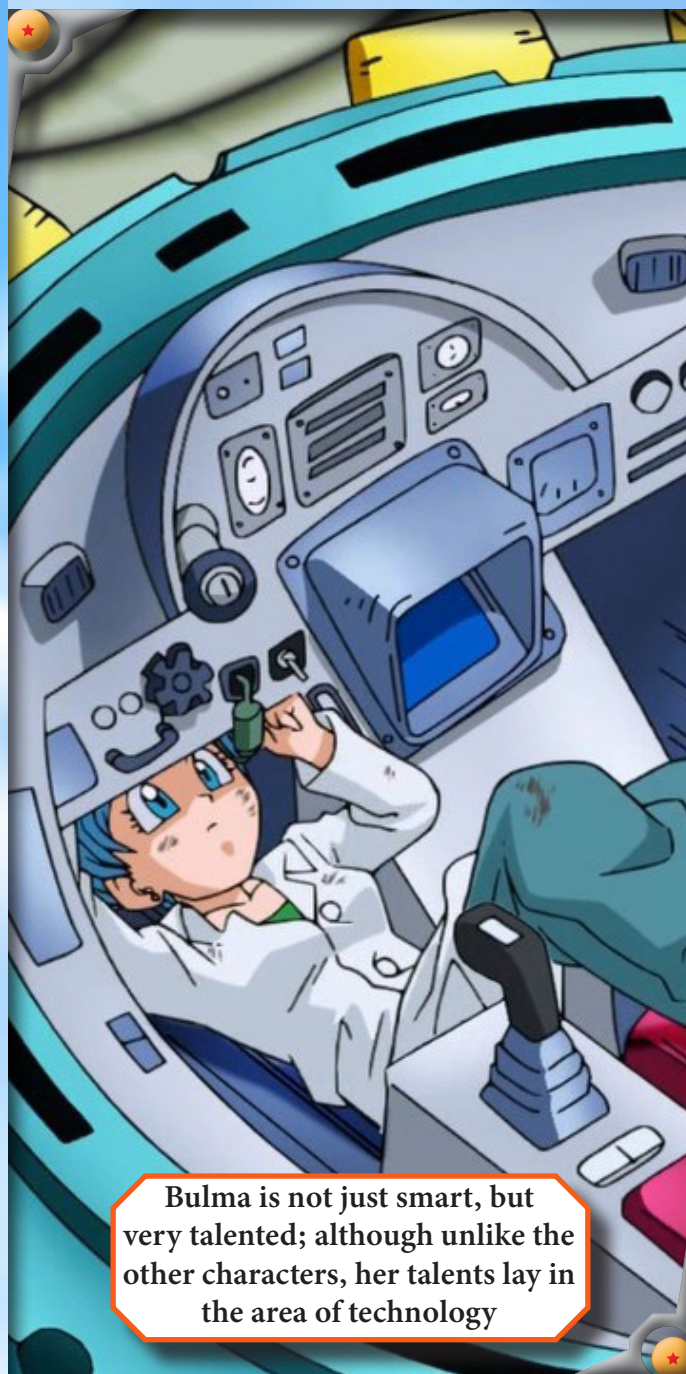
Bulma is not just smart, but very talented; although unlike the other characters, her talents lay in the area of technology

Restrictions

Minor

A minor restriction is something that hardly affects the talent. It's restriction may only apply under rare circumstances. And some restrictions may see it's effects reduced instead, but only by a small amount. Applying a Minor restriction gives 1 free level to a Talent.

- <u>Limited Uses</u>: The idea of this is that you can only use the talent "X" number of times. After the uses are expended, they start to recover after a set time. As a minor restriction, the # of uses is equal to the character's Intellect Score x2.
- <u>Rare Circumstance</u>: Think once in a blue moon sort of thing. The talent is unusable under this circumstance, possibly 25-50% chance of the circumstance occurring.
- <u>Reduced Effect</u>: The effect of the talent isn't as great as it could be. The benefit is reduced by a 1 or 2 when not used under noted conditions.

Moderate

A moderate restriction is one that is likely to occur every so often, not all the time but just often enough that it is a viable hindrance to a talent's use. Applying a Moderate restriction gives 2 free levels to a Talent.

- <u>Limited Uses</u>: The idea of this is that you can only use the talent "X" number of times. After the uses are expended, they start to recover after a set time. As a moderate restriction, the # of uses is equal to the character's Intellect Score.
- <u>Rare Circumstance</u>: The talent is unusable under some common circumstances, possibly 5-15% chance of the circumstance occurring.
- <u>Reduced Effect</u>: The effect of the talent isn't as great as it could be. The benefit is reduced by around half (round down) when not used under noted conditions.

Major

A moderate restriction is one that is likely to occur every so often, not all the time but just often enough that it is a viable hindrance to a talent's use. Applying a Major restriction gives 4 free levels to a Talent.

- <u>Limited Uses</u>: The idea of this is that you can only use the talent "X" number of times. After the uses are expended, they start to recover after a set time. As a moderate restriction, the # of uses is equal to the character's Intellect Score divided by 2.
- <u>Rare Circumstance</u>: The talent is unusable most of the time, but has specific moments when it can be used.
- <u>Reduced Effect</u>: The effect of the talent is reduced to almost nothing most of the time. When working with in a noted limits, the full effect of the talent can be used. This can see the benefit reduced to a bonus of 0 depending on amount of a bonus generated (1/4th).

* One important thing about buying and improving your talents is to keep track of how much CP you have spent in each, this becomes important when improving your talents.

* Also, the GM has final say in how many levels a talent can have at start. A good rule of thumb about this at character creation is that talents be limited to 3 levels.

Keep in mind, that the restrictions presented are not the only ways to go, but are a guideline for how restrictions should work. The GM has final say over what works.

Minor Restrictions have the benefit of only giving you +1 level.

Moderate Restrictions have the benefit of giving you +2 levels.

Major Restrictions have the benefit of giving you +4 levels.

The other thing about restricting a talent is that it can only be done once. Multiple different restrictions on a talent simply increases its severity.

Drawbacks

One other option is build a talent that instead of granting a benefit instead gives a penalty which is in turn called a - Drawback. Drawbacks, just to be clear, are penalties that affect the character. They are things that the character isn't good at, but these are built a bit differently than talents.

Drawbacks borrow from the Restrictions a bit.

- Minor Drawbacks impose only a two levels of penalties.
- Moderate Drawbacks impose four levels of penalties.
- Major Drawbacks impose eight levels of penalties.

Unlike with the premade Talents (to follow), a talents cost is based on a few factors.

1. **At Character Creation:** Each Level of the Talent costs 5 CP.

2. **New Talents:** After character creation, a brand new Talent will cost you 10 CP for the first level.

3. **Leveling Up:** Improving a Talent is an expensive endeavor after character creation. To increase a level you will need to pay an amount of CP equal to the current amount of CP in the talent (or 10 if you have only 1 level) x the new level.

Trunks has a talent for
wielding his longsword

PREMADE TALENTS

The following are a few preexisting talents that deal with very specific character needs. They have no levels unless noted otherwise.

Harness Ki

This talent unlocks the ability to use the Control Ki skill. You may now also develop Ki based powers.

- **Energy Pool:** You gain access to the Energy Pool. This is a general pool of energy that powers typically pull from. The amount of Energy you start with in this pool is equal to your Power score, x10. If you already have access to the Energy Pool, then no further benefit is gained from this. Your Gather Energy score is then equal to your Power Score, x2.

- **Ki Limits:** Ki powers can be used safely if you stay within certain limits of what you can control. This is based on the Control Ki skill and is 1 level per die, +1 level per die type above a d4, +1 level per +3 static bonuses the character has in their Control Ki skill.

- **Boosting:** Ki powers, unlike others, can be used with more levels than you may actually have in the power. This is called Boosting, and involves spending extra energy to amplify a power. But doing this you run the risk of a power going out of control on you. (See the Powers section for more on Ki powers going out of control.)

Magic Study

This talent unlocks the ability to use the Spellcasting skill. You may now also develop magic based powers.

- **Energy Pool:** You gain access to the Energy Pool. This is a general pool of energy that powers typically pull from. The amount of Energy you start with in this pool is equal to your Power score, x10. If you already have access to the Energy Pool, then no further benefit is gained from this. Your Gather Energy score is then equal to your Power Score, x2.

- **Wizardry:** Your knowledge of magic starts by accumulating spells that you keep in a book (a spell-book). You can cast spells normally or directly from the book if you have 1 minute per level in the spell, costing you no Energy, only time. Otherwise you spend time, each day to memorize the spells that you wish to know. It takes you 2 minutes, per level in a spell to memorize it. The number of spells that you can memorize is equal to your Intellect score.

- **Sorcery:** You can denote one spell that you have memorized as being sorcerous. A sorcerous spell is a spell that you always have memorized and at your disposal. It does not count as one of your memorized spells, and thus cannot be swapped out.

Expanded Wizardry

This talent expands your wizardly ability to memorize spells, granting you 1 new memorization, per 3 levels in this talent.

Expanded Sorcery

This talent expands your sorcerous ability to retain a spell beyond what you can memorize, granting you 1 new sorcerous spell, per 3 levels in this talent.

Unlocked Psionics

This talent unlocks the ability to use the Psionics skill. You may now also develop psychic based powers.

- **Mind Burn:** Psionic powers do not use the Energy pool. Instead, the use of psychic powers tires the mind, which is called Mind Burn. When a psychic power is used you reduce the dice for your Psionics skill by 1. This reduction is temporary, as a Gather Energy action you can be used to refocus your mind and restore a number of dice equal to half your Ego score.

- **Telepathy:** You start with the ability to communicate telepathically with others. So long as they understand what language you use to speak with, they will understand your speech. The range at which this works is 10 meters per point in your Ego score. Your communication can be with 1 person, or up to a number of people equal to your Ego score. For you, buying the Telepathy power will add it's levels as range to your basic Telepathy.

- **Mental Strength:** Psychics are naturally more adapted to dealing with psychic attacks. The multiplier for your Mental Defense is a x3 instead of a x2.

Upgraded Die Type

This talent can be taken multiple times, but with rules. This upgrade applies only to the dice for Skills, Resistance dice, Willpower dice, and base melee damage (based off your Might). It improves all dice rolled for that specifically chosen aspect. So if you roll 5d4 for Athletics, then a single application of this will have you roll 5d6 instead.

Videl learns to harness her Ki

Unlike normal Talents, premade talents are often more expensive than others. Each talent costs 25 CP at character creation for the first level, or 50 CP if bought afterward (unless noted otherwise). Note that Harness Ki, Magic Study, and Unlocked Psionics have only 1 level.

One exception is the Upgrade Die Type Talent. Each level after the first costs the current amount of CP put into the talent (minimum 50CP) x the new level. (So if you put in 25CP to buy one at character creation, then 1 new level is treated as 50CP base x2. Level 3 would then be 150CP x3.

GM's should also use these as a guide if you are wanting to create unique talents for your players that do not fit into the normal way how Talents are made.

CHAPTER 04
CHARACTER POWERS

"Hey there, I'm Gohan, one of Goku's sons. You're not the first person that I've taught how to use their powers."

"Admittedly, I really only know how to use ki, and I can teach you that. But if you're looking for magic, then you may want to talk to Fortune Teller Baba. Psionic powers, well for that I can introduce you to a friend of mine named Chiaotzu."

MAKING POWERS
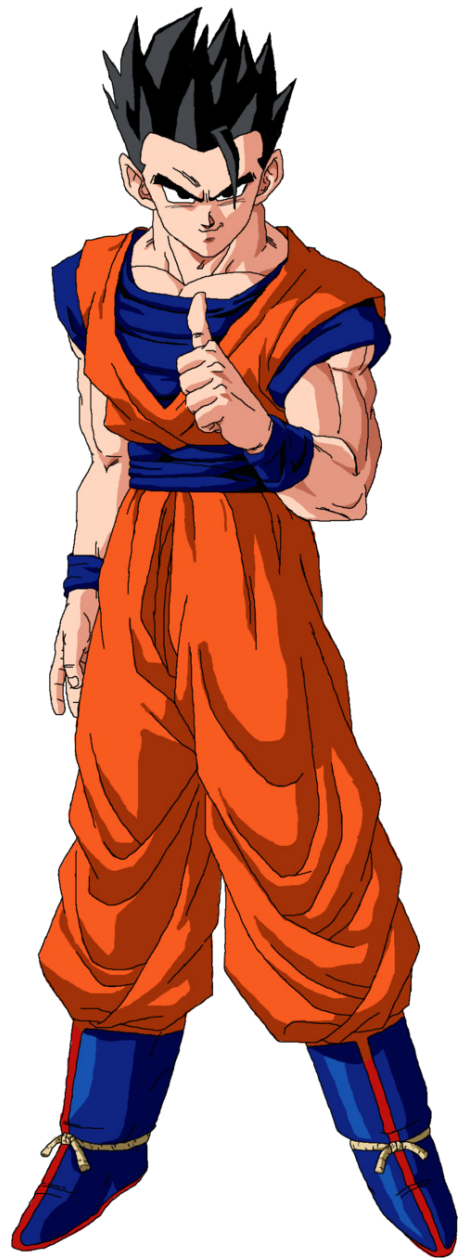
While characters do not need to start with powers, they will eventually become something to get. In this game, powers are something you make yourself, but they come in a series of templates that you adjust to fit your needs.

Additionally, the power types that you have at your disposal will vary depending on if you use Ki, Magic, Psionics, Technology, or you may even just come to possess a super power because of years training in ki/magic or your just some being from another world who gets their powers from the sun.

To get started, lets go over the different power types you will be applying to your templates.

- **Ki** - Ki is the primary energy type that is used through Dragon Ball. Ki can be used instinctively and actively. The ability to fly is one that is often an instinct, as easy as walking. But ki attacks are active. Prolonged ki use has been known to allow users to eventually develop super powers.

- **Magic** - How magic works in the setting is a bit spars. For our purposes, magic typically can do everything ki can, but also can to more fantastical things like transmuting substances, or creating clothing and so forth. Magic is also flexible enough that objects can be made from it. Goku's nyoibo (power pole) is one such magic item.

- **Psionics** - Far less common than other powers, psionics have very specific rules and limits, but benefits as well.

- **Super Powers** - So any power that can be used with little to no effort or costs you Stamina or nothing to use, or is always on then it is a super power.

- **Technology** - Some powers are simulated either through the use of weapons, armor, or other technological creations. Though this can be combined with Magic in order to create magic items. Otherwise it can also be used to simulate ki, and super powers.

Powers are shown as templates, each broken down into:

- **Alter** - This template is for powers that change or alter the physical form of an object or being.

- **Absorb** - This template is for powers that allow you to absorb something, typically a type of damage.

- **Damage** - This template is used for powers that are meant to inflict harm, whether up close or at a distance.

- **Enhance** - This template is for powers meant to aid a the user, or another.

- **Grow/Shrink** - You can alter your size, becoming taller or shorter.

- **Heal** - This template is used for

powers that are meant to heal another from harm they have sustained.

- **Illusion** - This template is used to make powers that fool the senses.
- **Protection** - This template is used for powers that are meant to provide some degree of added protection.
- **Mind Control** - This template is used for powers that circumvent the will of others to make them do a task that you want.
- **Mind Reading** - This template is used for powers that involve reading minds.

- **Movement** - This template is for powers that either enhance on an existing form of movement or grants a form of movement.
- **Regeneration** - This template is used for one's self in order to recover from harm sustained.
- **Restrain** - This template is used for powers that would hold or otherwise restrain a target.
- **Sensory** - This template applies to one's senses, enhancing on or granting additional unique senses.
- **Shapeshift** - This template provides an ability to alter one's self in some way.
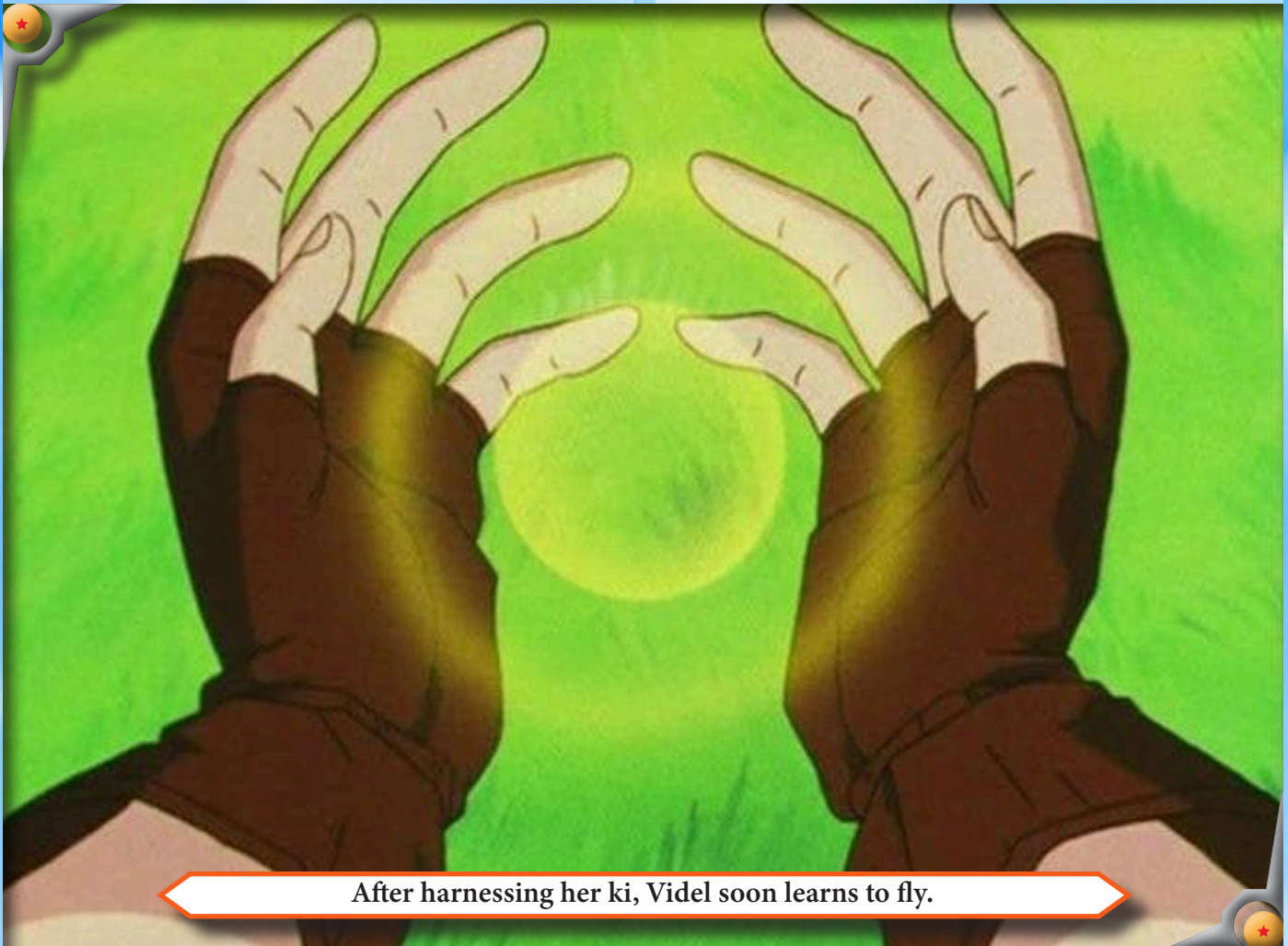
After harnessing her ki, Videl soon learns to fly.

- **Summon** - This template is used for powers that allow you to call another being into existence.

- **Telekinesis** - This template is used for the power to lift/move objects with out physically touching them.

- **Telepathy** - This template is used for powers that can provide communication, empathy, or mind reading.

- **Utility** - This template is something of a catch-all. It covers other potential powers that don't really fit into one of the other templates. These powers are not leveled and are a flat effect.

BUILDING A POWER

Powers each function differently depending on the power type they are tied to based on if you have one of the 3 Talents, or if it is technology, or a super power.

When you make a power you need to decide on how many templates you want to combine. A single template is ok, or you may want to add in more for a more complex and expensive power.

The structure of a power, as your write it up is built like this:

- **Name:** Most powers have a name or something of the like. Special attacks like the "Kamehameha" and "Final Flash" are the names of not just attacks, but the trigger names for when they are used.

- **Description:** This is how you describe a power, not just how it

looks, but how it functions as well. Part of this mechanic is built into the template.

- **Level:** Powers have an over all level and a level that is tied to it's template aspects. Each template has it's own level tied to it's effects, and the over all level is the total level of the power.

- **Range:** Powers, by default, either affect only yourself, or have a melee range. Enhancers can change this.

- **Target:** Powers, by default, affect only 1 target at a time, or aid only the user.

- **Duration:** Some powers have a duration, and some do not. A duration is how long a power lasts when used or activated. You options here are: Instant, X # of Turns, per Encounter, per Minute, and per Hour. This can go much higher it the GM allows, but increasing the duration of a power also increases a powers cost to buy and upgrade.

- **Activate:** Separate from duration, this is how long it takes to activate a power. Many powers need half or your actions in order to activate. Others can be used with only a single action. Powers that affect the world or opponents/targets use half of your actions. Powers that only affect the user use only 1 action. But you can choose to make an action take longer to use. The benefit of this is that it reduces the cost of the power.

- **Enhancer/Limiter:** These are

individual bits that you can add onto a power template that add extra ways to enhance or limit a power. The effect the per level cost of course. These are explained later.

- **Type:** This is, of course, what type of power you have built. Is is Ki, Magic, Psionics, Technology, or a Super Power? How type impacts what you can do with the power will be explained shortly. A dice roll to use the power is often required and the DS to use it is noted here too.

- **Cost:** This is the cost to upgrade your power by 1 level as you gain CP. It's helpful to have this noted down so you don't need to worry about re-figuring it, unless you wish to later add another template or enhancer/limiter to the power.

- **Energy Cost:** This is how much energy it costs you to use a power (Level x2). If a power uses Stamina instead then that would be noted, or if its a super power then no cost would be noted either, and psychic powers are their own thing.

Power Cards

One of the methods you can use for your powers is to print out one of the sheets that has the Power Cards on it. Power Cards can be helpful for some players and will contain the statistical information you need when you want to use a power.

Power Sheet

You will also have the option of having powers laid out on a normal sheet. This is the default method for outlining your powers, so feel free to use the method that best suits you.

Goten and Videl try to learn to fly

ALTER

Alter is a power that allows the user to change one thing into something else. For example, you could change one set of clothing into another set. Or you could change a person into a frog. Or perhaps you know how to change lead into gold.

Power Rules

A dice roll is made in order to change the nature of one thing into another. When making the power, you choose 1 thing that you change a target into (based off the below Object Complexity). A living being can resist this effect by making an opposed Resistance roll vs. the roll for the power.

Physical objects also can resist, but the roll is compared to the objects Hardness score.

Using the power on an unwilling target is considered an attack action.

Levels: Each level gives you 1d4 to roll for the effect.

Object Complexity: This affects just what you turn something into. When you first take the power you can only alter things into something of a simple complexity. If you are wanting to make something more complex then this "Enhancer" can be added to the power to improve the complexity of what the

Monster Carrot turns Bulma into a Carrot with a touch
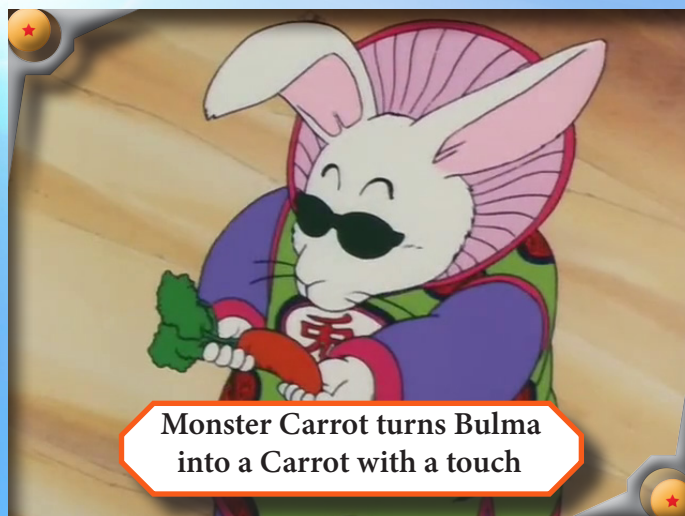
power alters something into.

- **Simple:** This is an uncomplex thing like a spoon, a bed sheet, or a carrot. There are no moving parts, and everything is 1 solid object.

- **Mundane:** This is a common object like a shirt, belt, hammer, or a toy. There can be moving parts via joints and such, and some degree of complexity, but nothing of a complex mechanical nature. You could also change things into more complex organic things as well.

- **Complex:** This is something far more detailed, often with some mechanical parts like a revolver, a toaster, or a clock. You can also change a being into a form of a similar nature as to what they currently are. You could change a person to <u>appear</u> to be a different species, a different sex, a bit taller, shorter, have a different skin tone. Note that you can only affect their appearance, not their genetics. So if your a humanoid made to look like a Saiyan, you will still be a humanoid.

- **Very Complex:** At this point you

can essentially create money, lead into gold, or alter a beings species to actually be different from what they are.

Duration: This power starts with lasting 1 turn per 4 levels in the template. At the end of a targets turn, the target can make a Resistance roll vs. the initial roll from when the power was used to try and end the power's effect on them.

Base Cost: The base cost starts at 10 CP per level. Improving Object Complexity above Simple, requires you pay the base cost, per level you already have for the next step up in complexity. This in turn means that your cost per level there after will be higher as well.

Power Type Restrictions: Alter cannot be used as a Ki type power. As a psychic power it is limited to altering a person's memories/mind/persona. The complexity here should help to determine the degree by which you can affect a being. Additionally, a psychic based Alter power cannot affect non-sentient things.

Well, that is unless you want psychic powers to basically work like super powers you might see in some other animes. But that's up to your GM.

BULMA's NOTES
...Alter & Death/Destruction...

» Being turned into something else comes at a great risk. Your Heath & Resistance becomes that of the thing you were turned into. Oddly enough, you do retain your powers, but you lack the same physicality you once had. Because of your physical change, dying in the new form means that you return to your normal form. The exception is when its an object being turned into a different object, and if destroyed it remains the new object.

» Majin Buu would turn people into food, particularly cookies & candy. He would then eat them. This killed them, but also allowed him to absorb their energy to make himself more powerful.

» Vegito, once turned into a candy, was still able to use his powers to fight Majin Buu, much to his annoyance.

Majin Buu turns Dabura into a cookie using his magic

ABSORB

Absorb allows you to draw into yourself something that in turn allows you to gain a benefit. A vampire uses a bite to absorb the damage they deal with the bite as Health or basic sustenance. Androids 19 and 20 were both able to absorb the energy of attacks they blocked in order to fuel an artificial Ki Pool.

Power Rules

A dice roll is made in order to absorb one chosen thing. This thing can be a pool, or damage. You then also have to decide what that absorbed amount will go to. What you absorb can also be something more abstract if you have the GM's permission. Once you have decided on what it is you absorb, you then decide what that absorbed amount goes to. You cannot absorb Attributes or Skills with this.

Cell and Majin Buu, for example, both can absorb entire living beings. Cell initially does this by absorbing their Health, but has a separate specific absorption that applies only to Androids 17 & 18 where he absorbs their entire bodies by essentially swallowing them. Buu is similar, turning beings into candy first and then eating them (mostly for enjoyment) or he uses a part of his body to "swallow" them up and absorb them into himself to fully use their powers.

When used offensively, it requires

Yamcha, owned again, and getting his energy violently absorbed

a melee attack to touch the target. Defensively you must use a reaction to absorb an attack.

On a successful attack, you roll to activate the power and the power's dice in effect. With a reaction you also roll an attack roll to see if you are able to intercept the attack.

Rolling the powers effect dice determines how much of something you absorb. This can reduce damage (if that is what you absorb) to zero and result in no damage being taken.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This powers use is instant, occurring in the moment it is used.

Base Cost: The base cost starts at 10 CP per level. Each additional thing that you absorb and what it goes to should be purchased as a separate power.

Power Type Restrictions: Absorbing has only one restriction, as a psionic power it is limited to affecting only psychic powers.

DAMAGE

Damage is a broad encompassing power that can relate to an ability to a number of different ways to inflict damage on an opponent. Such attacks can include empowering your unarmed attacks with energy so that you hit harder. Another is to wield a weapon. And of course we cannot forget attacks like the Kamehameha, Final Flash, or Special Beam Cannon.

Vegeta uses his Galic Gun

Power Rules

This adds to the damage you deal with a base melee attack. Or it can do damage on it's own, as is required if used to make a ranged attack power. But to make it ranged, you must apply the Ranged Enhancer, and one of the applications from it, to the power. The "Reach" option allows it to apply to your base melee attacks. You also must choose a damage type, otherwise the default is Kinetic, as is the case with your base melee attacks.

BULMA's NOTES
...Absorbing Attributes &/or Skills...

» While not possible with the Absorb power, it is possible to mimic the effect by use of two other power templates.

» Drain is a debuff power that temporarily drains an aspect of a target, including Attributes and Skills.

» Enhance is a power that buffs the user.

» A trigger enhancer can be added to the Enhance power, requiring that you first successfully use Drain on a target, which then triggers Enhance.

» Enhance would also have a limiter added to it. It's level of effect must be proportionate to that of Drain (or less), so if you have more levels in the Enhance power than Drain, then if your Enhance roll is more than what you rolled for drain, then you only get up to the amount of the Drain.

Levels: Each level gives you +1d4 to roll for the effect.

Duration: This powers use is instant, occurring in the moment it is used.

Base Cost: The base cost starts at 20 CP per level for melee added. Just as damage alone, the cost drops to 10.

Power Type Restrictions: Damage is one of the power templates that has no restrictions or limits on what power type may be used with it. The only thing is that with Psychic Telekinetic based damage, the attack must have the Invisible Enhancer added to it.

DRAIN

Drain is a power that allows you to sap away the strengths of another, diminishing them in some way, temporarily.

Power Rules

No dice rolls are used here, except in the attack roll. The target of this power must make a Resistance roll vs. a DS of 10 + 1 per level in the power. If the target succeeds then only have half of the effect applied. If the critically succeed then nor effect is applied. But if they fail then the full effect is applied.

The power may affect only 1 chosen Attribute, Skill, Pool at a time. The amount of a reduction varies depending on what is targeted.

- **Attribute:** A score is reduced by 1 per 5 levels in the power. Once a score is reduced to 0, the target cannot do anything with that Attribute. A Might of 0 means the person cannot even talk, or blink their eyes. They still breath and function, but are Helpless. An intellect of 0 renders the person incapable of thinking, just standing around drooling and generally unaware of what was obviously going on. Reductions cannot go below 0.
- **Skill:** Each level imposes a -1 penalty to your skill rolls.
- **Pool:** Each level reduces a

Gohan, during a World Martial Arts Tournament, getting his energy drained

targeted pool by 5pts per level.

Levels: Each level varies depending on what is targeted.

Duration: This power starts with lasting 1 turn per 4 levels in the template. At the end of a targets turn, the target can make a Resistance roll vs. the initial roll from when the power was used to try and end the power's effect on them.

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: Drain has only a few restrictions. As a Ki power it cannot target Ego, or Intellect. As a Psychic drain it can only target Ego or intellect. (This can be ignored with the GM's permission.)

And technology can also be used, though often some justification is needed, like it being a magic device, or so high tech that it's like magic.

ENHANCE/ HINDER

Enhance is a power that is meant to provide assistance to yourself or others.

Power Rules

No dice rolls are used here, except in the attack roll if you are building a Hinder power. This cannot be used to affect Attribute scores.

Enhance or Hinder gives a boost/penalty to a single chosen Stat, Skill roll, or Pool. An initial benefit is always applied for the first level (in the case where some effects only grant a benefit/penalty after a certain number of levels.

- **Stat:** An increase to a stat can only occur if the stat is one that is actively used. Each level gives a +1 normally. If the stat is one that involves some sort of defense then it is a +1 per 4 levels. A passive stat that cannot be affected Skill Levels and Talent/Power Limits.
- **Skills:** Each level gives a +1 static bonus to the skills roll.
- **Pool:** You may apply a +10 to the pool for every 4 levels.
- **Hinder:** A hinder power requires a resistance roll to avoid the effect. Succeeding reduces the effect by half, critical succeeding negates the effect, while failing applies the full effect.

Powering up often also involves boosting your abilities

Levels: Each level varies depending on what the chosen effect is.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

With the Hinder option, at the end of a targets turn, the target can make a Resistance roll vs. the initial roll from when the power was used to try and end the power's effect on them.

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: There are no restrictions on what types the power can be applied to.

GROW/ SHRINK

Grow/Shrink is the power to increase and decrease your size. Size itself isn't a big thing normally until your size goes too far in one direction or the other. Increases/decreases occur in "steps" and impact not just height, but weight as well.

Power Rules

No dice rolls are used here as the power is used to alter your size. First, you must decide if the power will increase or decrease your size (it must {or should} be a separate power for both). Keep in mind that the increase/decrease in heights is proportionate.

Each level of "Growth" adds up to 1 foot to the height of the user. In turn, regarding feats where height is of a benefit, you gain +1d4 bonus die ever 4 levels. When your height is at double, triple (and so forth) your melee reach increases by 1 meter, and your melee attacks become AOEs every 9ft/3meters tall you are above the normal (1 meter +1 per). Unfortunately the increases in height that you possess make you easier to hit with attacks, reducing your Defense by 1 per 9ft/3meters of height you possess.

Each level of Shrink reduces your height by 1 foot. After your height reaches 1 foot, each level further

Bulma shrunken by a her tech
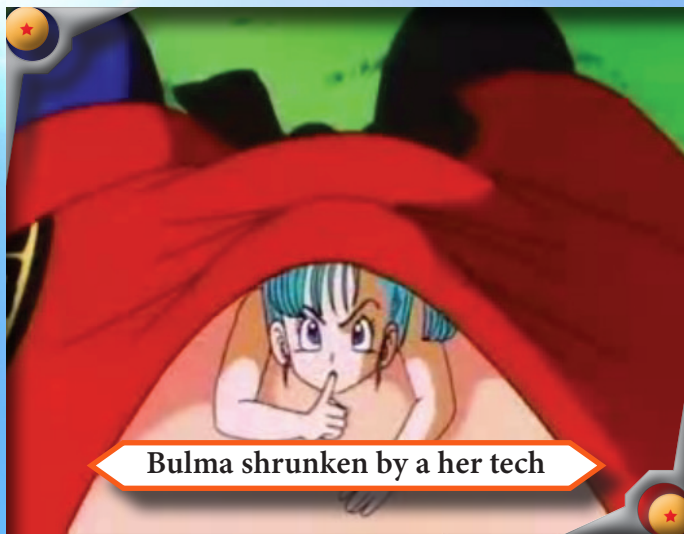
reduces your height by 1 inch, and then by millimeters and even smaller. This too can grant you a +1d4 bonus die every 4 levels to situations where your reduced size is a benefit, but by comparison, your size may also impact your ability to interact with or move about. The level here can reduce your movement on a normal sized field as a static penalty, and/or impose such a penalty on actions taken while small. But on the plus side, you are also that much harder to hit with melee attacks.

Levels: Each level works as outlined for Growth or Shrinking.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

Base Cost: The base cost starts at 30 CP per level.

Power Type Restrictions: Psionics do not typically allow you to grow or shrink yourself. Ki also is not typically usable unless you are a Namekian or other race with a genetic predisposition to growing/shrinking.

HEAL

Healing involves, typically, mystical means of restoring a person to full health and capability. This may not happen all at once, but can happen gradually. This does not involve regeneration, which is it's own power.

Power Rules

In many senses, the power functions as the opposite of Damage. Each level of the power allows you to heal a single chosen option from those listed, however it is a chosen option when you make the power. To heal more than one option at a time you will need to either make a separate power or a linked power.

- **Health:** You roll the die type and restore an amount of health equal to the roll.

- **Injury or Condition:** You roll the dice vs. the targets Resistance roll. If your roll is higher then you reduce the injury or condition's level by 2. If it is lower than you reduce the condition by 1. If no levels are present for a condition, a roll is still made, but as an all-or-nothing roll.

- **Stamina or Energy:** This is functionally different. Instead of rolling dice, each level 1 point of Stamina/Energy that you transfer to another. This is point for point, ignoring the normal energy cost for using the power.
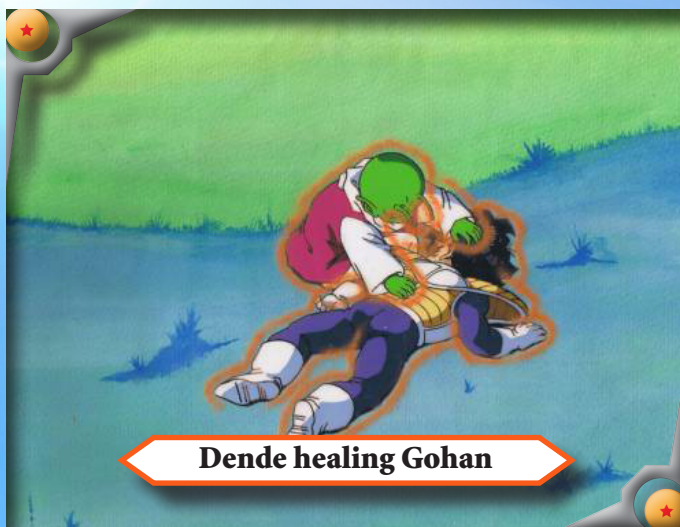
Dende healing Gohan

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This powers use is instant, occurring in the moment it is used.

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: There are no restrictions on Healing.

Goku in a healing chamber

ILLUSION

Illusion is a power that involves creating a sensory effect that is meant to mislead or fool an opponent into some way. How you choose to use your illusion is up to your imagination.

Power Rules

Illusions target the senses of others, often one of the 5 normal senses, though more complex illusions may target more than one.

The power affects only 1 chosen sense when you initially buy it as is.

When using the Illusion power, you decide how the illusion will affect the targeted sense. The Illusion power has functions - Targeted & Passive.

- **Targeted:** Requires an attack roll vs. once specific targets Willpower score.
- **Passive:** Creates an illusion that multiple beings can detect and be affected by anyone where it is placed/used.

Once affected or able to notice the illusion, a dice roll is made vs. the Awareness roll of those affected. If the opponent(s) succeed then they notice the illusion for what it is. This doesn't make it go away, just that they know what it is and it cannot impact their choices.

If failed, then the targets believe

Piccolo fighting Illusions

the illusion to be real. The user of the illusion can also actively manipulate and control it, which can help add to how convincing it is (though there is no mechanical benefit for this).

One thing about illusions is that they cannot do any real harm. A "touch" based illusion can make it feel as it one has been injured, but no actual harm will have occurred (think of this as temporary damage, instantly healed when the illusion ends, damage being that of the dice roll).

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

Base Cost: The base cost starts at 10 CP per level.

Power Type Restrictions: There are no type limits on illusions.

INVISIBILITY

Invisibility is the power to mask yourself from detection from others.

Power Rules

Invisibility renders the user unnoticeable or unobservable to a chosen targeted sense. Each level gives a die that is rolled vs. the Awareness rolls for the sense that is targeted. What you roll for your dice sets a DS on which Awareness rolls are made against.

Besting the DS requires an action to deliberately try and detect the invisible source.

A success doesn't mean that the source of the invisibility suddenly becomes visible, just that you are able to detect the source at that moment.

A failure on an Awareness roll means that they invisible source is undetected.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: There are no type limits on illusions.

Gamisalas using invisibility

BULMA's NOTES
...Uncommon Powers...

» While many powers are listed and are open for players to craft their characters, keep in mind that some powers in the anime/manga are not too common placed.

» Healing is a power that is often via a disposable magic item (Senzu Bean) or a device like the healing tanks used by the Frieza Force.

» Invisibility is also a power that is not too common and has typically been used by more villainous opponents.

» But keep in mind that your world is not that of the main world of Dragon Ball. GM's may feel free to limit some power access to better reflect how some powers may not be common, even for a power type that may normally allow it.

MIND CONTROL

Mind Control is just what you expect, a power that allows you to control an opponent in one of a few chosen ways. Of the powers present, this one can present the most problems for players and the GM. It's important that the GM understand power builds and keeps things from being troublesome.

Power Rules

Mind Control is a power that can involve one of a few options that involve controlling another, forcing them to do what you want. When making a Mind Control power you will need to choose one of the options below that will be used.

An attack roll is needed, vs. a single target only. On a success you roll the power's dice vs. the target's Willpower score. On a success the target is under your thrall. On a failure the target is not, making the effect an all-or-nothing one.

- **Puppet Master:** You directly control the actions of another using your own actions to do so. In this case, you must devote some of your actions to controlling the target (forcing them to act with your actions).

- **Brainwashed:** You usurp the targets mind making them think that you are an ally and that other allies are foes. They will other wise act as they normally would,

Ginyu swaps bodies

but with the skewed point of view.

- **Usurper:** You completely override a person's personality with aspects of your own, making them similar but not quite like you.

- **Controlled:** The target must do as they are told or else you can inflict psychic pain on them (psychic based damage equal to your dice roll). Note that refusing an order does not end the effect, only that the controller can choose to harm you.

- **Mind Swap:** Not exactly mind control, but this allows you to swap minds with a target, putting you in charge of their body and powers, though you may need time to fully acclimate to their powers. This depends if the target is more powerful than you, in which case you may need a number of hours equal to the target's Power score to acclimate fully to their powers. Otherwise you may have difficulty gathering energy and just using energy in the body. And if your old body is killed you will remain stuck in the new body.

Levels: Each level gives you 1d4 to roll
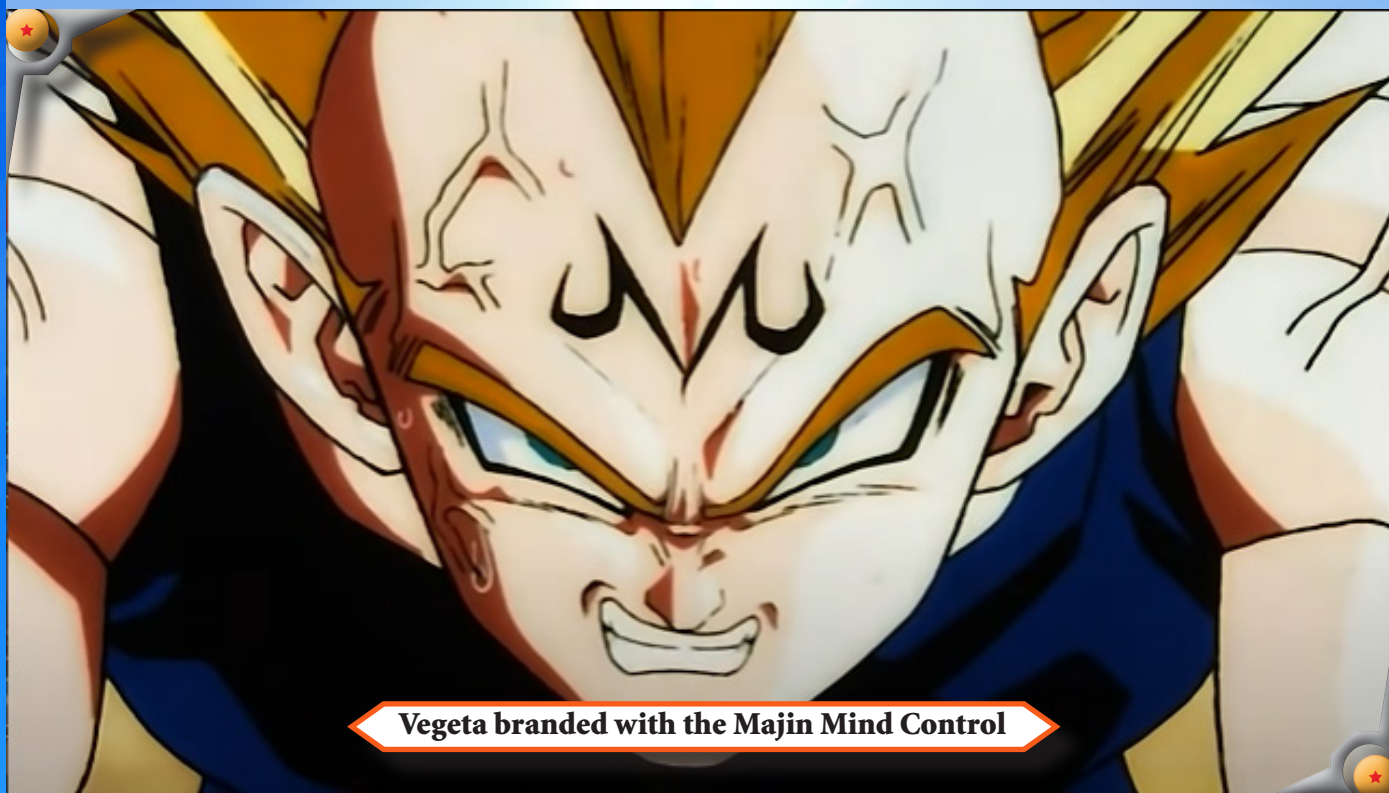
Vegeta branded with the Majin Mind Control

for the effect.

Duration: This power starts with lasting 1 turn per 4 levels in the template. At the end of a targets turn, the target can make a Mental Resistance roll vs. the initial roll from when the power was used to try and end the power's effect on them.

Taking morally opposed actions also allows the target to make a Mental Resistance roll, regardless of type.

Mind Swapping is different in that if not resisted on the first roll you have to wait until the time limit expires. As such the base cost is higher for that version of the power.

Base Cost: The base cost starts at 20 CP per level. Mind Swap starts at a 30 CP per level cost.

Power Type Restrictions: Ki is not typically used for this power template. It is also important for a GM to keep in mind that taking away player agency is not a great thing. When a player finds themselves under a Mind Control effect, it is good for the GM to outline that they are essentially one of the bad-guys for now.

In some cases, the mind control may be a bit of two aspects. The Majin power boost is also a Controlled type, but it also draws out the evil in a person. This is a bit of a mix of Brainwashed & Controlled. It has not added effects other than flavoring of how the mind control functions.

MOVEMENT

Movement pertains to different methods of moving about. It can include one's base ground movement, granting super speed (such as it is), the ability to fly, tunnel underground, swim through water, or even teleport.

Power Rules

The levels in this power do not use dice. First, you must choose what form of movement you will apply the power to. This can either add to an existing form of movement, or it can grant a form of movement.

If it grants a form of movement, you gain a base movement. Your movement options are: Flight, Teleporting, and Tunneling.

All characters have Ground movement & Swimming movement.

Levels: If adding to an existing movement, +2 meters per level. If a new movement, then the 1st level grants you a base movement based off your Speed (like figuring ground movement).

Duration: Kept up each time you move. Flight is a little different. You spend energy as part of your move action when you use the power. With flight, however, if you have not moved and only hover, you must spend energy to maintain the power at the start of your turn as if you have moved, other wise you fall.

Base Cost: The base cost starts at 10 CP per level.

Power Type Restrictions: There are no type limits on movement.

Gohan & Videl flying together

PROTECTION

Protection is a power that is functionally different from that of the Enhance power. Here you are making use of some from of exterior defense, or buffer before any harm can come to you or others.

Power Rules

The power creates an effect that is like a shield or a barrier that you can use as a buffer against any damage directed at you. The normal use of this creates the protective element around yourself. You can move with it once it is up, so long as you maintain it.

Your dice roll generates Health that the protective field takes before any health or physical conditions/injuries are taken. Once a protective field has been reduced to 0 Health it is broken and any damage left over is applied to the character. You can always reactivate the power.

Additional uses of the power do not stack, but you can create new protective fields on others if you have the ability to use it at a range. If you use it again on yourself then you replace the previous use.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: Lasts until the start of your next turn.

Android 17's Barrier power

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: There are no restrictions on what power types may be used with this.

BULMA's NOTES
...Movement...

» Now you are probably wondering about the super fast flight with the blast field and Goku's Instant Transmission. Well don't worry, these are forms of movement with some unique enhancers.

» Flight, on it's own, implies how it is used in combat, not out of combat.

» Teleport also does not imply how it is used to travel vast distances and is the combat version, used only for the battle field.

» Additionally, it should be noted that movement powers work as a move action, and not an action one may normally use for using their powers. If you want a power to have different functions/uses then it's best to keep a separate version of that power (more later).

POWER PARRY

Ordinarily a person cannot parry the special power attacks that characters will learn to wield. This involves you slapping aside attacks with your bare hands that would otherwise just explode when they hit you.

Power Rules

The power allows you to turn aside or parry attacks from powers. This does include weapons, which are considered powers. A swordsman would have this when dueling another swordsman.

At it's starting level you gain the ability to use your reaction to parry. A parry reaction involves a roll to attack vs. the attack roll being made against you. If you succeed, then you follow the parry rules (in the Combat Section).

The other rule on parrying powers is that the energy cost to do so must be equal to or greater than the cost to of the power you are looking to parry. An ability to sense a form of energy helps in knowing this.

Levels: The levels applied after the first go to providing a static bonus to your opposed rolls to parry.

Duration: Used in the moment as part of a reaction.

Base Cost: The base cost starts at 20

Goku deflects attacks

CP per level.

Power Type Restrictions: Psionics is not normally given to this capability. However you can choose to flavor this as an ability to predict or foresee a foes actions as well.

Piccolo parrying a Special Beam Cannon

REGENERATION

Regeneration is a different aspect of healing that allows you to heal yourself by either small bits at a time, a large chunk, or to recover from Injuries. Nameks are the only species known to be able to use Ki to regenerate.

Piccolo regrows his arm

Power Rules

The power works in a few different ways depending what you choose for your regeneration.

- **Accelerated Healing:** You heal rapidly from the harm you take. You roll your dice while it is active to recover Health. If you possess an injury (any severity) you heal 1 level of the least grievous injury when your dice rolls to heal health totals up to 20 points (this does not have to be in one attempt).

- **Instant Regrowth:** Instead of healing Health, the power is instead focused on regenerating injuries. Here you roll your dice when you use the power. When you total up to 20 points (which does not have to be in one go) you heal the injury. Namekians have this form of regeneration.

  - **Conditions:** There are some conditions that can be healed with regeneration. Poison and diseases are purged from the body, a lost eye is regrown, as are recently lost limbs and portions of the body.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: Varies depending on the type chosen:
- Accelerated Healing: Lasts 1 turn per 4 levels in the template.
- Instant Regrowth: Occurs in the moment you use it, instantly. Though you can use the power more than once on your turn for a more powerful regrowth effect.

Base Cost: The base cost starts at 30 CP per level.

Power Type Restrictions: There are no restrictions on what power types may be used with this. Note that Psychic forms may involve simply manipulating your body into healing faster, or you use a form of telekinesis to surgically repair your body on a level that no actual surgeon can...though you may want it's use to take longer.

Tech, on the other hand, can be nano-machines or just super advanced tech that is like magic, or the power works via a magic object like a ring.

RESTRAIN

Restrain is a power that is used to hold or tie-down a target to restrict their movement. This can come in the form of a blast of energy that holds a person, or magical ropes that tie them up, striking pressure points, or a force field, or even sealing the target into a container.

Power Rules

The power allows you to impose the Restrained, Paralyzed, Sleep, or Sealed conditions onto a target (one condition is chosen when the power is made). A die roll, on a successful hit, is made vs. the target's Resistance. If the target is successful then the power has no effect on them. If they failed then your powers die roll sets the DS for attempts to shake off or break free from the condition.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

Base Cost: The base cost starts at 10 CP per level.

Power Type Restrictions: The only thing here is that Psychic powers will target a character's Mental Resistance instead of their physical.
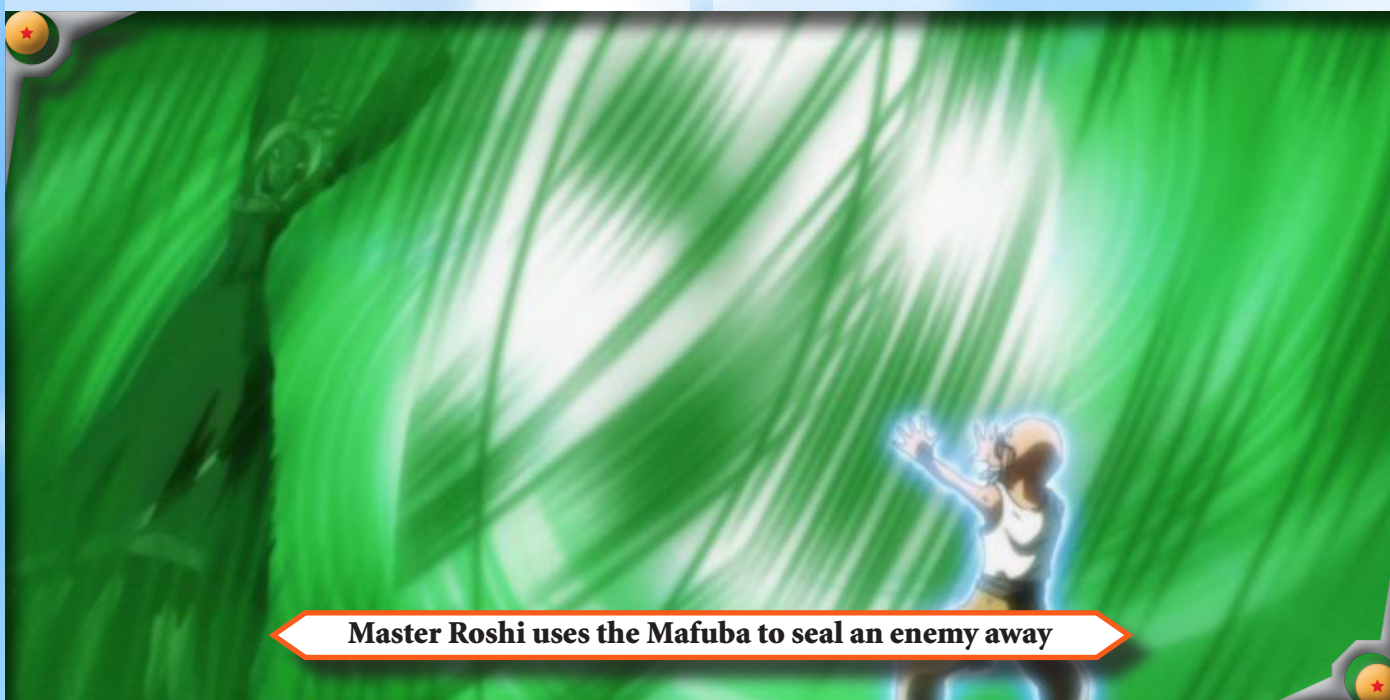
Master Roshi uses the Mafuba to seal an enemy away

SENSORY

Sensory applies to one or more senses that the character possesses, enhancing on a particular sense or granting a new sense entirely. The ability to track and identify people by scent is one such use. Seeing into a unique light spectrum (sight) is another use on an existing sense. But the ability to sense magic, or ki would be a unique sense.

Power Rules

This power is one that grants you a new sense. Unlike other powers, this one only grants you one level that pertains to the new sense that you possess. Though if you choose to take another level it will be for a different sense. After this, you can get the Enhance power to further increase the sense specifically. Below are a few examples.

- **Ki Sense:** You can make Awareness rolls to sense ki. This is a sense that works at a range, and is impacted by range modifiers. A successful use can tell you if a person is alive or dead, and generally how much stronger a person is compared to you, assuming they haven't successfully hidden their ki.

- **Magic Sense:** Similar in function to Ki Sense, except that it applies to Magic. It cannot tell if a person is alive or dead, but it can tell if they cast a spell, if an item is magical, or sense the residue to

Mr. PoPo sensing Goku's Ki

magical use in a place.

- **Psionic Sense:** As before with the others, you can sense the minds of others. You know when a psychic power is being used, or detect the presence of a conscious mind (not what they are thinking).

- **Danger Sense:** An unusual sense that allows one to detect when you are in danger.

Levels: Each level grants you access to 1 chosen sense. Additional levels only grant you additional senses. Most beings only ever develop 1 additional sense though.

Duration: These senses simply add to your Awareness capabilities and grant an additional option beyond the normal 5 senses.

Base Cost: The base cost starts at 20 CP for the first sense, then doubles for each additional sense.

Power Type Restrictions: Tech versions of these are often imprecise and can only handle so much data.

SHAPESHIFT

You have the ability to assume a form other than your own. The new form does not come with any unique powers unless you build a power that is limited to being used in your shapeshifted form. Although changes in your species can give some benefits.

Power Rules

The power allows you to alter your appearance. This is different from the Alter power as is typically meant only for yourself and to change your physical nature into that of something else, like getting wings, or turning into a Saiyan.

The power has no one effect, unlike other powers, and is only limited based upon what you know. Like if you don't know just what a Saiyan is or can do then don't expect to be able to turn into one.

Just for Looks: This is a change that only affects your outer appearance to let you blend in. You have no functional capabilities of a species and your appearance won't hold up to some forms of investigation. Your die roll sets the DS to detect if anything is off about you. If you are impersonating someone, you may need to make a separate skill roll first to be able to pull this off. (In this case, your roll is to initially see if you get the details right, the power roll then must be made vs. this roll to see if you get

Oolong & Puar partly as bats to fly

the actual transformation to match.)

Species Change: You can change into a different species, include that of an animal. You take on the outer appearance and capabilities of the species. Each capability that a species has influences the DS your power roll must beat in order to turn into it. A base of 10 is for 1 trait with each additional trait that a species has increasing the base DS by 5. If a trait has levels then each level is an +5 increase. If a species has a unique trait that is like a power/talent then if you are attempting to incorporate that into your shapeshift then the DS increases by 10 instead. However, with these special powers/talent like traits you must know that a species has them, or have a way of understanding their genetics (like Cell, though he doesn't shapeshift).

Changing to Get Powers: This is not the real purpose of the power. You can use it to make yourself into a hybrid of different species, but you cannot really use it to just give yourself new powers...normally. This can be

permitted b y creating powers linked to the Shapeshift power, and limited in the following way: The powers linked cannot be used until the roll from the Shapeshift power equal 10 +1 per level in the power. However the power must have a physical component. So you can't just use this to mimic Goku's Kamehameha, but you could use it to give yourself some claws, or turn your whole arm into some sort of grotesque bone and flesh blade.

Becoming an object: One of the things you could potentially turn into is that of an object like a scooter. But there are some issues wit this. First, you only look like the object. But you lack the real functions of said object. You can sort of mimic the functions, but this all uses your Stamina, and will tire you out as you do things in the form. Even turning into a backpack just to carry things will tire you, and you are using your own lifting/carrying capabilities. Stamina cost in these forms is a 1 for 1 cost, running 1pt for each action you or another uses with you, and/or 1pt per meter of movement. Once at zero Stamina you gain the Tired condition.

Of course, if a form requires you to do nothing then you don't really need to worry about loss of Stamina.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

Base Cost: The base cost starts at 30

CP per level.

Power Type Restrictions: Ki power cannot typically apply to Shapeshifting. Neither are Psionics or Tech for that matter. Again, if the GM allows or if a suitably reasonable way for these power types to be applied is given then the GM may consider a Shapeshift.

Oolong as a scooter
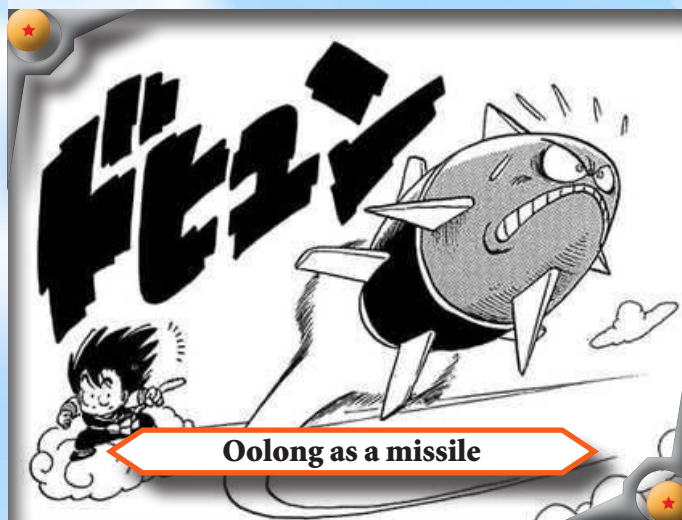
Oolong as a missile

SUMMON

You have the ability summon forth something or someone. This can be something like a small monster, or the summoned being is possibly a spirit, a clone, or even a magical construct. Summoned beings are never anything too useful. That is to say that they can't do everything your character can.

Power Rules

This power is one that allows you two different build options. The first is the classic "summon" where you create or call forth a being to temporarily aid you. And the second is called "cloning" where you instead create clones of yourself, though this comes at a cost.

- **Summoning:** Here you roll the powers dice to determine how powerful of a being it is you can summon. This is equal to the dice roll x10 in over all CP value. It is often a good idea to have a few creatures made in advance of things that you can summon from this. More powerful being can also be summoned by expending more actions, energy to effectively double up, or triple up (and so forth) to stack uses of the power so you can do one big summon, or a summon that gives you a lot of beings instead of just one. But doing this comes at the added cost of "Control."

- Control: Summons need to be controlled. The initial amount for a summon ensures that you summon a being can be controlled without any additional rolls or effort on your part.

- **Clone:** This is the ability to create duplicates of yourself. Each clone

Tien Shinhan often makes use of clones to aid him in battle

has the same overall stats as that of the original. What they have instead that is separate is Health. When you create a clone, your roll your dice and divide this total amongst the number of clones you have chosen to make (costing energy per clone, and clones cannot create more clones).

When a clones health is reduced to zero they are destroyed.

Clones are essentially puppets of their creator, but do have some amount of autonomy. However, they are immune to mind control since they have no minds.

Clones, once their Heath is reduced to zero, are destroyed. A creator can also choose to re-integrate them (essentially reabsorbing the energy instilled into them. (No mechanical effect, just a method of description.)

Clones all draw energy from the user. This is described as splitting your Energy amongst each clone you create. In reality, when a clone uses any power that costs Stamina or Energy they simply pay the cost for the power's use from their creator's Energy pool.

New clones cannot be created until the old ones are either destroyed or re-integrated.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power starts with lasting 1 turn per 4 levels in the template.

Base Cost: The base cost starts at 30 CP per level.

Power Type Restrictions: Tech, typically is not capable of creating clones, but could potentially be used for summoning. Ki, is the opposite, you cannot summon with Ki, but you can create clones. Psionics are not commonly used for Summons either.

As usual, your GM may decide otherwise if you have a good explanation for a power type to be used.

BULMA's NOTES
...Weaponized Clones...

» So maybe you want to make a bunch of clones, but only for the purpose of using them as moving bombs. Gotenks does this with his Super-Kamikaze-Ghost attack.

» A weaponized clone often has some sort of Damage power applied to it along with some triggering events that cause the linked damaging attack to go off. This attack may or may not do damage to yourself depending on how you choose to make things.

» These types of clones, or even summons, don't need a lot of dice/levels in this power. Most of their strength is in the linked effect and they are simply the delivery system.

TELEKINESIS

You have the ability move objects via either an application of energy or through the exercise of onces mind upon matter. This may be the classic way telekinesis is used as a psychic power. Other methods can include energy arms appearing and lifting things, or a simple glow, or heart shaped clouds if you prefer.

Power Rules

This power is one that allows you move objects about without the need to physically touch them. Keep in mind, this power does not mean you can "punch" with the power, to do that you will need to build a Telekinetic Punch, Damage power.

At the first level of the power you treat the Power Attribute as your Base "Might" score for determining what weight you can lift with the power. (Psychic based versions of this make use of Ego instead.)

Each level above 1 in the power works in a similar way to how you improve your lifting/carrying capabilities with Might.

You can use Telekinesis to grapple and do the same tasks you would with might. But here your dice for the power are used instead of that of any skill.

Cell uses telekinesis
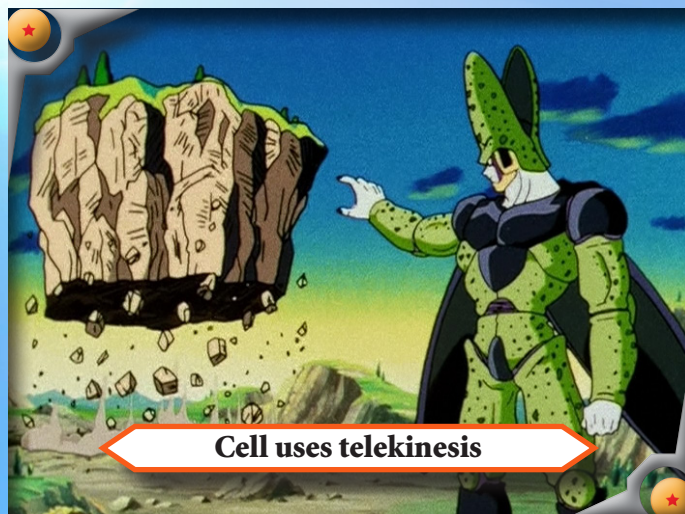
As such, even if you can lift tons, your lack of capability in the power can make it easy for a foe to break free.

Telekinesis is inherently invisible

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power is typically instant, but can be maintained, turn to turn as long as you pay it's energy cost each turn (at the start of a turn).

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: There are no restrictions on what type of power can be used here. Even with Tech powers, you can describe it as a sort of tractor beam or stasis beam.

TELEPATHY

You have the ability move objects via either an application of energy or through the exercise of onces mind upon matter. This may be the classic way telekinesis is used as a psychic power. Other methods can include energy arms appearing and lifting things, or a simple glow, or heart shaped clouds if you prefer.

Power Rules

This power is one that allows you to do one of two things - Communicate with others without needing to speak, or reading a person's mind.

For the first level of the power you can telepathically communicate with anyone you can see. Communicating is possible with anyone, though language can be important since if you think in Japanese, then someone who things in English is not going to understand you.

But the other use of this is to read a person's mind. A willing target of the power can easily have their surface thoughts read and some of their memories, so long as the target maintains their consent. If consent is withdrawn then the power's use ends.

Forced mind reading involves a roll with the power vs. the targets Willpower score. If the roll fails then you cannot read the target's mind. A roll is called for each time the power is used, or when you want to retrieve some sort of

Lord Slug reads Bulma's mind

information from a target. One thing you can build with this power is a spell that forces a person to tell the truth, essentially pulling the information from them, though they speak it out loud instead of the information pouring into your own mind.

Levels: Each level gives you 1d4 to roll for the effect.

Duration: This power is typically instant, but can be maintained, turn to turn as long as you pay it's energy cost each turn (at the start of a turn).

Base Cost: The base cost starts at 20 CP per level.

Power Type Restrictions: There are no real restrictions on this. Telepathy with Ki often requires physical contact. With technology it often involves putting a device on a target and having another that to do the reading with.

UTILITY

Some potential powers are being grouped together under what is called the Utility Power. Not exactly a catch-all for powers not listed, it's with this power that certain other powers are gained. Or where you can put powers that you wish to make that don't fit into other templates.

Power Rules

This power is multiple powers. But unlike those powers, the Utility power is not one that uses levels. Instead, each selection of the Utility power applies to a standalone power, one that may add some additional utility to a character. Each of the Utility Power options cost 20CP, unless noted otherwise. Also, most utility powers are always on.

Life Span: This puts a character's life span beyond the normal 100 (or so) years that most people. The exact extent of how far your life span extends should be talked about with your GM, but a general rule is 2 to 3x the normal length.

Life Support: This encompasses a number different options that fall into what some call "Life Support."

- Breathing (Environment/Gas) - You can breath the toxic air of a specific environment or just a specific gas. This makes you immune to the condition of the breathed air/gas. If breathing in such a place would deal damage, you are still affected by the damage, just not any conditions it would impose.

- Breathing (Extended) [40CP]: The length of time that you are capable of holding your breath is measured in minutes instead of the normal length.

- Breathing (Unneeded) [80CP]: You do not need to breath at all, unless you want to talk.

- Poison/Disease Resilient: When exposed to a specific type of poison or disease you are notably more resilient than normal. This grants you a Static Bonus equal to your Might Score to the resistance rolls you make against the targeted poison/disease.

- Poison/Disease Immunity [40CP]: When exposed to a specific type of poison or disease you have chosen for this, you are fully immune to it's effects, including if it does damage.

Phasing [100+CP]: This is a powerful ability that allows you to pass through solid objects. While other utility powers are typically always on, Phasing is one that needs to be actively used. It is turned on and either remains on or it is turned off. While phased, nothing can hurt you unless it specifically affects phased targets. But to remain phased you must continue to do so. If end your turn phased, you can remain phased, but you have to pay energy on every turn until

your next turn, otherwise the power ends.

One other aspect of phasing is that, while phased you cannot physically engage with anyone or anything. More over, you can't breath either. You cannot Gather Energy, or sleep. You also drop through the ground too if you try to walk or stand still. As such, when you buy Phasing you must also buy at least 1 meter of ground movement, usable only when you phase, in order to at least stand in place. Flying works, but other powers must be bought as "usable while phased" in order for them to work.

This makes Phasing a very expensive power to have, and generally, most beings in Dragon Ball can't use such a power...except for ghosts.

Phasing does have one additional limitation on its use - it cannot be used as a reaction, nor may you buy it to be able to be used as such. As it is already a powerful power, it does need some limits.

Eidetic Memory: This is the ability to remember virtually anything, and is often called a "Photo Graphic Memory" and is a real life super power... though some may disagree with this. The power essentially allows you to remember anything you have ever seen, heard, or experienced. You do not need to make rolls to remember things, so a GM just tells you what you need to know. In some cases, the GM may feel that this could grant you advantage, much like how a high power level can.

In regards to magic, notably the Wizardry type, having an Eidetic Memory doesn't change your need for a spell book, and memorizing spells since this process is semi magical anyway. What it does do is it does allow you to not have a physical spell book. You still need to spend time memorizing/swapping spells, but this all occurs in your head.

Levels: None.

Duration: Unless noted otherwise in the Utility power, all Utility Powers are Always On.

Base Cost: The base cost starts at 20 CP per level. Some Utility powers do possess a higher cost however.

Power Type Restrictions: There no real restrictions as most of these powers fall into the real of being a Super Power. Making a power linked to a different type changes it's nature. As a magic spell, a Utility Power needs to be activated, after which it gains an actual duration.

Other Utility Powers: It is possible that you may want other utility powers not mentioned. Remember a utility power does 1 thing with no levels. There are stronger versions, costing more CP, but they are stand alone improvements. Always be sure to run these ideas across your GM before implementing them.

POWER TYPES

As was mentioned before, Power Types influence what you can do with a power to some degree. A tech power it typically always some sort of object. For the most part, your type choice will not increase the cost of a power. But if you choose Super Power or Tech then you may see some changes in the cost.

In this part we will go over how each type works and how they will impact the powers you apply them to.

KI

To start things off, ki is by far the more common power type used through all of Dragon Ball. They are typically offensive and defensive powers that enhance your natural physical capabilities to super-human levels. But the more iconic uses of Ki are through the various Ki Blasts and Ki Waves that character's use.

Powers that are ki based do not need special gestures and incantations to use, but they do require control. Each ki power has a Control Level, this is essentially how many dice you roll for the Control Ki skill +2 per die type above a d4. As long as a ki power has levels below the Control Level, the skill check to use the power is either very easy or not needed. (This bit is up to the GM, who may want to keep the flow of using powers moving without a ton of rolls.)

A Control Ki skill roll, when a power is under your Control Level has a DS equal to the Level x2. The roll is made before any attack is made as you have to channel the power first. Once you activate a power, if it is one that can be kept going then don't need any more skill rolls unless the power turns off and needs to be turned back on again.

However if you use a power that is at a higher level you can either choose to use it at a lower level, or make a more difficult skill roll to use it at the where it exceeds your Control Level. The DS for this is equal to the level of the power, but at a x3.

Boosting

One thing that Ki powers have over others is the ability to boost. That is you can choose to use your ki power at a much higher level than you currently have it at, by not only paying more energy for it, but having to make a considerably more difficult Control Ki skill roll.

Each level you apply above what the power has increases the DS by 4, and adds 2 to the energy cost.

Failing a Skill Roll

It's not the end of the world, but there can be problems if you boost or fail to use a power that has levels above your Control Level. When you fail the skill roll to use a power, just failing it will only mean that you can't use the power at that moment. But if you

critically fail the roll to activate the power then you suffer Ki Feedback.

Ki Feedback happens when your power runs out of control. Any time you critically fail to use ki powers you run the risk of Ki Feedback. When this occurs you take the Energy Cost of the power in Health damage. Additionally, you suffer a penalty to further skill rolls equal to half the energy cost.

Failing to use a power does mean that the energy is expended.

MAGIC

Magic comes in two forms, Wizardry and Sorcery. When you initially take up the talent for using magic you will need to decide which of the two you want, unless you have enough CP for both.

The first thing to clear up is that you do have to build and pay for each spell/power you have. But due to the nature of having magical spells you do get a bit of a discount.

Now magic spell powers make use of Incantations and Gestures. These are two Drawbacks that some powers can have. They each reduce the CP cost, per level, by 5 each (10pts total for both).

In addition to this, Spells are then set into a spell book, unless it is a sorcery spell. Spells in a book can become damaged, stolen, or the book itself can be destroyed. Since this is a tangible problem for a player who may have more spells in the book than what they have memorized. Since this is a potential problem, the CP cost of spells is reduced by 10 CP per level, (but to no less than 10).

This cost reduction does not apply to the Sorcery spell.

To use a spell you need to make a Spellcasting skill roll vs. a DS of the level of the spell x2.

Failing the roll means that the spell cannot be cast.

Critically failing the roll runs the risk of the spell being forgotten. When this happens give the player a percentile roll (1d100, or 2d10 with one die being the tens place), giving the player a 60-40 chance (roll a 60 or less to win). Each time they critically fail again with the spell will result in a new percentile roll, but with the chance shifting by 10pts each time.

This does not effect the Sorcery spell, but with a sorcery spell when you critically fail, it draws 2x the amount of energy from you.

BULMA's NOTES
...Electric Spellbook...

» Do you need a physical book to put all your spells in? No, you can have a tablet or cellphone with your spellbook on it. This doesn't change the nature of the spellbook, just the medium it is kept on. The benefit to this is that it is easier to make backup copies.

Psionics powers, while the most limited of powers, also has an expensive required enhancer. The thing about psionic powers is that they are invisible to normal senses. Invisibility is an enhancer that can be bought for powers (explained later). Each sense that it applies to has a cost of 10pts.

Psionics affect at least Sight, and Hearing. Taste, touch, and smell are often not common targeting senses. And inherently, most powers don't effect these...well if it deals damage or grabs you then you do feel it, but by then its a bit too late.

Powers are not inherently invisible, but often have some sort of way of being detected by at least one of the main targeting senses. Energy blasts make sounds, and are visible. As such, for Psionic powers, you will need to apply Invisibility only 2 times to the powers you have, and maybe more depending on the power. But the base requirement will increase the per level cost of your psionic powers by 20pts.

The only thing that the Invisibility enhancer cannot be applied to is Psionic senses. Thus your psionic powers cannot be made invisible to other psychics.

Tech powers are ones that exist as some sort of technology that comes with specific rules and limitations. Powers built as tech must be justifiably functional as a piece of technology. In the world of Dragon Ball, tech can sometimes border on the side of being magical at times, or in some cases the tech is actually magical, but is still a physical object.

And that is the main thing, tech powers are objects. When building your tech you need to decide if the object is worn, held, placed, or is stationary (often too large to move normally).

The main thing about tech is how easy or hard is it to take away from the character.

- **Easy:** This would be an item that is hand held, or placed. You can be disarmed of it, have it stolen, or it is something you drink. Objects are often held in one hand. Reduce cost of the item by 20pts per level.

- **Moderate:** This would be an item that can be held or worn. A held item would be something that you need two hands to use (giving you a better hold on it) or you wear an item that could be removed from you through some effort while in combat. Reduce cost of the item by 15pts per level.

- **Hard:** This is an item that is only removable under the right conditions, like removing armor after a person has been knocked

out, or through blunt force to rip it off a person. Or maybe the item is more of a structure or is otherwise larger than what a person can hold. Reduce cost of the item by 10pts per level.

Objects don't need any special limitations as these are built into a tech item when you describe it, but what does matter is that ease by which something can be taken away.

Additionally, tech needs to be maintained, repaired and updated as time goes on, otherwise it looses on functionality.

A magic item, on the other hand, is an item that is not just very durable, but is something that does things that are outside what is considered normal for a tech item. Goku's power-pole is a magic staff or club depending on the length it is used at. It is magical, nigh unbreakable, and capable to extending an incredible distance (like all the way up to the moon).

If an item is magical then increase it's per level cost by 10. (This doubles an items Structure Points/Health, and it's Durability/Endurance.)

SUPER POWER

Finally we come to super powers. Super powers are powers that don't draw energy from the user. They either must Use Stamina, or use no energy at all. These Enhancers are explained later.

Additionally, Super Powers do not require Skills to use. So if you have a power that is Ki based, but you want to turn it into a super power, you have to pay the price - per level you have already - for removing the need to use the Control Ki skill.

With a skill roll removed, this doesn't mean that other aspects of that power type are lost, only that a skill roll may only be needed when you use the unique aspects of that power type when called for.

Your GM may also choose to limit what powers templates may be turned into super powers. A good rule of thumb regarding this is that powers that involve projecting or channeling a power to affect the world beyond just yourself cannot be super powers. In other words a ranged energy attack or a melee one would not be a super power, but your ability to fly, or to enhance your physical capabilities would be.

Utility Powers are one universal exception to this as they typically offer only a situational benefit and do not overtly affect game play too much, and are meant as super powers already.

POWER ENHANCEMENTS & DRAWBACKS

The building of a power isn't over until you add Enhancements and Drawbacks. These will increase or decrease the per level cost of improving your powers.

Each application of an Enhancement increases the base cost of a power by 10 CP (or more). In a few cases, an enhancement is only applied once.

Drawbacks, however rarely increase in capability. They do reduce the CP cost of the power by 5 points each.

ENHANCERS

Below are a number of enhancers that you can choose to apply to your powers.

Area of Effect (AOE)

This enhancer is one that affects a specific area. Powers that affect others in a harmful way When you apply the enhancer initially you must choose the shape of that area:

- **Beam:** A beam is an AOE that is narrow, either like a laser or even like that of the size of a basketball. It hits anything directly in it's path, but not everything in a space. Every 5 levels in the power gives +1 meter to the beam. It starts with a base range of 10 meters. The drawback fro the attack is that after it hits the first target, each target after that gets a Cumulative +1 static bonus to Evasion rolls.

- **Radius:** This is a circular area. The area is determined by measuring from the center outward. From there, every 5 levels in a power gives +1 meter to the radius. At it's base minimum (if a power has less than 5 levels) then the AOE is 1 meter.

- **Square:** This is measured from corner to corner diagonally to determine the size of the square. Every 5 levels in the power gives +1 meter to the squares size. At its base size the measurement is 1x1. Essentially, this makes it the same as a radius.

- **Line:** This affects a 1 meter wide line out from you. Every 5 levels in the power gives +1 meter to the line. At its base, a line affects 6 meters.

- **Cone:** This is a cone shaped area or a triangle. Cones can be narrow, normal, or wide. Every 5 levels in the power gives +1 meter to the length & width of the cone. First we determine an over all length base length which is 6 meters. A narrow cone will use at least 2 of these meters for the width. A normal cone will use half of the length for it's width. And a wide cone will use nearly all but 2 meters for it's width. You will need to decide what width the power will have.

- **Cylinder:** Much like Radius or line, only instead of being sphere shaped, the effect goes up, or

out. To use this you must first buy Radius or Line. Then treat this as a second purchase, where it increases the vertical distance by the same amount for the radius. For a line, it essentially make it affect a horizontal radius, (or 4 lines).

- **Shaped:** A shaped AOE is one that is in some sort of shape that you have chosen. This is also treated as a default for any other unusual AOE shapes you may have, like a star, The amount of meters you have to work with is every 5 levels in the power giving +1 meter to the shape. At its base, the shape affects 6 meters.

AOE Beam

AOE Radius & Square

AOE Line

AOE Cone [Narrow]

AOE Cone [Normal]
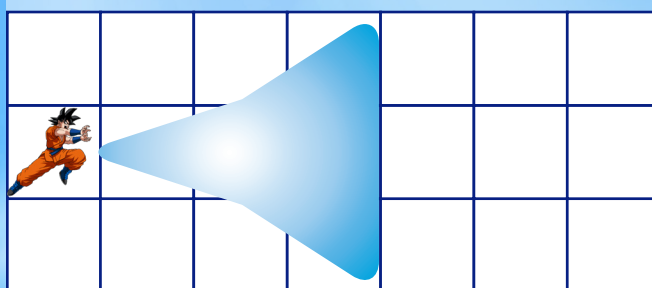
AOE Cone [Wide]

AOE Cylinder

Outward

Upward
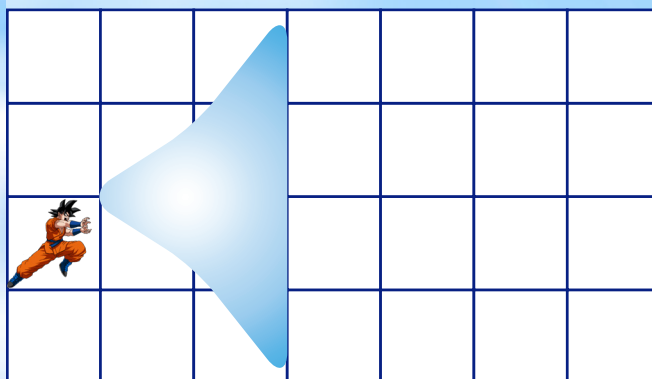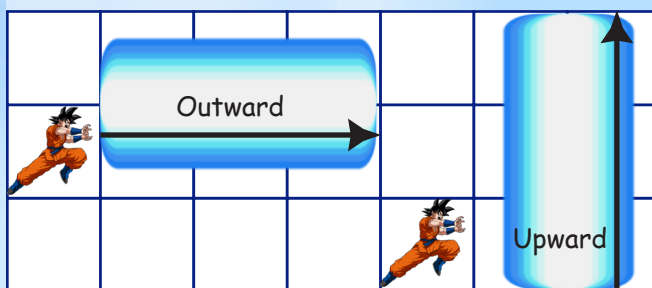
Always On

This enhancer is one that is required for some powers that are built as super powers. Always On means that a power is always running. A power that has this cannot be boosted, or otherwise improved through effort. This cannot be applied to a power that you can turn off, or other wise choose not to use. In addition to this enhancer, you must also apply the "No Energy" enhancer.

Per Level Cost Increase: +30pts

Duration

This enhancer is one that adds or increases on a power's duration. A power that has no duration noted, gain the initial duration type.

- **Per Turn:** This is the initial duration type, lasting 1 turn +1 turn per 4 levels in the power. It ends at the start of your next turn. (While not explicitly outlined in some places, all powers with a noted duration always end at the start of your next turn when the duration would end.)

- **Per Encounter:** The power lasts until the encounter ends, when you lower your guard or roughly 5 minutes, which ever comes first. There is no per level interval.

- **Per Minute:** The power lasts for 1 minute +1 minute more per 4 levels in the power.

- **Per Hour:** Functionally the same as per minute time.

- **Per Day:** Lasting 1 full day, or typically 24 hours. There is no per

level interval here.

Per Level Cost Increase:

- Per Turn is +10pts.
- Per Encounter is +20pts.
- Per Minute is +20pts.
- Per Hour is +30pts.
- Per Day is also +30pts.

BULMA's NOTES
...Lasting Weeks, Years, Forever?...

» Its typically not a great thing for a player to have something that affects their character for extreme lengths of time. Ginyu's body swap power is one example for this - it lasts forever - unless he can be tricked into using it to restore a person's spirit back into their original body.

» This sort of thing can be fun in a temporary way, but not when your stuck in a frog's body after the fact.

» For a game, long lasting effects shouldn't be permanent unless a story calls for it and players consent to this.

Homing

This enhancer is one that allows a power to follow an opponent and continue to be used when an initial attack fails. This allows you to only pay once for a power and then when an attack roll fails (which is required) you can spend additional actions (per a powers normal use) to attempt to hit with it again. This can continue into additional turns if you continue to miss with the attack. However, if you are attacked an hit while doing this, you

have to make a skill roll for the power (as if using it) in order to maintain the homing effect, otherwise you loose your concentration on it.

Per Level Cost Increase: +20pts

Inflict Condition

This enhancer is one that allows a power to also inflict a condition on an opponent. The limit on this is that the power be one that targets another in some way. The condition is one chosen from the list of conditions from the Rules & Combat section. Targets get to resist conditions. Conditions that affect the body require a Physical Resistance roll, vs. a DS of 10 + 1 per 2 levels of the power.

Per Level Cost Increase: +10pts

Invisible

This enhancer is one that makes a power unnoticeable to a single chosen sense. The sense targeted determines the per level cost as well.

- Hearing: The power makes no noise and thus cannot be heard.

- Touch: A power that is invisible to touch means that the target is unaware that anything has physically "touched" them.

- Taste: A power that has this applied to it is one that must be ingested. As such, the power is one that has no taste.

- Sight: The power is not visible and is the definitive form of invisibility.

- Smell: The power has no spell. Typically powers have something of an odder like a burning ozone or a smell of intense heat. Or maybe there is a pleasant mint smell. (Its not necessary to provide what a powers smell like initially unless you want to.)

Per Level Cost Increase:

- Sight: +30pts

- Hearing/Touch: +20pts

- Taste/Smell: +10pts

Knockback

This enhancer is one that has a power hit with such force that it can push opponents hit by it back, or knock them down. When hit by an attack, if the damage is at least 5pts above the targets Endurance, they must make a Physical Resistance roll, vs. your previous attack roll. If failed, they must make an Athletics or Acrobatics skill roll vs. the damage of the attack. On success they are only pushed back 1 meter. On a fail they are pushed back a number of meters equal to the number of dice you roll.

Per Level Cost Increase: +20pts

Lethality

This enhancer is one that makes a power that deals damage more dangerous to those it may hit. The threshold for generating a Critical hit is reduced by 1 + 1 every 10 levels in a power.

Per Level Cost Increase: +20pts

No Skill Roll

This enhancer is one that makes a power one that doesn't need a skill roll to use.

Per Level Cost Increase: +20pts

Reduce Skill Roll

This enhancer is one that makes a power easier to use. The DS for skill checks for the power is reduced by 1pt per 5 levels in the power.

Per Level Cost Increase: +20pts

Ranged

This enhancer is one that allows a power to work at a range. There's three range methods you can apply.

- **Reach:** This is applied to powers that affect melee attacks. Reach allows you to extend your physical reach out by 1 meter +1 more meter every 5 levels in the power. Reach has the drawback of leaving you exposed, imposing a penalty to your Defense equal to half your reach, lasting until the start of your next turn.

- **Thrown:** This is applied to powers that have a range that is based off how far you throw something. How something is thrown is described in the Rules & Combat section.

- **Normal Range:** This is applied to powers that will make use of normal range. Range is broken up into increments for each power, with the initial band being the effective range for the power where no penalties to attack rolls are incurred. This increment is equal to 5 meters per level of the power. Ranged damage is on it's own and is not figured from melee damage.

Per Level Cost Increase: +10pts for any option, though Reach & Range can be bought more than once.

Reduce Energy Cost

This enhancer is one that makes a power less costly in energy to use.

- **Lower Cost:** Reduce the energy cost to use a power by half.

- **Use Stamina:** Instead of using energy the power will use Stamina. You can apply Lower Cost to this as well for reduced Stamina usage.

- **No Energy:** The power uses no energy at all. This option is required for the Always On enhancer.

Per Level Cost Increase:

- Lower Cost is +10pts.

- Use Stamina is +10pts.

- No Energy is +30pts.

Stored Use

This enhancer is one that Allows you to store the use of a power. The number of stored uses you have is 1 per application of this enhancer. You do have to pay the energy cost. But once payed, the energy is stored, and your total energy pool is temporarily reduced until the stored power is used.

Per Level Cost Increase: +10pts per time you want to be able to store a power.

Trigger

This enhancer is one that makes a power, once activated, react to a set circumstance. When you apply a trigger to a power you define the specific trigger at the time. Having multiple triggers means that multiple trigger enhancers need to be bought for the power. A power that is delayed to go off after a period of time is one type of trigger. Another may be when you are hit. Once a power is triggered it does not automatically reset, and has to be used again.

Per Level Cost Increase: +20pts

Type (Dice)

This enhancer is one that improves the die type of the power by 1 type per application of this enhancer.

Per Level Cost Increase: +30pts.

DRAWBACKS

Below are a number of drawbacks that you can choose to apply to your powers. Drawbacks do not decrease power costs like how enhancers increase them.

Expendable

This drawback can also be looked on as an enhancer, and can grow into becoming one depending on what you choose to do. This is an option for tech powers.

- **Ammo:** Ammo overrides the need for energy costs, but each use uses up 1 shot of ammo. Once out of ammo you need to reload, which

takes time, and you must buy/make ammunition, or recharge an internal battery. Initially applying this gives the attack 1 shot capacity. An action is needed to reload. You can carry any number of actual shots.

- **Ammo Clips:** The tech object makes use of ammo clips. The clip holds 6 shots before a reload is needed, and reloading a clip takes 1 action per shot. (Quivers for arrows do not count as clips.)

- **Internal Clip:** The weapon holds 6 shots and 1 action per shot is needed to reload the clip.

- **More Ammo:** Applicable to clips only, this means that the capacity of the clip is larger, x2 that of it's original. This can be applied more than once.

- **Edible:** The power is one that functions if you eat or drink it. Doing so uses half your actions. An edible power requires time or money to gain, and you can have several uses of it, so long as you have acquired the uses. Edible power tend to be slightly more bulky than ammo, and is typically something that is held in one hand. (Senzu beans are unique items and not covered by this.)

- **Burn-Up:** The power is tied to something that, once it is used, burns up and cannot be used again, unless you take time to craft a new one. This is representative of scrolls or other items that are 1 use only. You can have several

of these, but they must be individually made.

Per Level Cost Decrease/Increase:

- Ammo reduces the cost by 10pts. Clips increases the cost by 10pts. And More Ammo increases the cost by 10pts.
- Edible lowers the cost by 10pts.
- Burn-Up lowers the cost by 10pts.

Harmful

This drawback is one that causes a power to inflict harm on you when you use it. The level of the power, when used, does an amount of damage to Health when you use the power. Each application after the first increases the amount of Health damage you take proportionately.

Per Level Cost Decrease: -5pts per application.

Increased Energy Cost

This drawback is one that increases the energy cost to use a power. A single application multiplies the base cost by 2, with each additional application increasing this multiplier by 1.

Per Level Cost Decrease: -5pts per application.

Increased Difficulty

This drawback is one that increases the difficulty of a power. This can be due to it requiring very intricate gestures and incantations to use, or its just difficult to use. A single application doubles the figured

per level DS to the base. Each additional application increases this proportionately.

Per Level Cost Decrease: -5pts per application.

Limited

This drawback is a sort of catch-all for powers that you may want to limit in some sort of way. Limited powers have 3 options of severity:

- **Minor:** A minor limit is something that occurs every once in a while that either limits when a power is used, reduces its power under certain rare occasions (dice rolled are halved), or is other wise limited in a small but noticeable way. A power that is only usable during a full-moon fits this limit. Or a power that doesn't affect people with multi-colored hair is another example.

- **Moderate:** A moderate limit is one that occurs sometimes, but not too often. An example of this may be something that comes up once a week, or perhaps it may be something that happens once a day but only for a brief period of time (like up to an hour).

- **Major:** A major limit is one that happens often or even nearly all the time. Examples can include during a specific time of year, or a spell that can only cast once a week...or once a year.

- **Uses:** One other possible application is limited uses. A single application grants 1 use + 1 more use every 5 levels of a power.

Increasing the severity on this end reduces this number by half each time, but to no less than 1. Once all uses are expended the power cannot be used again. How the uses are recovered can be further determined by a separate severity. At it's base, minor, the uses recover after a character has slept or performed some other mundane action that needs 8 hours to occur. Increasing the severity for this part makes recovering charges something that takes longer, or requires something more unusual to recover. This can mean that you have two severity ratings.

Per Level Cost Decrease: -5pts per step of severity.

Longer Activation

The drawback is one that makes a power take longer to turn on or otherwise activate to use. Powers that affect just you, use only 1 action to turn on (normally), while powers that affect others use 1/2 your actions. Applying this draw back increases the time to either 1/2 your actions, or all of your actions. More applications can be applied, but their intervals continue in the same steps, progressing through other turns until it can be used. However, this runs the risk of interruptions, forcing you (when you take damage) to make an additional skill check to use the power in order to keep your concentration (DS is vs. the damage taken).

Per Level Cost Decrease: -5pts per application.

Noticeable

This drawback is one that makes a power even more noticeable than normal. It effectively lowers the DS to notice a power being used. This can mean that a power is vastly brighter, louder, or is at least more noticeable to one sense.

Per Level Cost Decrease: -5pts per application.

OTHER ENHANCERS/DRAWBACKS

Included here are a few additional things that can further expand on powers, but may not fit into one place or another.

Linked

A linked power is one that is linked to another power or group of powers. Powers that are linked together are not the same as a power built with more than one template. A power that is linked must be linked to a central power. If the central power is disabled then all powers linked to it are disabled. The central power is one that needs to be on in order to use the powers linked to it. As such the central power must be one that stays on for prolonged periods of time. An example of this is power armor. Without the armor, the powers linked to it cannot be used.

Per Level Cost Increase: Each power linked to a central power gains a -10pts to the powers cost. The central power, however gets no cost reduction, but must be noted as the Central Link.
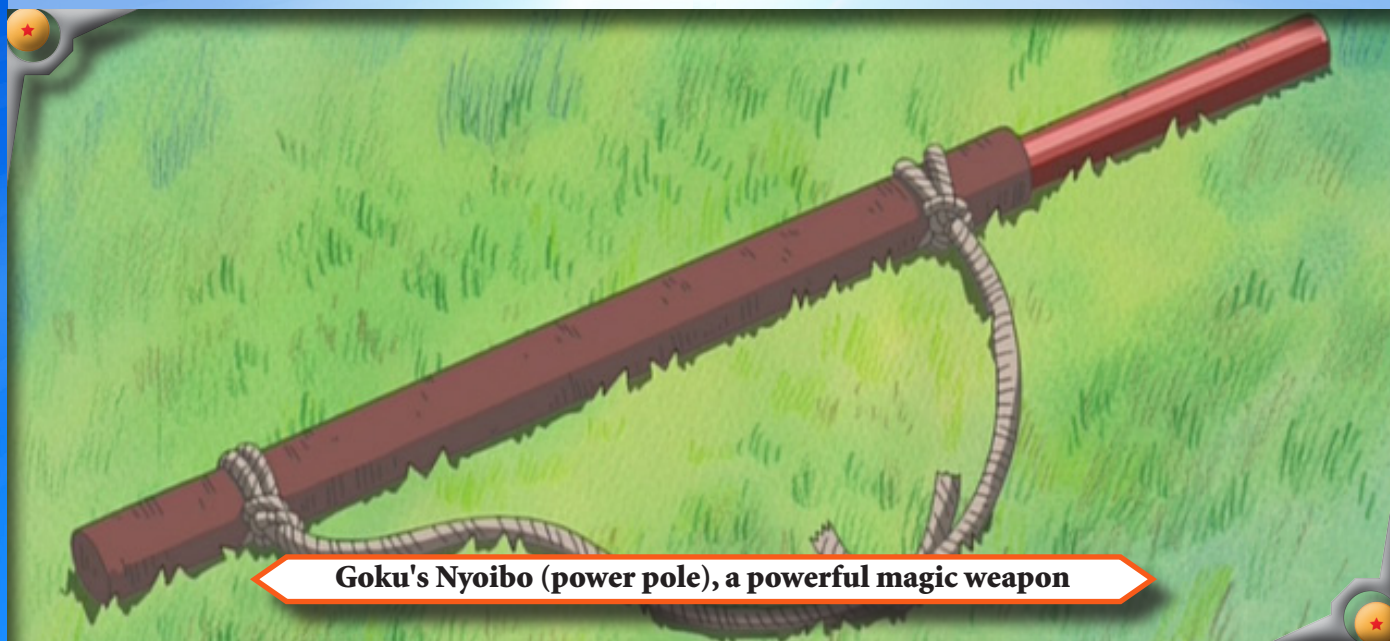
Goku's Nyoibo (power pole), a powerful magic weapon

Magic Item

The power is a magic item. First, the power must be of the Tech type. As a magical item, the power much more durable than that of other tech type items. Applying this to a tech power increases it's Resistance by x2, and allows the Structure of the power to regenerate (1pt per hour) so long as it is not destroyed. Applying this again further enhances the item.

Per Level Cost Increase: +20pts per application.

GOKU'S KAMEHAMEHA

This example is going to show where Goku's version of the Kamehameha started. Starting off, Goku has the Harness Ki talent.

His first real power is the Kamehameha. It's not nearly as powerful as Roshi's, and it doesn't take as long to use. (It took Master Roshi 50 years to develop the

Kamehameha.)

Step 1: We pick the Damage Power Template. The Base cost is 20CP for 1d4 Damage (Kinetic). This starts our build.

Step 2: We now decide on the Enhancers we want. Goku's starting Kamehameha isn't very fancy. It has Range (Normal Range) +10pts, and Type (Dice) +10pts.

So for the 1st level of our Kamehameha we are looking at a 40pt per level cost. Easy, right?

Well now lets say that you've bought this up by 4 levels and you want to improve the Range, effectively doubling the base range. Unfortunately you cannot just pay 10pts to improve the enhancer. No you have to pay for each level you have. So at level 4 you're looking at spending 40pts.

But below is an example of what the

power will look like on a card.

POWER	PT COST PER LEVEL	
Kamehameha	40	

DESCRIPTION
A ranged Ki energy attack used by cupping ones hands together saying the name and thrusting the hands outward.

LEVEL	4 (160pts)	ACTIVATE	1/2 of Actions
DICE/EFFECT	4d6		
RANGE	20m per inc.	DURATION	Instant
TARGET	Single		
TYPE	Ki		
SKILL ROLL	12		

ENHANCERS/DRAWBACKS
Ranged (Normal), Type (d6)

	ENERGY COST	8

Above is an example Power Card listing the example Kamehameha that a young Goku might have at some point.

CUSTOM ENHANCERS/DRAWBACKS

While I have tried to account for certain potential enhancers and drawbacks to customize your powers, it is possible that you may want something that isn't listed. Don't feel like you are limited, you can create your own enhancers and limitations by simply looking at the existing ones as examples.

Mundane or common enhancers tend to cost just 10pts. But more useful enhancers cost 20 to 30pts.

Drawbacks, however, only ever reduce a cost by 5pts, though an exceptionally limiting one could reduce a cost by much more. The "Limited" drawback

is meant to be that catch-all for what may be lacking.

But you may also want other things, little tweaks to the power, like a static bonus to damage, or maybe even attack rolls made with it, or maybe even the reverse, a drawback that imposes a reduction in damage dealt, or that gives a penalty to your attack rolls for some reason.

This is permitted as an enhancer/ drawback.

A bonus to damage/attack rolls will require you to spend 10pts still, but this gives you a +5 to damage/effect roll or a +2 to attack rolls.

The reverse of this is then applied for a drawback, where a -5pts reduces damage/effect rolls by a -5, or a -2 to attack rolls is applied.
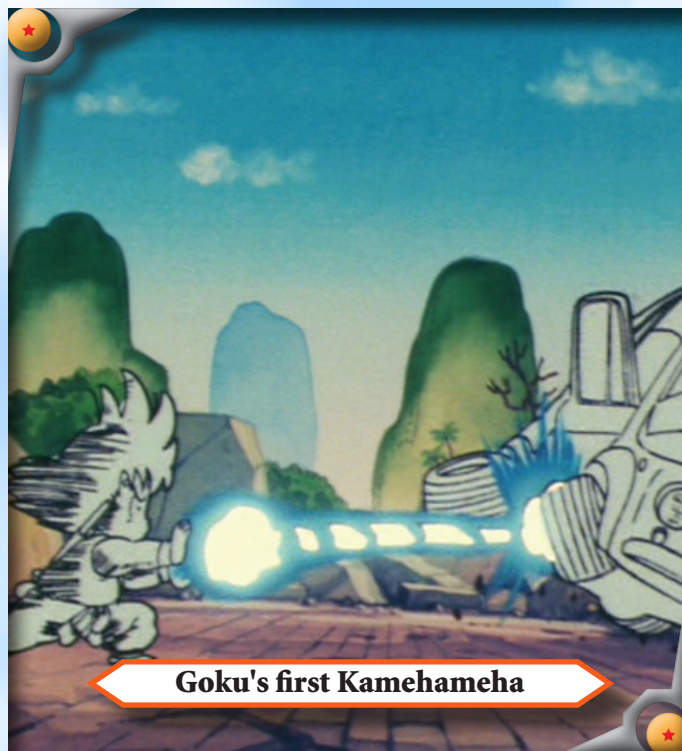
Goku's first Kamehameha

MIGHTY TRANSFORMATIONS

One of the big parts to the various Dragon Ball characters abilities is the ability to transform into new states of power and ability. These are different than what powers can do, but powers can also be used to create transformations as well. Just keep in mind that if you want a true transformation for a character that does not have one normally, then you may wish to reference the transformations here and build one for yourself based on what is here.

The transformations presented here will cover the following:

- Beast Mode
- Fusion Dance/Potara Earings
- Great Ape (Oozaru) Form
- Kaio-ken
- Namekian Fusion/Fission
- Potential Unleashed
- Potential Unleashed - Awakened State
- Rage/Berserk
- Suppressed Forms
- Super Saiyan
- Ultra Ego
- Ultra Instinct
- Custom Forms

Goku turning Super Saiyan for the first time

ACQUIRING TRANSFORMATIONS

The act of gaining a transformation is often apart of a story. It is typically a method of leveling the playing field, granting players a means to overcome a foe who is beyond their normal levels of power. Or maybe a new player has joined the group and to help keep up with everyone you grant them a transformation.

In a few other cases, transformations may be a natural part of the player's species capabilities. Saiyans have their Rage, and Frieza's species has their repressed forms.

And to that end, transformations are never really purchased so much as granted as a reward for players reaching certain milestones or objectives. So don't expect to see any

CP costs involved here.

But to start in understanding Transformations we need to talk about the next mechanic that is important for game play: **Power Level**, or **Battle Power** if you prefer that term.

Power Levels

Players each have a Power Level. How this is calculated depends on different talents and powers that a character may posses. Characters who make use of powers tend to have a Power Level that is constantly growing. However characters that rely on technology for their powers also have a Power Level, but it is one that cannot be sensed, but it is still there.

Characters without powers (normal beings) will have a Power Level that is equal to their Power Score.

Once a character has powers then things change. A starting character will have a Power Level equal to their <u>Power score + Energy Pool + the total levels in all powers</u>. This is then rounded up to the nearest tenths place.

This may not seem like a lot, but remember that this is how it is when you are just starting out. As you gain CP to improve on your character, this score will increase. But there are other ways to increase the score outside of normal character advancement.

Saiyans, for example, gain an increase when they heal from certain forms of injuries. Training can also be done to increase your Power Level. And

Goku fully transformed into a
Super Saiyan

of course, Transformations will also increase it.

Your Power Level is compared to that of any opponent you face. It will be either equal to, close to, higher or lower than theirs.

It is by this means that players, or their foes, can gain an **Advantage** over the other.

Fortunately, Advantage is easy to deal with in figuring out and doesn't require you to do a ton of math beyond simple comparison.

Figuring out where your Power Level stands in comparison to others is determined as such:

- **Equal to or Close to:** When your Power Levels are equal to each other or nearly equal to each other then there is no benefit gained. Determining if you are "close to" is typically when your score is with in 10, 100, or 1,000 and so on points of a foe while in a more general sense you are nearly matched. For example, if you have a Power Level of 9,000 and your foe is at 10,000 then it's not close. But if they were at say 9,500 then that would be considered close. Now lets say you are at 20,000 and they are at 19,000. Well here the GM may consider that the threshold for "close" is with in 1,000pts of each other and could consider this close or not.

- **Higher Than:** When you or a foe has the clearly higher Power Level, you or they get a Power Advantage. A normal Advantage is the ability to add your Power score as a Static Bonus to combat skill rolls, all damage you deal, and to your Endurance score.

- **Significantly Higher:** This occurs if a Power Level is obviously significantly higher than the foe being faced. Here the benefit from before is doubled, and you also exude an aura of power. Think of this as an automatic intimidation effect. This is a score equal to your Power score x the number of powers you have + 10

(as if you made an intimidation roll). This can be even higher if a new Transformation is used (an additional +10), or if the higher Power Level is double or more than that of the other. If the roll is failed, the person is struck with awe or fear. Awe is typical when around allies, but Fear with opponents. This effect lasts 1 turn per 2 points in a person's Power score. This may not bee too long, but that can sometimes be enough.

- The GM may also decide to grant other benefits with a high power level.

Transformations

To follow at the various transformations that are available for players to gain. Most transformations will grant a number of different benefits.

These benefits may vary depending on the transformation. All give a bonus to Power Level but from there they will give benefits across 4 or more areas with fusions generally being functionally different.

In addition to these transformations, you can eventually train to improve these. And some transformations do come with drawbacks, and all typically have some sort of requirement in order to get it.

Fusions, however, break these rules as they serve to unite two beings into one.

Master Roshi's Beast Mode "Max Power"
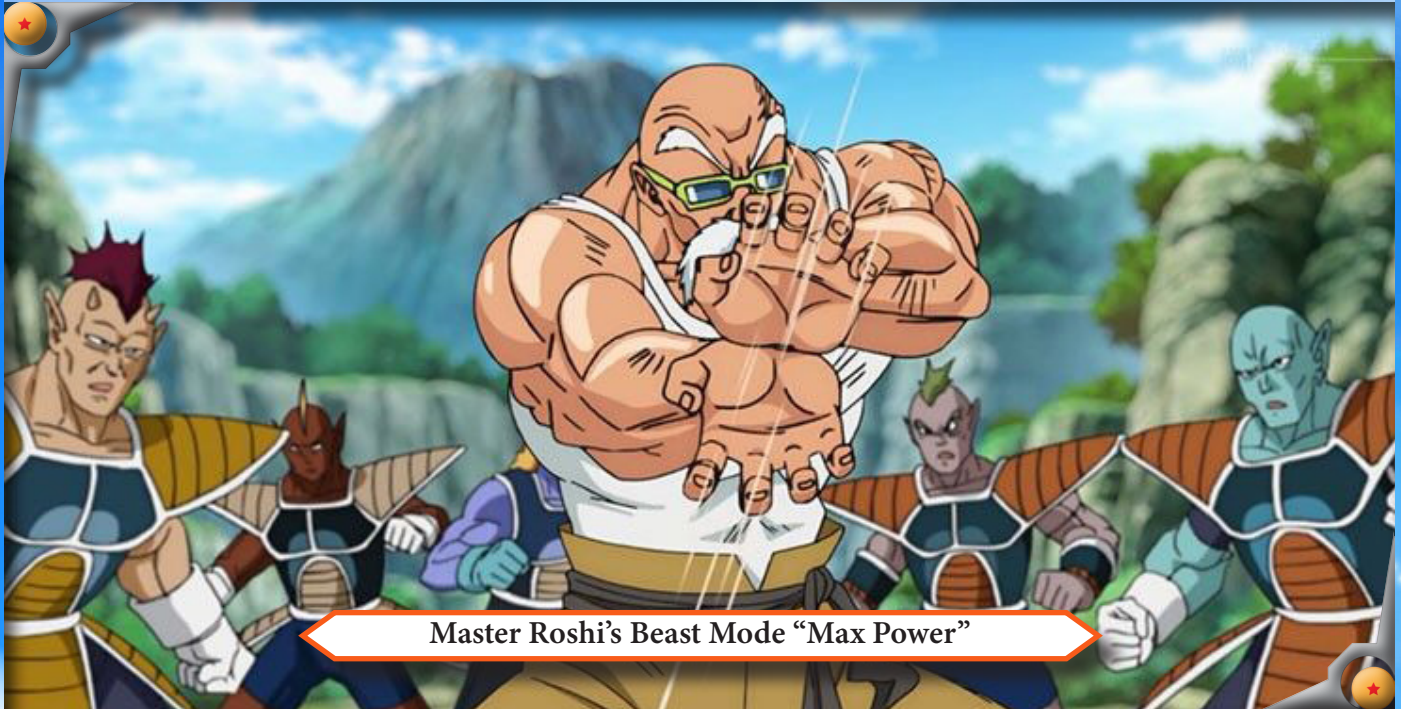
You have either trained yourself to assume a more powerful natural form, or you naturally possess an ability to do something similar. This transformation involves an increase in body mass and general size, sometimes one's appearance is also affected when assuming this transformed state. Beast mode is a form that is possibly the easiest form for most beings to be able to develop. While not an overtly powerful form it can be quite helpful for some beings who don't possess a transformed state like that of the Super Saiyan.

Requirements

Power Score must be a 4 or higher.

Must not possess a natural/species capability to transform (like Saiyans, Namekians, or Frieza's Species.

Must spend time training to expand their physical form, channeling energy through their body, or making use of spells or other powers to heighten one's physical mass to a degree.

Effect

Power Level	Power Level is multiplied by 2.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers are increased by a static amount equal your Power Score.
Endurance Boost	Endurance is increased by your Power score.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score and by the score respectively.

Training to Improve

CP can be spent to increase one aspect of the transformation at a time once the form is gotten. Each of these must be improved, in order, before you can start the process again.

Power Level	The Power Level multiplier will cost 100 CP for a 0.5 increase to the multiplier. Each increase is by 0.5 and sees the CP cost also increased by 100 CP intervals.
Boost	Increasing this by an additional +2 will cost 100 CP + and additional 100 CP per interval of improvement you are on.
Endurance Boost	Increases here occur in +1 intervals, costing 100 CP + and additional 100 CP per interval of improvement you are on.
Energy Boost	The Energy Pool see's an interval increase equal to your Power Score. (So if you had this at level 2, and your Power score is 5, then that would be 2 intervals and be 10 x 2.) Your Gather Energy score is then increased, per interval, by your Power score. The cost, as has been established 100 CP for the first increase, while each additional interval increases this cost by an additional 100 CP.

Zarbon's Beast Mode "Monster Form"

Fusion is a method by which two beings can join together to become a singular more powerful being. The art of the Fusion Dance comes in two forms, a sort of dance that can be performed that involves not only moving in step with a partner, but to also harmonize your energies together. However getting either steps wrong can cause problems.

But then there is the Potara Fusion. Much simpler in how it is performed by simply wearing an earing on each fusing person's ear (on opposing ears). So long as they are close, the fusion happens automatically.

Fusion Dance Requirements

Power Score must be a 4 or higher.

An exotic transformation that must be taught and cannot be learned on one's own.

Both participants of the fusion must have the transformation.

Goten & Trunks Fusing into Gotenks

Potara Requirements

- Must have access to a divine being, a Supreme Kai, who is willing to share their special earings with others.

Effect:

While both of these fusions perform the same thing, their method of execution differs. The Fusion Dance requires both participants to make two skill rolls. The first is an Entertain roll, both rolls need to be close to each other for this first roll to be a success. For the rolls to count as being close to each other they should

be with in 5pts of each other. Anything else is a failure. The second roll is one that requires the participants to synchronize their Power Levels, essentially making them equal. Either a Control Ki, Spellcasting or Psionics. If you have nothing but super powers or tech then you will need to make a Willpower roll instead to make the fusion possible.

- **Fusion Dance Failure Results:** Failing the fusion dance doesn't mean it didn't happen, just that it didn't happen as intended. Performing just the dance can be done without the fusion occurring (as you teach someone how to do it).
  - <u>Successes vs. Failures:</u> If there is just 1 failure, the resulting fusion is often a Fat Fusion, which is like a normal fusion, only lacking in speed, stamina, and energy, but is still surprisingly durable. More than one failure results in the skinny fusion, where the body is emaciated and lacking all physical capabilities.
- **Fusion Dance Success, or wearing Potara Earings:** When both parties succeed in their rolls, a proper fusion occurs. Both participants turn to energy and through the magic of the dance become 1 being. This can be difficult for two players, as such on one turn one player gets to control the fusion form, while the other player gets the next turn. The building of the form starts with a fresh character sheet. With the earings, one person puts one on one ear, and the other person puts the earing on the other ear. If the earings are worn on the same side for both people then no fusion occurs, other wise it happens instantly, pulling both parties together immediately.
  - <u>Attributes:</u> The scores for the two characters involved are added together and then divided by 2.
  - <u>Statistics:</u> Again these are all added together and divided by 2.

Goten & Trunks fussing together to form Gotenks

- <u>Species:</u> The traits of a species do not stack, but if you have a fusion created from two different species then you get the traits for both species.

- <u>Talents:</u> The talents that the two have in common are added together but are not divided. And talents that are unique to each individual (no similarities) are also retained.

- <u>Powers:</u> Again here we add up but do not divided, the powers that the two have in common. However, signature moves & powers like the Kamehameha, Big Bang Attack, and so forth are retained or potentially combined into a powerful unique attack for that form. Additionally, fusion forms may trade out some of these attacks for unique moves and attacks usable only in that form. Like Gogeta's Stardust Fall, and Vegito's beam sword.

- <u>Transformations:</u> Here things are a bit different. While transformations can be used, the fusion being is limited to only being able to use transformations that both beings know. When Goku and Vegeta fuse to become Gogeta to fight Janemba they make use of only the Super Saiyan 1 form, though both can turn Super Saiyan 2 and could potentially turn Super Saiyan 3 if Vegeta had seen and felt the power of the Super Saiyan 3 form before hand.

  This is shown to be possible when Gotenks turns Super Saiyan 3, though they had unwittingly met the necessary unusual conditions required to unlock the form while training in the Hyperbolic Time Chamber.

  However, if only one of the two fusing can transform then transformations cannot be used while fused.

- Fusion Dance lasts only 30 minutes. Once it ends there is a 30 minute downtime required before the Fusion Dance can be used again.

BULMA's NOTES
...Fusion Dance Failures - Fat & Skinny...

» These forms start with the normal adding up and dividing. But the extent of that can differ depending on the skinny or fat forms from a failure.

» **Fat Form:** The fat form sees the normal division occur initially. After this, you divide the following by 2 again: Speed (all movement), Stamina Pool, Recovery, Energy Pool, Gather Energy, Power Level, Damage dice.

» **Skinny Form:** This form instead see's everything divided by 3, including powers. There is an additional side effect that any actions, including walking, will inflict a level of Exhaustion. However, the exhaustion is removed once the fusion ends.

A Potara Earing

SSGSS Vegito

- Potara Fusion is permanent when used by Kai's or with a Kai, though when the fusion occurs with normal beings it isn't permanent. (There is a separate power that can force a defusion, called Forced Spirit Fission). Without fusing with a Supreme Kai, the fusion lasts 1 hour. However, transformations will reduce this time limit. Fusing while in a transformed state comes at a risk, involving that the user cannot depower at all, and if you fused while transformed then as time passes your life span shortens. This is why transformations after fusing is safer, but it reduces the time you remain in the fused state. Each form used halving the time you remain fused. God ki transformations are handled the same, but are intrinsically different from other transformations that a character may possess. So if you assume a God Ki transformation instead of another one then it doesn't count toward reducing the time limit.

- Potara power output is different from that of the Fusion dance, its more powerful. Power Level isn't just the adding together of both beings, but is then also increased by an additional x2 multiplier. You also add your Power score as a static bonus to all damage you deal.

- Other forms of fusion may exist, but shouldn't be equal to Potara fusion, and should function as a different variation of the Fusion Dance.

Even Fusion forms have their limits, and there are always beings more powerful, and more skilled, such as Ultra Instinct [Sign] Goku.

Playing a Fusion Character

It can be tough to fuse and say only 1 player has control over the character, after all a fusion being is 2 minds working as one. Though it is known that each fusion type takes up more personality of one person over the other. Vegeto more like Vegeta, displaying more arrogance and a sense of superiority. Gogeta on the other hand is confident, direct, and a little playful.

On each turn, the players of a fused character should decide on a course of actions, and should share responsibility for rolls. For example, if one player rolls the skill check to use a ki power, then the other gets to roll the dice of effect (if any) that the power has.

Optionally, control of the character can be passed back an forth. One round it's one player's turn, and the next it is the other player's turn. Remember that fusion is a unifying of minds, and that there is no descenting mind, no doubt in what they choose to do and not do. But that's not the case with players.

If ever in doubt on what to do, have both players lay their decisions out, and have them each roll a 1d20. The higher of the roll gets to act this time, while the next time the other player gets to act.

GREAT APE (OOZARU) FORM

Transformed Saiyans rampaging in a city

A Saiyan that still possesses their tail and look at a full moon will trigger a transformation that they have no control over. Over the course of a short time, the Saiyan will rapidly grow to massive size, becoming more bestial and ape like. The form is what is often referred to as the Great Ape or Oozaru form.

The triggering is not any amount of moonlight, but direct light exposure from a full moon that a Saiyan looks at. This light can be simulated, and often is by Saiyans on missions to worlds that rarely have full moons or won't have one for some time.

But as powerful as the form is, it has a number of flaws. Most Saiyans, for example, cannot control themselves in the form, save but for a handful who can (like Vegeta).

One other problem is that a Saiyan will loose their ability to transform into an Oozaru if they loose their tail. Saiyans also will typically regrow their tail under different conditions, occurring spontaneously in reaction to life threatening situations but not always. After a year has passed if the tail has not regrown then it will never regrow.

Requirements

Must be a Saiyan with their tail.

Effect

Growth	You gain the Growth power at Level 30 (you grow to be around 30ft tall). +7d4 to rolls benefiting from size. 15ft Reach (or 5 meters), and you occupy a 15ft/5 meter area), and your melee attacks have a 3 meter AOE, Defense is reduced by 3.
Power Level	Power Level is multiplied by 10.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers are increased by a static amount equal your Power Score multiplied by x5.
Endurance Boost	Endurance is increased by your Power score x2.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x10 and x5 respectively.
Breath Blast Explosion	Damage Attack, Level equal to Power Score x10, AOE Radius
Tail Weakness	When in this form, the tail is the primary weakness. Attacking the tail (a "Targeted Attack", explained in the Combat Section) must result in a Severe Injury in order to sever the tail.
Berserker	While transformed, the character is unable to concentrate or use their normal powers as they fly into an animalistic rage. Assign a number to each being around you, and then increase that by one or two so you have an even number to roll a single type of die for. On your turn, roll the die and the result is the target you currently focus your rage on - attacking them. If no one comes up, you attack the scenery. You can attempt to resist attacking someone, removing them from the rolls. This requires an Awareness roll, DS between 10 and 30 depending on how familiar or close to someone you are. A good friend or loved one would be a 10, a sparing partner or ally may be a 15 or 20, and a rival or someone you have only been traveling a few days with may be a 25 or 30.
Berserker Training	Some Saiyans can train to control their Oozaru form. This comes in the form of a talent, and must specifically offset the DS of the roll Awareness roll... so you'll need 30 levels in the talent. Once you do, you will have total control over the Oozaru form, and can act normally in the form, including the ability to speak (which normally is not possible). However, players shouldn't just be allowed to have this training and should discover that it exists. Originally, only the Saiyan elites were taught this method of control and were not keen to share this information with lower class Saiyans.

Goku using the Kaio-Ken x3

The Kaio-ken is a powerful technique that, while not a physical transformation is one of power. When used, the transformation does two things for the user. The power essentially increases the power, strength, speed, and senses of the user.

The true strength of the Kaio-Ken is the fact that it can be used in an enhanced way, with each enhancement not only further increasing the power of the user, but this comes at the cost of making you more susceptible to damage. Even after the use of the power ends, your body remains in a heightened state of receptiveness to pain.

When in use, the Kaio-Ken alters the user's aura into a red color with their skin & hair typically taking on a red hey from saturation of power.

Requirements

The power must be learned from either a Kai or from someone that already knows how to use the power.

Effect

Power Level	The Kaio-Ken works in stages. The initial Kaio-Ken gives a x2 multiplier to the users Power Level. The user then jumps to Kaio-Ken x3, x4, x5 and then x10, and x20.

Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Awareness rolls, and all movement are increased by a static amount equal your Power Score multiplied by half the multiplier being used (rounded down), or equal to your Power score (if the multiplier is the normal Kaio-Ken).
Pained	The use of Kaio-Ken affects the users ability to feel pain. When you take damage you will suffer additional static damage equal your power score, per Kaio-Ken increment. (With a base Power score of 5, the Kaio-Ken adds +5pts of damage, Kaio-Ken x3 does 10pts, Kaio-Ken x4 does 15pts, Kaio-Ken x5 does 20pts, Kaio-Ken x10 does 25pts, Kaio-Ken x20 does 30pts,
Activating	Activating the Kaio-Ken uses Stamina, costing your Power score, per Kaio-Ken step used. And while in use, your max stamina is reduced by this. (Example, is your score is 5, then the fist step is 5pts, with Kaio-Ken x3 being the next step and costing 10pts. Each turn, it will cost 10pts, but the max Stamina you can recover up to is only reduced by 10pts while using Kaio-Ken x3.)
NOTES	As a divine transformation learned only from the Kai's, the Kaio-Ken can be used with other Transformations, but this comes at a much more severe cost. Using the Kaio-Ken while in a transformed state further heightens the damage you take because of the "Pained" aspect of the Kaio-Ken. The damage from pained is multiplied by the "Boost" aspect multiplier from other forms.
Kaio-Ken Pain Tolerance	You can buy a specific power to reduce damage from using the Kaio-ken. Goku, for example builds a tolerance for using the Kaio-Ken up to a certain point while training with King Kai. So if the power reduces damage from the Kaio-Ken by 10pts then that means if you use a Kaio-Ken at a level that does more than 10 points then the damage is still reduced by at least 10 points.

SS Blue Goku using the Kaio-Ken x10

Piccolo & a dying Nail using Fusion

Namekian Fusion is something that is different from other forms of Fusion, and is something only they can do. The fusion is something of an ultimate survival trait that Namekians possess, allowing them to permanently fuse with other willing Namekians (or unwilling in some cases). Essentially what this does is it allows a Namek to gain an over all increase in power through the fusion with another Namekian, impacting nearly everything they can do.

But on the other side of this is Fission, where the Namekian spends time to separate their self into two separate beings, but with each being having their own distinct personality, but sharing their life so that if one dies so too does the other.

Requirements

The power requires 2 Namekians (only Namekians), one who will be the "absorber" and the other being the "absorbee." The absorbee, typically, must be willing. But it is possible to force a target/Namek into becoming an absorbee.

Effect	
In some respects, this is like the Fusion Dance & Potara earings, but only Namekians can use it.	
Attributes	Compare the attributes of the two. The absorber may decide what physical attributes from the other they may wish to have. But this only affects Agility, Might, and Power.
Skills	Compare skills, if the one being absorbed has a skill with more dice in it than the one Absorbing, you may increase the Absorber's skill by 2 dice. For all other skills they are increased by just 1 die.
Talents	Compare talents, if the one being absorbed has a like/similar talent then increase the absorber's talents by 2 levels. If they have a talent that the absorber does not then they gain that talent at 1 level.
Powers	Compare powers, powers that the two have in common are increased by 2 levels. If the absorbee has powers the other doesn't then you get the power at level 1.
Stats	These are enhanced via any changes to Attributes, Talents, and Powers that they may gain increases in.
Breath Blast Explosion	Damage Attack, Level equal to Power Score x5, AOE Radius
Power Level	Here we change things up, and the absorbee's power level is added to the absorber's Power Level. So if your Power Level is 1,000 and you absorb someone who's Power Level is 1,500 then your new Power Level is 2,500.
Forced Fusion	This is typically considered an "evil" action, one that is only taken by Namekians who care little for their fellows and seek only power. But this comes with risks. First, this starts with opposing rolls, Willpower vs. Willpower, and Control Ki vs. Control Ki. Now if the absorber wins both of these rolls then they absorb their target. If they fail one roll then they cannot absorb their target. However, if the target wins both rolls, then can turn the fusion around on their attacker, absorbing them instead.
Fission	This is the splitting of one's self into two separate beings. Here a Namekian makes a Willpower and Control Ki roll once again. The DS for this roll is equal to their Resistance score. This can take time, to perform and a failure only means it takes that much longer (hours). When successful, a duplicate of the original character is created, though of an opposing personality, and with the scores for their Agility, Might, Intellect, and Ego swapped around (Agility to Intellect, Might to Ego. After a fission, both parties are left with a number of levels of the Exhausted condition equal to their Power score.

Gohan transforming into his "Ultimate" form

This transformation is one of a few that anyone can acquire, though doing so requires a specific ritual to be undergone by someone looking to have their latent potential fully unlocked. It is not an obvious transformation, one that alters one's power. The form's power is such that it out does the Super Saiyan 3 form, at least initially.

Undergoing the ritual to grant this capability takes around 1 day to perform.

Aside from the increase in one's Power Level, the form also heightens ones senses, and power output. Unlike other forms, once activated it can be maintained until one falls asleep.

Requirements

Only a Supreme Kai or an Angel (or the Dragon Balls) can fully unlock a person's potential.

Everyone possess some degree of latent power or potential. This is different from someone's hidden potential. Few beings have hidden potential. Players must possess a unique "Hidden Potential" Talent that costs 80pts. It grants, under limited circumstances (like when angry), a temporary Power Level multiplier of 2d4. It is triggered under 1 or 2 specific conditions chosen by the player.

Effect	
The "Hidden Potential" talent is no longer usable when you gain the Potential Unleashed transformation. The CP used to buy the talent may be refunded and used for other things.	
Power Level	Power Level is multiplied by 30.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Awareness rolls, and all movement are increased by a static amount equal your Power Score multiplied by x15.
Defense Boost	Defense of this form is increased by your Power score x5.
Endurance Boost	Endurance is increased by your Power score x5.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x15 and by the score x5 respectively.
No Power Bleed	One of the big advantages to this transformation is that the rule of "Power Bleed" (explained later) does not apply. The form is an enhancement to your base form. Sleeping does relax the form, but it can be turned on as per normal transformation rules.
Lack of Consistent Training	One of the drawbacks to this form is that if you do not keep up some amount of training, the form's use can become difficult to activate, requiring a degree of effort to tap back into (DS 40 Willpower roll). But once you have trained to regain your former strength then the transformation works normally.

Another drawback to this transformation is that it cannot be trained up, what you see is what you get. However, that doesn't mean you cannot use it as a stepping stone to developing a different transformation. Gohan does this, in a way, when he unleashes the form and later triggers a new transformation based off of this form, which has been called Gohan Beast. Like wise, Piccolo gains the Potential Unleashed transformation via the Dragon Balls (skipping the need for the talent), and as an added gift to Piccolo from the Dragon, a transformation (not unlike Gohan's) is granted, and is simply called Orange Piccolo. For game purposes this will be called Awoken State. Unfortunately, too little is known about the form other than it putting Gohan at a level of power in line with Goku and Vegeta in their Ultra Instinct and Ultra Ego forms.

Transformations can be used with this, though using this with a transformation (the other must be activated first) results in the transformation's Power Bleed being doubled. The Awoken State transformation is exempt from this since the form is a unique progression for the Potential Unleashed form. |

POTENTIAL UNLEASHED - AWOKEN STATE
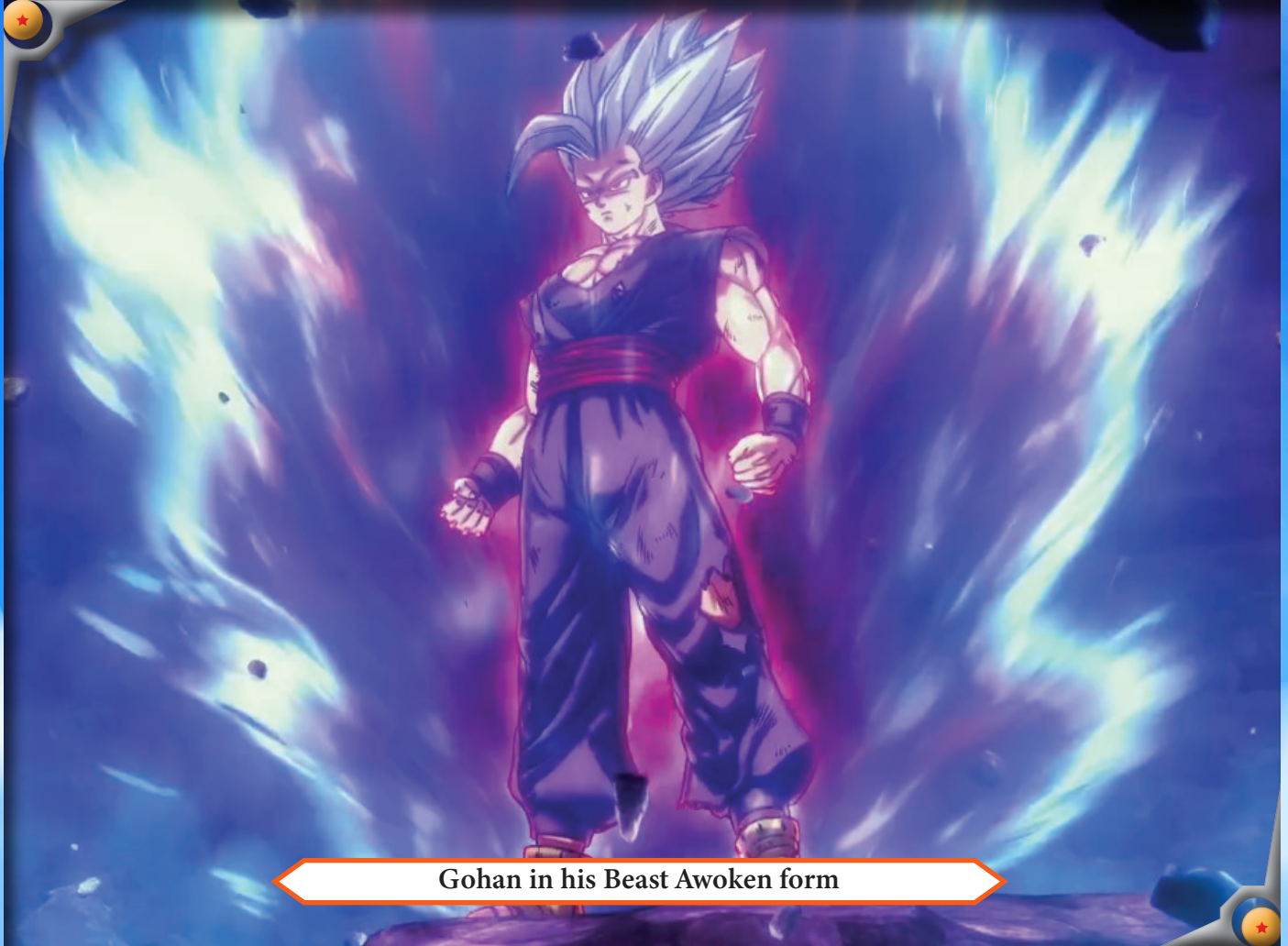
Gohan in his Beast Awoken form

This transformation is one unlocked by Gohan via when he witnessed something happen that induced a great deal of rage in him. The transformation is almost similar to the Ultra Instinct of Goku in appearance, silver hair, but the user's hair grows longer, their eyes turn red, and their aura is more chaotic and angry looking. That is how it affected Gohan.

For Piccolo, he saw a vast increase in his muscle mass and his skin took on an orange hue, though a bit darker orange in places. How this Awoken State affects everyones appearance should vary. The end result is the same though.

Requirements

Must possess the Potential Unleashed transformation.

Effect

Note that this transformation is sort of like that of the Super Saiyan forms, where you start at the Potential Unleashed form and then more onto the Awoken State. This is considered a divine God Ki transformation.

Power Level	Power Level is multiplied by 1,500.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, Awareness rolls, and all movement are increased by a static amount equal your Power Score multiplied by x30.
Defense Boost	Defense of this form is increased by your Power score x15.
Endurance Boost	Endurance is increased by your Power score x15.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x30 and by the score x15 respectively.
No Power Bleed	One of the big advantages to this transformation is that the rule of "Power Bleed" (explained later) does not apply. The form is an enhancement to your base form. Sleeping does relax the form, but it can be turned on as per normal transformation rules.

Orange Piccolo Awoken Form

Training to Improve

CP can be spent to increase one aspect of the transformation at a time once the form is gotten. Each of these must be improved, in order, before you can start the process again.

Power Level	The Power Level multiplier will cost 100 CP for a 0.5 increase to the multiplier. Each increase is by 0.5 and sees the CP cost also increased by 100 CP intervals.
Boost	Increasing this by an additional +2 will cost 100 CP + and additional 100 CP per interval of improvement you are on.
Initiative, Defense, Endurance, or Movement Boost	Increases here occur in +1 intervals, costing 100 CP + and additional 100 CP per interval of improvement you are on. Although with movement the interval is +10 meters instead of what is noted above.
Energy Boost	The Energy Pool see's an interval increase equal to your Power Score. (So if you had this at level 2, and your Power score is 5, then that would be 2 intervals and be 10 x 2.) Your Gather Energy score is then increased, per interval, by your Power score. The cost, as has been established 100 CP for the first increase, while each additional interval increases this cost by an additional 100 CP.

Both Piccolo & Gohan possess the same Awoken State but come at it from two different ways, its change on their appearance is also different.

Broly's rage is legendary, and barely uncontrollable

While everyone gets angry, not everyone gets more powerful because they lost their cool. Saiyans are well known for their rage, but there are other beings out there that may have similar anger problems.

Rage comes in two varieties - Enraged and Berserker.

A person who is simply Enraged can still think clearly, for the most part, and can direct their rage as the need. Now a person who is Berserk rarely see's the difference between friend and foe. A Berserker might be able to reign in their rage when around someone they care for, but other wise they will keep fighting until something happens to either cool them off or make them stop.

Rage is a transformation of sorts. It can grant a burst of power that lasts for a time, or it can be sustained and grow in power at a risk. Fortunately, a person using Rage can choose which to use.

Requirements

Must possess either a species granted Rage, or spend 80CP on a unique talent that grants access to Rage.

Effect

Rage is treated as a transformation, though it is not actually one. Rage also affects the character in any form they are in. However, forms that require a calm mind will end if you make use of your rage. Rage's use is not automatic, it requires the character to be in a situation that would enrage them. Typically, a friend being badly hurt or even knocked out can trigger it.

One additionally you can choose to either just enter a Rage or you can go Berserk.

|	
Power Level	Rage - Power Level is multiplied by 1d6x2.
	Berserk - Power Level is multiplied by x4...to start.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers are increased by a static amount equal your Power Score multiplied by the Power Level multiplier.
Endurance Boost	Endurance is increased by your Power score multiplied by half the Power Level multiplier (round down, minimum of a x2).
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x the Power Level Multiplier and by the score x half the Power Level Multiplier respectively.
Raging	Rage lasts only for a short time. It is good for bursts of erratic power, where the strength of your rage in the moment determines the amount of power drawn out. Rage lasts for a number of rounds equal to your Power Level multiplier.
Berserker	Berserk is more complicated, lasting longer, but also potentially coming with a risk. While berserk, you can only maintain the effect as long as you are attacking or being attacked. Additionally, your rage can deepen as your battle continues, allowing you to increase your over all power further - but at a cost. Deepening your rage requires you to willingly take 10pts of damage (essentially exchanging Health for over all power) to gain a 0.2 increase to the multiplier, this is not applied until you reach the full +1 to the multiplier. In this way, you can massively increase your power, but doing so does you harm and runs the risk of killing you if you are not careful.
	One last drawback to Berserker is that the desire to attack can be overwhelming. You run the risk of attacking anyone you see or sense as a threat - even friends. You can try and hold back from attacking an ally, but this requires a Willpower roll vs. a DS equal to 5 x the Power Level multiplier for Rage [Berserk] you are using. Someone precious to you, a loved one or someone you have a serious crush for, can lower the difficulty by half.

Frieza's Suppressed Forms

This transformation is one that was primarily used by Frieza, but it is possible that other species may have a similar form. Suppressed forms can also be looked as a means of power suppression. Your base starting form at character creation is typically not your normal form. The starting character's form is the form that is best able to handle their power without their power becoming difficult to control. Each subsequent form comes with increases in their power, but at the cost of that power being more difficult to control.

For the Frieza species (Frost Demons), they have a total of 4 suppressed forms (or 5 if you count the movie, Cooler's Revenge). The Frieza species also can develop their own transformations beyond their suppressed forms as Frieza himself has shown (Golden Frieza and now Black Frieza, however these transformations are not a suppressing of power, but transforming what is already present and are not apart of this transformation - they are more akin to the Super Saiyan forms).

Requirements

Must be of a species that has the trait - Suppressed Forms, or is a being who has learned how to suppress their power and assume less powerful states.

Effect

You do not need to transform into each new form to get to the final one, you can choose to jump right to the end if you want. Your base form is considered your 1st form, (though numerically the 4th when looking at it progressively). The next 3 forms are your transformed states with the effects of this transformation applied from there.

Power Level	Power Level is multiplied by 2 when assuming the 2nd form. The 3rd form then sees this multiplier become a x3, and the 4th form becoming a x4. This all affecting only the 1st' form's Power Level (base form), and not each others Power Level. [Frieza has a base Power Level of 530,000. His second from increases this to 1,060,000. His third form would increase this to 1,590,000. And his 4th form would be 2,120,000.]
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, Awareness rolls, and all movement are increased by a static amount equal your Power Score multiplied by the current form's multiplier. (With a 5 Power score, Form 2 would give +10, while Form 3 would give a +15 instead, replacing the +10.)
Endurance Boost	Endurance is increased by your Power score x the current form multiplier.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x30 and by the score x15 respectively.
Power Control Difficulty	One downside to this transformation is that it comes with an innate difficult to control one's power do to the jumps in strength that comes with it and that typically one doesn't train to control this power. When a skill roll is made to use one's powers you suffer a penalty to the roll equal to -2 per die per form stage you are using. [Note that you can develop a talent to offset this penalty.]
No Improving	This transformation cannot be improved on. Instead you can develop another form of transformation that can be improved on.

BULMA's NOTES
...Gold and Black Frieza...

» Frieza is the first of his species to actually put forth an effort to train his powers up. After he is resurrected, (Dragon Ball Super - Resurrection F), Frieza spends time training to develop an actual transformation and not merely a suppression of his power. This initially allows him to turn into Golden Frieza. Though he is still outclassed by the power of the SS Blue forms as he didn't take time to acclimate to the power. Much later, after another revival, he finds a Hyperbolic Time Chamber and uses it to train for 10 years. This results in a massive upswing in power for him, and for a new stage of his transformations - Black Frieza.

» Gold Frieza affects the max suppressed transformation state and is on par with SS Red/Blue transformation just without the access to God Ki. Mean while, Black Frieza is functionally similar to Gold, but does not stack with Gold (so far as anyone knows), and is more powerful than the Ultra forms when introduced, although little else is known.

Goku transformed into a Super Saiyan

The legendary Super Saiyan is a hyper acceleration of power and evolution in a Saiyan. Transformations are only possible once a Saiyan has built up "S-Cells" with in their body. This happens over time and can be slow or fast depending on the Saiyan and personality. This build up happens quickly if a Saiyan is, generally speaking, a good person, while Saiyans of an opposing persona build up S-Cells far more slowly, to a point that it hardly happens.

Transforming requires a trigger once enough S-Cells are built up in their system. Rage is a prominent catalyst for this, but the rage has to be meaningful to the Saiyan and not just the use of their ability to draw strength from their anger. Once transformed, a Saiyan's body never forgets the power and they can instinctively transform again without any training.

However, the heightening of power comes at a cost in the ability to control it. Fortunately for Goku, he already had exceptional control over his powers and the penalties for using the Super Saiyan had no impact on him.

But in addition to a standard Super Saiyan Transformation there are two additional stages that can be reached. However of these two, the first form possesses the most stable power and can be improved to be superior to the other two forms.

The character must be a Saiyan or of a Saiyan Bloodline.

S-Cells must build up to 50 (50%) or higher for there to be a chance for this to occur.

S-Cell Buildup:

Saiyans and those of Saiyan blood gain S-Cells in one of a few ways, and are noted as 1 or essentially 1%.

- **Over Time:** Saiyans will gain 1 S-Cell per year of their life. If they are not a good person, then this is reduced to 1 S-Cell per 3 years.

- **Fighting for Others:** The problems with Saiyans is that they often fight because its what they enjoy or to cause chaos and destruction. But fighting for a purpose, to protect others beyond one's self triggers more S-Cell generation due to the emotions related to this. Consider it a +1 S-Cell gain per encounter that they act in such a manner.

- **Fighting for Justice:** A trickier side is fighting for justice. Here a Saiyan has a goal, maybe vengeance, they wish to pursue on another. Vegeta wishing to avenge the Saiyan race against Frieza. This forces him to team up with past enemies and to protect them. It forces a change in thought processes and allows for some S-Cell's to be generated, though less efficiently. Think of it as 0.5 S-Cells per encounter or 1 per 2 encounters.

- **Inner Turmoil:** Some Saiyans may wish to become Super Saiyans (once they know they can) but are held back by their own attitudes and personality. Overcoming some inner aspect of themselves can force a large amount of S-Cells to be made, but often this has to happen under other strenuous conditions. Vegeta, while out training to become a Super Saiyan, is unable to do so until he is put into a life and death situation in a meteor storm that left him desperate and giving up hope. In this event he managed to trigger the transformation. What this boils down to is that in extreme or life threatening cases the GM can allow a S-Cell roll to trigger the transformation even if they aren't at 50%.

- **Trigger Event:** Once S-Cells have reached 50 (50%) or higher, then a trigger event can occur. This would be an incident that would induce rage, or some other powerful emotion. If more than one incident occurs to compound the emotions you feel, then the percentage is treated as if it were 5pts higher. At this stage, you can make an S-Cell check where you must roll percentiles (2d10/1d100) under the % of S-Cells you have. If over, you fail to trigger the transformation in that instant. You could try again the following turn, but this second attempt is with a -5 penalty. (Goku, already with a high number of S-Cells, sees Piccolo hurt and Krillin killed. With Gohan being threatened, Goku was pushed over the edge and triggered the transformation.)

Effect

Once you transform for the first time you do not need to worry about rules to maintain. You're running on rage, and even if you power down, you can transform again right away as a Saiyan's body remembers the power it felt.

After one has powered down and rested, additional transformations need time to acclimate to the power. See Transformation Acclimation later on in this section.

Power Level	Power Level is multiplied by 10.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, Awareness rolls, and all movement are increased by a static amount equal your Power Score multiplied by x5.
Defense Boost	Defense of this form is increased by your Power score x2.
Endurance Boost	Endurance is increased by your Power score x2.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x10 and by the score x5 respectively.

Training to Improve

CP can be spent to increase one aspect of the transformation at a time once the form is gotten. Each of these must be improved, in order, before you can start the process again. Like wise the same can be applied to the SS2 and SS3 forms (and SS4 if it is permitted).

Power Level	The Power Level multiplier will cost 100 CP for a 0.5 increase to the multiplier. Each increase is by 0.5 and sees the CP cost also increased by 100 CP intervals.
Boost	Increasing this by an additional +2 will cost 100 CP + and additional 100 CP per interval of improvement you are on.
Initiative, Defense, Endurance, or Movement Boost	Increases here occur in +1 intervals, costing 100 CP + and additional 100 CP per interval of improvement you are on. Although with movement the interval is +10 meters instead of what is noted above.
Energy Boost	The Energy Pool see's an interval increase equal to your Power Score. (So if you had this at level 2, and your Power score is 5, then that would be 2 intervals and be 10 x 2.) Your Gather Energy score is then increased, per interval, by your Power score. The cost, as has been established 100 CP for the first increase, while each additional interval increases this cost by an additional 100 CP.

Super Saiyan [Power House]

One of the things that a Super Saiyan can do is attempt to enhance on their power by assuming higher levels of the Super Saiyan form. A pseudo-form involves channeling power for brute strength. This comes in whats called Grade 2 and Grade 3 Power House forms. These states can also be used while in other Super Saiyan forms when needed as well. It takes 400CP to buy the Super Saiyan Power House talent that allows you to use these grades.

Grade 2: Affecting aspects of the "Boost" benefit, this increases the benefits of the users Damage for all Physical Attacks, Might based skill rolls, and Powers by an amount equal to your Power Score x2. However, you reduce your Initiative rolls, Agility based skill rolls, and all Movement by the same amount.

Grade 3: Affecting aspects of the "Boost" benefit, this increases the benefits of the users Damage for all Physical Attacks, Might based skill rolls, and Powers by an amount equal to your Power Score x3. However, you reduce your Initiative rolls, Agility based skill rolls, and all Movement by the same amount.

Super Saiyan [Full Power]

Another option to evolving a Super Saiyans power is called Full Power. Here the character trains to master the Super Saiyan form so that it can be treated as their base/normal form, allowing them to remain in the form indefinitely without it tiring them. This is required in order to achieve the Super Saiyan 2 form.

The general effect is via a special talent, costing 800 CP. Transforming into a Super Saiyan is per normal, but once in the form you do not suffer energy bleed, and can rest or sleep while in the form without powering down. Being knocked out, or voluntarily powering down, or exhausting all of your energy will still result in a full power down.

SS2 Trunks using the Power House effect

Super Saiyan 2 (SS2)

The next true stage of power is via the Super Saiyan 2 form. This form is awoken via learning the Super Saiyan Full Power Talent, and by either rage or intense training under unusual conditions. Alternatively, a prodigy like Caulifla can figure out the transformation when pushed to need to transform in order to save Cabba and convince her friend, Kale, to come to her senses...although it took her a great deal of training to finally bring the form about at will since she lacked the same required triggers that Gohan had.

The transformation's effects, affect that of the SS1 transformation.

Power Level	Multiply the SS1 transformation Power Level by x3.
	This total amount is then multiplied by 4. So if your Power Level (PL) were 500, and you turn Super Saiyan, your PL would be 5,000. With SS2 your PL would be 15,000.
Boost	Increase the multiplier for the SS1 boost up to a x8.
Defense Boost	Increase the Defense multiplier for the SS1 boost up by 1 (x3).
Endurance Boost	Increase the Endurance multiplier for the SS1 boost up by 1 (x3).
Energy Boost	Increase the Energy Pool and Gather Energy score multiplier for the SS1 boost up by 3 (x13 and x8 respectively).

Caulifla using Super Saiyan 2

Goku in the Super Saiyan 3 form

Super Saiyan 3 (SS3)

The next potential stage of Super Saiyan power is that of Super Saiyan 3. This form is only attainable via intense training under very unusual conditions, like training in the Hyperbolic Time Chamber, or on the world of the Grand Kai, and one either knows and has sensed the power of the SS3 form, or has achieved the SS2 form and knows, (after a lot of training), that there has to be a stage beyond SS2.

The transformation's effects, affect that of the SS2 combined transformation.

Power Level	Multiply the SS2 transformation Power Level by x4.
	This total amount is then multiplied by 4. So if your Power Level (PL) were 500, and you turn Super Saiyan, your PL would be 5,000. With SS2 your PL would be 15,000. And with SS3 your PL goes up to 60,000.
Boost	Increase the multiplier for the SS1 boost up to a x12.
Defense Boost	Increase the Defense multiplier for the SS1 boost up by 1 (x4).
Endurance Boost	Increase the Endurance multiplier for the SS1 boost up by 1 (x4).
Energy Boost	Increase the Energy Pool and Gather Energy score multiplier for the SS1 boost up by 4 (x17 and x12 respectively).
Power Bleed	The use of SS3 causes more Power Bleed than normal, essentially doubling the energy bleed you suffer when transformed. (When not alive, the Energy Bleed is less of a problem for characters as they lack a real body.)

Super Saiyan 4 (SS4, non-cannon)

The Super Saiyan 4 form only exists from the Dragon Ball GT storyline and is considered to not be part of the normal Dragon Ball cannon (but is considered to be an extension of the DBZ movie cannon). Although the form has appeared in other media such as games.

The transformation's effects, affect that of the SS3 combined transformation. The user must also have their tail, or receive a massive dose of Blutz wave light (moon light) that allows them to assume the Oozaru form, they also have the SS1 transformation, and must gain control of the Berserk form, and then using the same method force the power into the compact SS4 form (the DS is equal to the total multiplier +10, or 37).

Power Level	Multiply the SS3 transformation Power Level by x10. This total amount is then multiplied by 4. So if your Power Level (PL) were 500, and you turn Super Saiyan, your PL would be 5,000. With SS2 your PL would be 15,000. And with SS3 your PL goes up to 60,000.
Boost	Increase the multiplier for the SS1 boost up to a x17.
Defense Boost	Increase the Defense multiplier for the SS1 boost up by 1 (x5).
Endurance Boost	Increase the Endurance multiplier for the SS1 boost up by 1 (x5).
Energy Boost	Increase the Energy Pool and Gather Energy score multiplier for the SS1 boost up by 5 (x22 and x17 respectively).
Saiyan Tail	The SS4 form does not posses the Tail Weakness that Saiyans normally have. Additionally the loss of the tail again after attaining this form, and anytime the Saiyan turns into the SS4 form the tail is restored. Additionally, clothing is often altered when assuming this form, and restored when exiting out. This may be due to the form being semi mystical in nature (or lazy writing).

Xeno Goku in SS4 form from Dragon Ball Heroes

Power of divine strength, God Ki is a power that only the Supreme Kai (Gods of Creation), Gods of Destruction, and Angels normally possess. But there are some who do learn to tape into or at least learn to sense. Those who learn to use God Ki often do so via a transformation, though training under some Divine beings can allow one to learn other methods of accessing it.

Not a true transformation, per say, those who learn to tap into God Ki while in their base form gain the following abilities as if they had performed a transformation. Additionally, only certain powers may be available to those who can access God Ki. Haki, the power of destruction, is one such power. Another is the power of creation that the Supreme Kais' possess. And another power is to control time.

- **Ki Change:** Your normal ki becomes God Ki. This means that anyone attempting to sense your Power Level can no longer do so unless they possess the specific, and rare, ability to sense God Ki. For the most part this means that Awareness rolls to sense you via your Power Level or Energy Pool automatically fail. When using God Ki you can also sense God Ki.

- **Godly Power Level:** Your Power Level remains as it is, but is considered more dense once by anyone that can sense God Ki. Essentially, when you generate advantage, if facing anyone who is not a God Ki user you double the benefit of your advantage. If their Power Level is still higher than yours, you still retain at least 1 level of advantage. If you face a foe who is a fellow God Ki user then your Power Levels are treated normally.

- **Divine Durability:** When you would take an injury you automatically reduce the severity of the injury by one step. A single minor injury is automatically negated, though if you would take more than 1 minor injury then you reduce the minor injuries taken by 1. If you take a multitude of different injury types at once, then you reduce each injury type by 1 step. Thus only by compounding injuries do you really add up to more severe injuries for those with God Ki.

- **Immune to Dark Magic:** Those who use dark magic, (special magic used by members of the Demon Realm Species) will find their powers do not work on you unless you allow it to.

- **Powering Up to Godly Levels:** Once you have learned to access God Ki via some means, you can learn to tap into it when in your base form. This comes via a talent costing 500 CP. This grants you the noted benefits above while still in your base form.

Most mortals will never come into contact with a Kai. Some worlds possess a "Kami" or Guardian of their world. They often remain out of the activities of the world unless it comes under threat. But they are subordinate to the King Kai's, or the first level of Kai from the next world or world of the dead.

King Kai's number in 4 and govern a cardinal direction of the universe - North, South, East, & West. Their exact duties are not known other than being mentors.

Above them is the Grand Kai who looks over all 4 quadrants of the universe. What he does exactly is also not too well known beyond mentoring unique warriors he deems worthy. And then above him, on the sacred world of the Kai's are the Supreme Kai's. (The the sacred world may only be walked upon by those of Supreme Kai rank, or if invited under unique circumstances.) There are ordinarily 5 Supreme Kai's as well (not counting trainee Kai's). With the 5th Kai being the "Grand" Supreme Kai and their leader, and the one a God of Destruction is tied to.

The Supreme Kais and the Gods of Destruction possess a "Life Link" that tethers them together. If one dies, so too does the other. The Angel attendant also falls into a torpor state.

Vegeta in the Super Saiyan God form

Based on the "Cannon" of the series, the next stage for Saiyans is to become a Super Saiyan God, also known as Super Saiyan Red. It is the only Super Saiyan form that either requires the aid of 5 others of Saiyan blood, or the aid of a Divine being who has knowledge of how the form is unlocked.

Goku was the first to use the form and did so with the assistance of 5 righteous Saiyans (Vegeta, Trunks, Gotens, Gohan, and Videl via her unborn child). The ritual has the 5 joining hands with two putting a hand on the recipient of their power. They do not channel their ki, but instead direct their emotions through their ki into the recipient, which takes several moments. The Saiyans doing this will automatically transform into Super saiyans. A golden aura envelops everyone, and a pillar of golden light will rise from the recipient into the sky, creating golden swirling clouds. All users will lift into the sky briefly.

With a few more moments their aura will turn blue and the user's body will ache slightly from the effect of this. Blue/white light will then erupt up from all there, slicing a hole int the clouds and disrupting weather for a brief moment above them.

After this they will all begin to vibrate with power and the recipient will be

Goku and 5 additional righteous Saiyans

completely enveloped in red light. After a minute, the others will depower, and the recipient will hand in the air for a moment longer before the red light fades. This leaves the new Super Saiyan God slimmer and appearing younger, but with vibrant red hair and red eyes in what is essentially their normal form.

How Vegeta gains the form is unknown other than that he had trained with the Angel Whis to do alone what otherwise required 5 others to help with.

The Super Saiyan God form is the first way anyone in the Dragon Ball series is able to access God Ki. And as powerful as the form is, it still does not necessarily put the user beyond the power of those who use normal ki. Beings like Jiren, Top, and Broly prove that while God Ki transformations are powerful, ordinary beings can still train to be their equal or superior.

Super Saiyan God, (or Super Saiyan Red), is more efficient and faster than Super Saiyan God Super Saiyan (or Super Saiyan Blue).

Initially, the Super Saiyan Red form has a time limit, but with training this time limit can be removed. Saiyans who first use the form will find their bodies remembering the power and able to retain a portion of that power (their Power Level) while in their normal Super Saiyan state.

Requirements

The character must be a Saiyan or of a Saiyan Bloodline.

They must have awakened the Super Saiyan transformation. Other levels of the transformation are not necessary.

Must gain knowledge that such a transformation is possible along with how it can be attained.

Effect

Normal Ki (Power Level) becomes God Ki. You gain access to the above noted God Ki capabilities.

Power Level	Power Level is multiplied by 1,200.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, Awareness rolls, and all movement are increased by a static amount equal your Power Score multiplied by x20.
Defense Boost	Defense of this form is increased by your Power score x10.
Endurance Boost	Endurance is increased by your Power score x10.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x20 and by the score x10 respectively.
Time Limit	The transformation, when first used, comes with a time limit on how long someone can remain in the SS Red form. This time limit is typically 10 minutes. However, once expired, half of the Power Level multiplier from this form is retained in the standard Super Saiyan form (a x5) for up to 24hrs. The form can be assumed again and again once you spend time learning to tap into the power fully again. Removing the time limit comes via a talent costing 1000 CP.
No Power Bleed	Due to the time limit, the SS Red form does not suffer from power bleed. More over, once the time limit is removed, there still is no power bleed.

Goku isn't happy with how he achieves the SS Red form as he fights with Lord Beerus
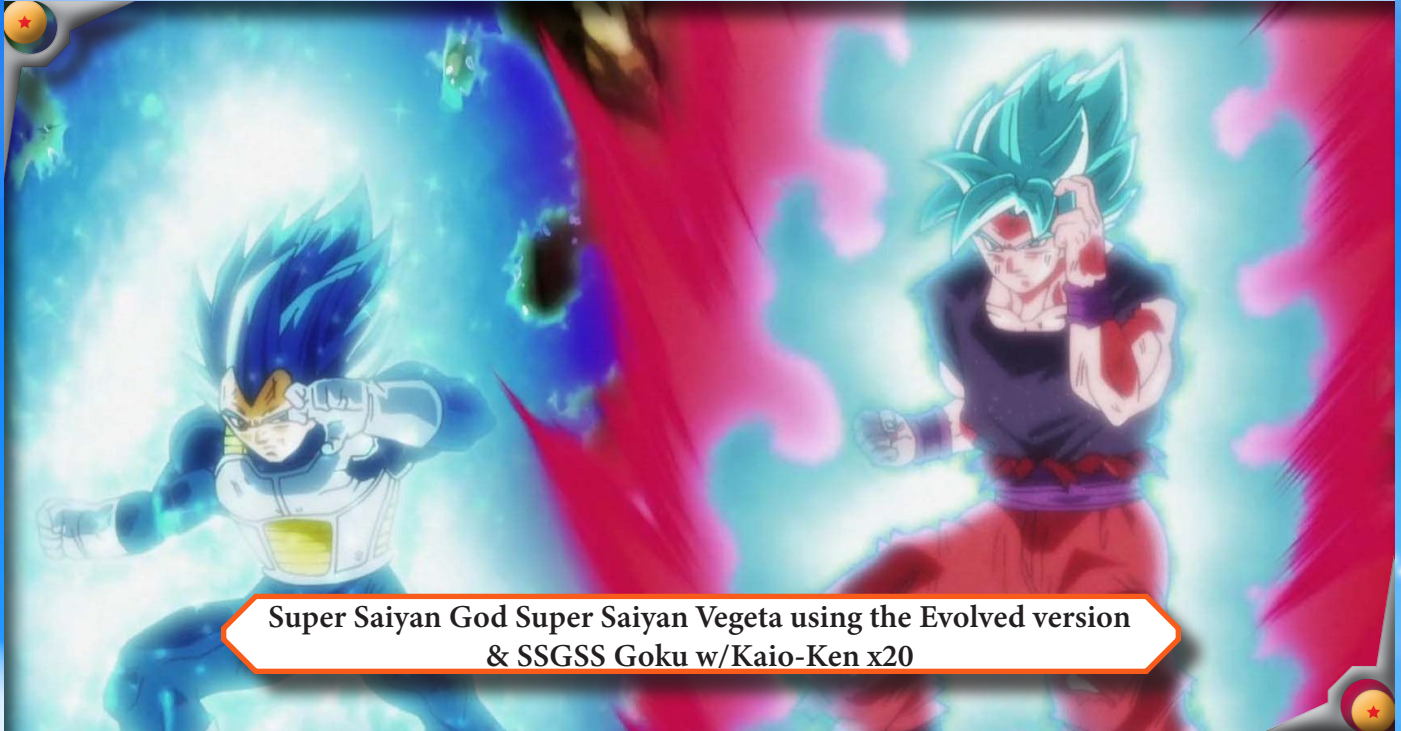
Super Saiyan God Super Saiyan Vegeta using the Evolved version
& SSGSS Goku w/Kaio-Ken x20

Also known as Super Saiyan Blue...since "Super Saiyan God Super Saiyan" is a mouthful. This form is the next stage of the Super Saiyan God transformation, and is essentially what happens when you transform into a Super Saiyan while in the SS Red form, but it is functionally different. Its actually best to treat SS Red and SS Blue as two separate, but the same, transformations.

SS Blue is all about brute power, and when being used, certain aspects of SS Red are lost while others are heightened, but it saps the user's energy much more quickly than SS Red, at least until you learn to contain the power instead of letting it seep out, or to evolve the power to act in a manner similar to the Kaio-Ken x20.

Requirements

The character must have unlocked the ability to transform into a Super Saiyan God.

The character must come to the realization, through training, that it is possible to transform into the SS Blue state.

Effect	
Normal Ki (Power Level) becomes God Ki. You gain access to the above noted God Ki capabilities. You do not need to turn SS Red in order to transform into SS Blue (after you have unlocked the power).	
Power Level	Power Level is multiplied by 1,440.
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers are increased by a static amount equal your Power Score multiplied by x20. However, the benefits to Initiative, Awareness rolls and Movement make use of a x10 multiplier.
Defense Boost	Defense of this form is increased by your Power score x5.
Endurance Boost	Endurance is increased by your Power score x10.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x30 and by the score x15 respectively.
Form Swap	While in the form, you can swap between SS Blue and SS Red far more quickly than you normally would with other transformations, but this comes with a roll. You must make an Initiative roll to quickly swap between forms. This is vs. a DS equal to half the Max roll for your Initiative roll.
Power Bleed	Unlike SS Red, SS Blue suffers from power bleed.

Blue Evolved

This is an enhancement that Vegeta attained by tapping into his Saiyan Pride, and breaking through his limits with Super Saiyan Blue to create a power up to just the SS Blue form.

Effect:

- This is functionally similar to the Kaio-Ken x20, just without the drawbacks.

Blue Power Contained

Goku eventually learns how to stop the power bleed of the Super Saiyan Blue form, allowing him to use it's power fully without it bleeding out over time.

Effect:

- This is treated as a special talent, this is outlined in detail in the portion of this section denoted to Power Bleed. The effect, once you have enough CP to buy off the Power Bleed for the transformation, cancels out the Power Bleed, ensuring that energy is no lost as the transformation is used. Energy is only lost as the character uses their powers.

Training to Improve

CP can be spent to increase one aspect of the transformation at a time once the form is gotten. These are the enhancements from the Super Saiyan forms and are applicable for the Super Saiyan Red & Super Saiyan Blue forms since they take from the total power of the SS3 form.

Power Level	The Power Level multiplier will cost 100 CP for a 0.5 increase to the multiplier. Each increase is by 0.5 and sees the CP cost also increased by 100 CP intervals.
Boost	Increasing this by an additional +2 will cost 100 CP + and additional 100 CP per interval of improvement you are on.
Initiative, Defense, Endurance, or Movement Boost	Increases here occur in +1 intervals, costing 100 CP + and additional 100 CP per interval of improvement you are on. Although with movement the interval is +10 meters instead of what is noted above.
Energy Boost	The Energy Pool see's an interval increase equal to your Power Score. (So if you had this at level 2, and your Power score is 5, then that would be 2 intervals and be 10 x 2.) Your Gather Energy score is then increased, per interval, by your Power score. The cost, as has been established 100 CP for the first increase, while each additional interval increases this cost by an additional 100 CP.

SS Blue Vegeta gets some revenge on Golden Frieza

Ultra Ego Vegeta

IN FACT, GO AHEAD AND CALL THIS ULTRA EGO.

KAKARROT'S BODY MAY HAVE A MIND OF ITS OWN, BUT I'M ALL EGO.
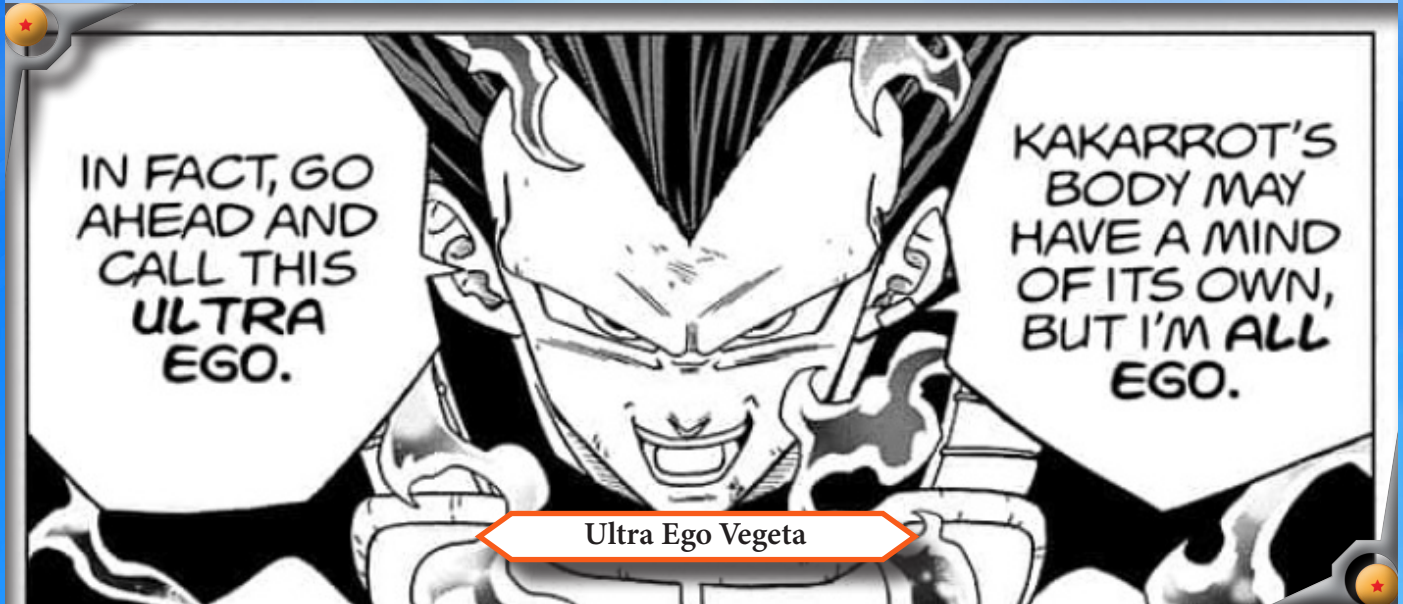
Something only seen in the manga, Ultra Ego, is a form that only Vegeta has attained. It is a form that can only be achieved by a person who has been trained by a God of Destruction. The form draws power from the users desire to indulge in battle, becoming stronger as they take damage. Damage is nothing but fuel, with the more harm taken making the individual more powerful. But this power is one that has to be used carefully as too much damage can overwhelm the user quickly as it requires the user to not evade taking hits but to take them either strategically or to just accept everything thrown their way.

Users of the form often bear a gold earing on an ear that denotes to other beings (Kai's and Gods of Destruction, along with those familiar with them) that the user is an apprentice to a God of Destruction and a sign that the user is skilled (to a degree) in the power of Hakai.

When transformed, the user's aura takes on (presumably) a purple hue, as does their hair (if they have any). For a Saiyan, (and likely others), their eyebrows become more prominent and the hair recedes into the skin due to the swelling, giving the individual a more neanderthal look (not unlike that of what happens with Super Saiyan 3). Though the exact appearance of the practitioner may vary based on species. Also, Ultra Ego is different from those that can use the "Destroyer Form," (a form only seen in the Anime, not the manga - Top used a different form there called "Aura of a God").

Requirements

The character must be able to access/use God Ki.

The character must receive specific training from a God of Destruction.

Effect

Normal Ki (Power Level) becomes God Ki. You gain access to the above noted God Ki capabilities.

Power Level	Power Level is multiplied by 30,000. This makes the form more powerful than the SS Blue with x20 Kaio-Ken. (SS Blue form multiplier is used first, then the Kaio-Ken, or the Blue Evolved form. So if your Base Power Level is 500, then the SS Blue form adds a x1,440 to that giving 720,000 and then 14,400,000 with the x20 Kaio-Ken. As such this form's Power Level is above that with 15,000,000.)
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, and all movement are increased by a static amount equal your Power Score multiplied by x30.
Defense Boost	Defense of this form is increased by your Power score x15.
Endurance Boost	Endurance is increased by your Power score x15.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x30 and by the score x15 respectively.
Taking the Hit	One of the things about this getting hurt. Greater power comes from being hurt, or essentially destroying yourself. Here, you purposely lower your guard, lowering your Defense, though you can choose not to if needed. • By willingly taking the "Off-Guard" condition (see Conditions), every hit you take (not based on damage) increases your Power Level multiplier by 0.5. Boost benefits are increased by +2 points for each 0.5 increase. However, if a round goes by where you do not take damage, then the multiplier bonus and the Boost bonus are reduced by the same amount, per round.
No Improving	Because the form is so new, there is no way to discern how it can improve or in what ways it improves.
Hakai User	You gain the ability to use Hakai at an elevated capability. This is not a normal damage power and has it's own rules. Just don't expect to be able to use Hakai at the same level as a full God of Destruction. (Explained later in this section.)

Ultra Instinct -Sign- & Perfected Goku

A power that is found only amongst divine beings, Ultra Instinct is a unique God Ki transformation that few ever have the capability of attaining. It is a state of being that is the natural state of Angels. Gods of Destruction often have some instruction in the use of it but cannot make true use of it since they are often ruled by their emotions.

The use of the transformation requires a calm mind, or calm emotions, or emotions that are greatly under control. Angels often have a relaxed attitude and can be quite happy in the midst of a fight, displaying that their emotions do not rule them, though the fact that the Ultra Instinct power comes naturally to them plays a large part in their ability to handle it. But even then different angels have different levels of mastery over this power.

Ultra Instinct is in part the ability to fight completely on instinct, amplifying one's natural capabilities based off their most powerful form. There are, technically 3 stages to the form. The first is called the "Principles of Instinct" which is not a transformation so much as a state of mind, learning to rely on instincts, one's senses, and years of training to fight. The next is where the transformation begins to awaken in a person, and is known as "Ultra Instinct -Sign-." This stage

is unbalanced, forcing the person to choose between offense and defense. While used offensively it is more difficult to defend one's self. And then when used defensively it is more difficult to use offensively. Users like Goku, had to swap between the two states of use, but the obvious flaw to this is needing to do that to begin with. The form, aside from changing one's aura into a blue hue with a distorting kaleidescope or prismatic effect of white/light purple/blue. The users hair even almost takes on a white/silver sheen, though the eyes do turn silver.

Finally there is "Perfected Ultra Instinct," where in this state all the aura and eye color changes apply, but the noted main physical change is that the hair of the user turns silvery white. In this state there are no limits on offense and defensive uses. But emotions must remain under control.

There is also one last drawback to the Ultra Instinct form initially. It doesn't last long. And because it pushes a user's abilities beyond their limits, reaching the end of the forms use can result the strain of power feeding back on the user causing intense pain and fatigue. Entering into the state either state too many times (before one has learned to train in it's use) can result in a person permanently loosing the ability to use their ki, or even their life.

Requirements

The character must be able to access/use God Ki.

The character must either receive specific training from an Angel that will let them earn two specific talents, or they must possess two talents. One for fighting by relying on one's senses/instincts and the other by for controlling your emotions. (The benefits for these don't need to be high, at least 1 level, but higher is better.).

Effect

Normal Ki (Power Level) becomes God Ki. You gain access to the above noted God Ki capabilities.

Triggering the Form	Triggering the power is no easy feat, and requires you to give yourself over to instinct. This involves two rolls. The first is a Willpower roll to control your emotions, vs. a DS of 30. And then you need to make an Awareness roll vs. the same DS of 30. Being under attack will increase the DS to 40. If both rolls are successful you trigger the -Sign- form. If you manage to critically succeed at one roll or the other then you awaken the "True" version of Ultra Instinct. This roll attempt can be triggered by surviving a powerful attack.

Ultra Instinct -Sign-

The first step in unleashing Ultra instinct is awakening the -Sign- level. This called this as it is a visual and sensory signal light (so to speak) that tells any divine being that a being is close to achieving a transformation that only the Angels fully possess (and are in the form all the time as part of their base form). It is partly triggered by having calmed emotions, or emotions that are under your control and the reliance upon one's instincts to a degree. The problem faced with this partial transformation is that one cannot use its capabilities for offence and defense, but one or the other at a time

Power Level	The characters base Power Level is multiplied by x25,000. This makes the form more powerful than the SS Blue with x20 Kaio-Ken. (SS Blue form multiplier is used first, then the Kaio-Ken, or the Blue Evolved form. So if your Base Power Level is 500, then the SS Blue form adds a x1,440 to that giving 720,000 and then 14,400,000 with the x20 Kaio-Ken. As such this form's Power Level is above that with 15,000,000.)
Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, and all movement are increased by a static amount equal your Power Score multiplied by x25.
Defense Boost	Defense of this form is increased by your Power score x10.
Endurance Boost	Endurance is increased by your Power score x10.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x25 and by the score x12 respectively.
Offensive Use	Chosen at the start of your turn, when you go into Offensive mode you move into autonomous fighting. This is about instinctively finding flaws in your opponents defenses and striking in that moment. When you make an attack roll, if it fails, you may reroll any 1 on the dice that you rolled, keeping the new roll. While in this state you treat your Defense as if you were "Off-Guard." (See conditions.)
Defensive Use	Chosen at the start of your turn, when you go into Defensive mode you move into autonomous defense. This is about instinctively guarding and dodging attacks from your opponent, leaving no openings or only the illusion of an opening. When an opponent makes an attack roll against you they are treated as if they had the "Uncoordinated" condition. While in this state you treat your attack rolls as if you were "Uncoordinated." (See conditions.)
Usage Swapping	The chosen use at the start of your turn is your default option. You can temporarily swap to one of the other uses by making use of one of your saved reactions. Using a reaction to attack, is per the normal counter attack rules for reactions (while being Uncoordinated). Using a reaction to defend is also per the normal rules for last-minute dodging (while being Off-Guard).
-Sign- Notes	One benefit of the -Sign- power is that it does not require total emotional control, only a reigning in and calming, though you can still get fired up it is with directed purpose and focused intent that doesn't break or end the imperfect use of Ultra Instinct -Sign-. The use of -Sign- does come with the draw back of Power Bleed, and thus cannot be maintained for too long because of this.
Ultra Instinct -Perfected-	
Awakening	This is the fully awakened Ultra Instinct state. It combines all the benefits of the -Sign- version, but without the draw backs. That is to say that you do not have to swap between Offensive and Defensive Use, and you do not suffer the conditions associated with using Offensive and Defensive Use of the -Sign- form.
Power Level	The characters base Power Level is multiplied by x30,000.

Boost	Damage for all physical attacks, physical action skill rolls, and those from powers, Initiative, and all movement are increased by a static amount equal your Power Score multiplied by x30.
Defense Boost	Defense of this form is increased by your Power score x15.
Endurance Boost	Endurance is increased by your Power score x15.
Energy Boost	The Energy Pool and Gather Energy score is increased by your Power Score x30 and by the score x15 respectively.
-Perfected- Notes	The form is still limited in that it requires a person to remain calm and in control of their emotions for the most part. At the start of each turn, while in the form, the user needs only make a Willpower roll, DS 30, to maintain the form. Calm emotions are needed, one cannot react to things based on an emotional response, thus a Willpower roll is needed when a situation occurs that would illicit an emotional response. The use of -Perfected- does come with the draw back of Power Bleed, and thus cannot be maintained for too long because of this.

TRUE Instinct

Notes	This is a variation that a being can eventually attain by beings who have had the chance to use Ultra Instinct for some time. Here they have learned to tap into the fundamentals of Ultra Instinct without needing to worry about maintaining any emotional control. Goku is the only one who has learned to do this. The use of this is like that of Ultra Instinct -Perfected-, except that all the calculated benefits are that of Ultra Instinct -Sign-, and essentially replaces the -Sign- form. The main benefit is that you don't need to worry about your emotions, though you still do suffer from Power Bleed. This is treated as an additional, separate, transformation from the actual -Sign- and -Perfected- forms, though you use those forms if desired, though -Sign- is a downgrade when used after you have this.

UI Perfected Goku vs.

Training to Improve

While at the moment there is no noted increases in power for the Ultras in the manga/anime, the GM can still allow CP to be spent to increase one aspect of the transformation at a time once the form is gotten.

Power Level	The Power Level multiplier will cost 100 CP for a 0.5 increase to the multiplier. Each increase is by 0.5 and sees the CP cost also increased by 100 CP intervals.
Boost	Increasing this by an additional +2 will cost 100 CP + and additional 100 CP per interval of improvement you are on.
Initiative, Defense, Endurance, or Movement Boost	Increases here occur in +1 intervals, costing 100 CP + and additional 100 CP per interval of improvement you are on. Although with movement the interval is +10 meters instead of what is noted above.
Energy Boost	The Energy Pool see's an interval increase equal to your Power Score. (So if you had this at level 2, and your Power score is 5, then that would be 2 intervals and be 10 x 2.) Your Gather Energy score is then increased, per interval, by your Power score. The cost, as has been established 100 CP for the first increase, while each additional interval increases this cost by an additional 100 CP.

Power Feedback

One problem that comes with any sort of transformation that is used is the risk of what is called Power Feedback. This is what happens when you use a transformation that you are not only new to, but is something you risk when you attempt to push a transformations use beyond what you can endure.

A single transformation's use will typically not trigger a Power Feedback problem for the character. The problem comes when you stack transformations. Super Saiyan forms, for example, add onto each other, but are considered the same transformation source. But add in the use of Kaio-Ken to any use of Super Saiyan and you now run the risk of Power Feedback. Use the Rage transformation while in the Super Saiyan form, you run the risk too. Essentially you can consider the rule for this to be 1 transformation source at a time or you risk Power Feedback.

Ultra Instinct, however, is unusual and unique, and always runs the risk of triggering this. Ultra Ego, by comparison doesn't trigger this due to the nature of God of Destruction training being something that mortals can aspire to. Ultra Instinct is the realm of the Angels and not even Gods of Destruction can fully tap into Ultra Instinct.

The effect is a sudden backward surge of energy, canceling the transformation, and inflicting on the person intense pain. This is handled easily.

- Make a Resistance roll vs a DS equal to your Power Score x itself when a

transformations use ends.

- Failing the roll results in Power Feedback. Your own power is turned on itself, so you roll your highest skill roll for your powers (if none, then you roll your Resistance again for this). What you roll is multiplied by your Power score and is the damage you take, unless the multiplier for the transformations (total of) is higher than the damage you roll. In this case you use the multiplier as your damage. Your Endurance score can reduce this damage to allow you handle the damage that you would take.

  - If this would deal no damage, then Power Feedback doesn't affect you. A critical failure, on the other hand, removes your ability to use Endurance to reduce this damage.

  - In addition to the damage, you take a number levels of the Exhaustion condition equal to your Power score.

- Succeeding in the roll means that no damage is suffered, but you do gain half the levels of Exhaustion.

- A critical success for the roll means no ill effects are suffered.

Goku suffering feedback from using Ultra Instinct -Sign-

Power Bleed

Transformations do not cost energy to activate (unless they state otherwise), such as a transformation built from a number of powers, like a magic spell that is used to transform or otherwise enhance a person. What power bleed is, is the bleeding out of energy from a transformation. It is only with special training that power bleed is stopped for a form. Once a transformation has bleed out all of your energy you loose the ability to stay in that form. You will have to use a Gather Energy action to allow yourself to not only replenish your energy, but to also allow you to transform once more. This is why characters often are seen "powering up" or gathering energy periodically while they are transformed in order to maintain the form.

The power level multiplier is used with a base of 5 (example: 2x5=10) and is the amount of energy that is subtracted from your Energy Pool at the start of each turn (rounded up if called for). Power Bleed should not exceed 50pts though. If for some reason it does, then it caps out at 50pts, this is especially true for God Ki transformations.

Mastering a transformation is the act of reducing power bleed from a form, not just improving on the forms various enhancements. Each mastery of a form must occur from the gaining of a unique talent for that specific transformation, including each individual Super Saiyan form. However, transformations that add onto the previous form also add onto the Power Bleed of that previous form, even if you have mastered that form.

Example: You mastered the SS1 form, but not the SS2 form. This means that while using only the SS1 form, its Power Bleed of 2.5x5 or 13pts (rounded up). SS2 has a Power Bleed of 3x5 or 15pts...but not really. Because the form adds onto that of SS1, you are instead looking at a Power Bleed of 28pts. For SS3 the Power Bleed is 4x5 or 25, but the total for using the form is actually 13+15+25 or 53. That is it would be if the cap for this wasn't 50pts. So, Super Saiyan 3 has a Power Bleed of 50pts.

The "Transformation" Mastery talent costs 50CP per level, the level in turn is used to reduce a transformations Power Bleed by that amount. Thus the highest level you can get with, say, the Super Saiyan Mastery talent would be 13, though if you increase the over all power of a transformation (1 increase, or level, in all transformation benefits that can be increase) then the level of the talent will need to be increased further to keep up with the Power Level increase.

CUSTOM TRANSFORMATIONS

The transformations presented here are just the most well known ones, and doesn't really account for unique transformations like the Legendary Super Saiyan or Berserker Super Saiyan form, or Super Saiyan Rage, which are just superior versions of Super Saiyan, but with some twist.

But what if you wanted a Super Sentai (Ranger) team for your players to be, a way for the humans to keep pace with the Saiyans via some magic devices that allow them to transform into armored battle forms? Well there needs to be rules there to make something.

Make Your Own Form

Below are some basic guidelines on making a transformation.

Mimicking an Existing Transformation	The first thing you may want to do is to base a new transformation off of an existing one. This is how you get Gold Frieza, based off of the Super Saiyan transformation but with higher Power Level effects since it is an extension of Frieza's Suppressed Forms. This also happens with Black Frieza to make him more powerful than Ultra transformation users. Essentially you are using an existing transformation as a template for a new transformation you have in mind.
Using Powers	It is possible that the GM may not wish to use the Transformations as they are, and may instead want a build their own versions using Powers. There is nothing wrong with this. But if doing this, you may want to look at the Levels in all aspects of these transformations to act as the Power Level Multiplier.

Below you will find the basic guidelines on how transformations are made. That is to say, these are the guidelines that I followed when making all of the existing transformations.

Power Level	Power Level multipliers have a few things that need to be considered. Era of play, and how soon players should access certain transformations. The multiplier partly influences the other aspects of enhancements that the transformation will give. The exception to this is what you find from God Ki transformations.

- Base multipliers start at a x2. From here they should increase to a x3, x4, x5, x10, x20, and x30. This is from a single transformation.
- Transformations that are a progression of a single form (like Suppressed forms) have their progressive multipliers only apply to the Base Power level of the user.
- Transformations that multiply the existing form, even if its another transformation are allowable, but are quite powerful. The Super Saiyan forms are all progressions of the original Super Saiyan form. The difference being that the multipliers affect the previous form.

Power Level (Continued)	• In addition there are some transformations that can be further utilized on any form that is being used. The Kaio-Ken is one such transformation, and another being that of Rage.
	• The x20 is not a hard ceiling. Stacking sources can serve to exceed this. The Super Saiyan forms are an example of this. Another is using the Kaio-Ken with the Super Saiyan form. However there should be a limit of no more than two separate transformation sources that can be stacked. Super Saiyan 1, 2 and 3 all stack since they are apart of the same source, but Kaio-Ken and Rage are two different sources and as such you can only use one at a time.
	• God Ki and Ultra forms affect only the base Power Level of the user and do not add onto other transformed states. The exception to this may be normal transformations that can reach God Ki levels of power like the Potential Unleashed - Awakened State.
Boost	• The Boost applies to a number of aspects of the character, often affecting all physical damage dealt, as well as that of from powers. Aside from this, boost should also affect only certain other aspects of a character. For the most part this has included Initiative, Awareness, and All Movement.
	• The benefit of this is equal to your Power Score, or maybe another suitable Attribute. This is then multiplied by half of the multiplier used on the Power Level. So if a x2 multiplier is used you only apply a bonus equal to that of the Power Score.
	• If the result would give a decimal point, you round down.
	• An exception to this is God Ki and Ultra forms, and forms that reach God Ki/Ultra levels. That is to say that if a Power Level multiplier exceeds 40 or 60 to the base form then the multiplier, or the total Power Level after a transformation would exceed what is equivalent to a x40 or up to a x60. These states make use of either a x20, x25, or x30.
Boosting Defenses and Endurance	• These are treated differently. Characters cannot be untouchable, and as such the increases to these are lower than the others. The multiplier applied to the Power Score here is also typically half that of the boost, or at the bare minimum is equal to the character's Power score.
	• Keep in mind that Boosts to Defenses and/or Endurance is not required, and some transformations can lack these.
	• While note explicitly stated, the bonus generated for Defense should also be applied to Evasion rolls when they are called for.
Boosting Energy	• Here we make use of 2 different multipliers. Again, these multipliers are applied against your Power score (or other score if the new transformation calls for it). Energy Pool increases by the Power Level multiplier. But the Gather Energy is increased by half of this, or by 5pts less than the multiplier.
	• Once again, remember to round down if needed.

Powers	• Powers added to a transformation (like the Oozaru mouth blast) have a level equal to your Power Score x the Power Level Multiplier for the transformation. If you want to add any enhancers or drawbacks to the power you can do so, reducing or increasing the effectiveness of the levels appropriately.
	• Keep powers gained from transformations to a minimum, typically 1 or two. Other wise players should build powers that are only usable while in the transformed state.

GAINING POWERS & TRANSFORMATIONS

Powers typically should be purchased with CP. However, in some cases the GM may feel it appropriate award powers. This can be because of good role playing, trying to learn a power spontaneously and critting your attempt to do so (which hopefully results in a humorous occurrence).

New Powers learned for free should be gained with a number of Levels equal to the characters Power Score multiplied by the number of Saga's everyone has played through. However, if this doesn't feel like enough levels then the GM should use their best judgment on what feels right. Half that of the characters strongest power is a good guideline.

Transformations on the other hand do not cost CP. Players should gain transformations as a reward for reaching important milestones, along with a narrative way of giving players a means of overcoming foes who are beyond their capabilities.

In some cases, of course, players may start with a transformation. Here instead you can choose to award them with a talent that starts them on the journey to mastering the form.

Vegeta training under intense gravity

Lord Beerus using Hakai

HAKAI - THE POWER OF DESTRUCTION

Hakai is a special power only Gods of Destruction and a handful of others can use. One requirement of Hakai is that users must have access to God Ki. Now it can be used like a normal energy attack, and is just a method of flavoring some of the unique attacks your can make. But a true Hakai attack is not the same.

Targets who have been affected by Hakai are erased from existence. Not even the Dragon Balls (except maybe the Super Dragon Balls) can bring such a person back to life.

Hakai use requires that you know how to do it and be using a form that utilizes God Ki. Targets must be within 1 meter of you or are in melee reach.

The target of Hakai must make a Resistance roll vs. the users own Control Ki or Spellcasting roll, Hakai cannot be used without effort and thus it cannot be used by someone who is all super powers. The use of Hakai also uses up 25% of the person's energy since they are not a God of Destruction (with Gods of Destruction the use is often only 1% and they can put more effort into its use). The action time involved is still like that of using a damage power.

If you succeed, the amount of what you succeed by is a percentage and the target's Current & Total health is reduced by this amount. A critical success results in doubling the percentage generated.

If the Percentage is more than 60% then the target must repeat their initial roll vs. your existing success. If they fail, they are destroyed. If they succeed then they manage to survive the process. If, somehow the percentage is 100% then there is no roll and you destroy the target.

Gods of Destruction have an easier time with this though (a +30 to their rolls). And beings who have God Ki can also have an easier time resisting Destruction (a +10 to their rolls to oppose).

Hakai can also be used in creative ways to form traps and such, or can be passed on to someone else to use on one's behalf. But doing so lowers the roll by 10.

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And a God Ki user can always try and gain control over a Hakai attack with the same roll.

Hakai is also not limited to just living beings. It can be used on objects and even planets. Though only Gods of Destruction can use it on planets. Objects get no chance to resist typically.

A successful use that doesn't kill the target doesn't mean part of them disintegrated. Rather the look is that they have started to break down into particles, but then all those particles snap back into place.

Keep in mind that Hakai is a sort of cheat code. Players using it should use it sparingly. One method of having them avoid using it often is the risk that if an opponent critically succeeds in their opposed roll that they can turn the attack back on you.

Another option could be the risk you run, with each additional use, of the power turning against you and destroying you instead.

Other beings that can potentially use Hakai in a heightened or more skilled state are God of Destruction candidates (like Top) and God of Destruction Students (like Vegeta).

But ultimately it is up to the GM on whether or not to even allow a non-God of Destruction to use Hakai. Remember its your world and you have the right to limit this powerful ability only to divine beings.

DESTRUC- TION!!

SS Blue Goku using Hakai

No being is more powerful in using Hakai than Lord Xeno - the Omni King, who can erase entire realities
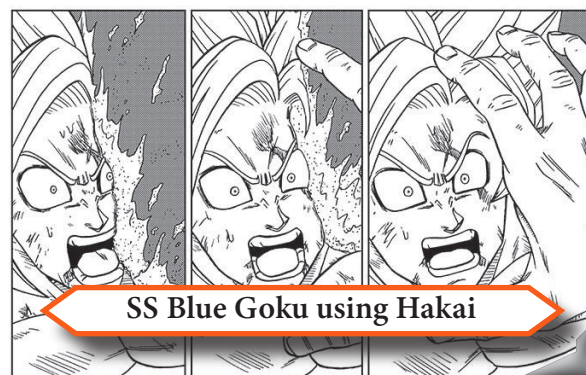
Chapter 05
Rules and Combat

"Oh, so you think you know how to fight do you? What nonsense. A true warrior knows that they are always learning, and that ignorance can cost you dearly."

"So be it. I, Vegeta, prince of all Saiyans, will shall test your resolve and strength. So pay attention because I don't like repeating myself."

RUNNING THE GAME
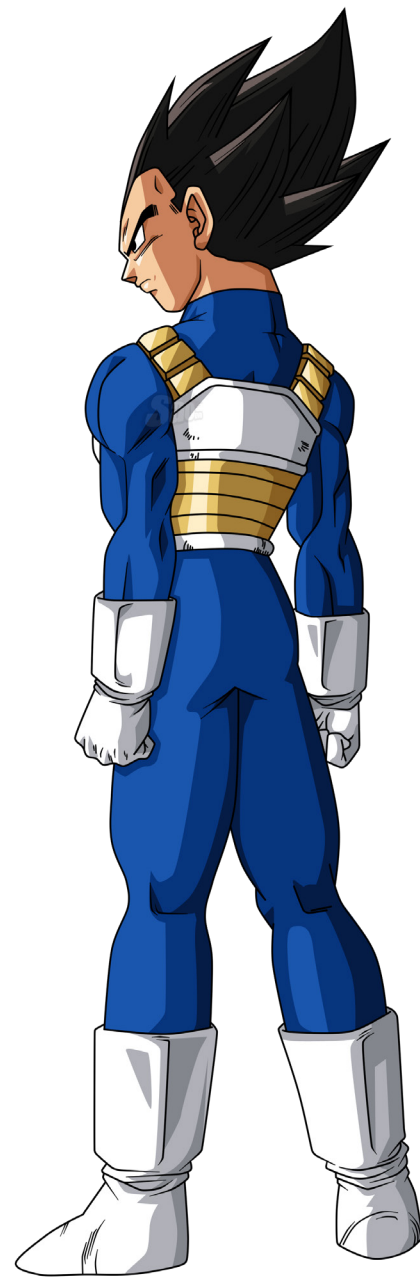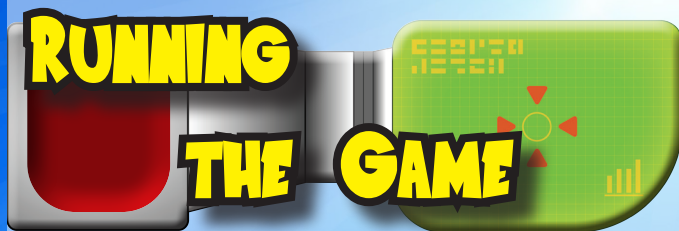
Finally we get to the part where everything can be brought together into what should be a cohesive set rules that will help you to figure out how to do something. This section is important for not just players but Game Masters (GMs) as well.

In the following section of the book you should find all the rules you need to run the game. One of the first and most important rules is that if any rule gets in they way of playing the game in a way that the GM and Players would prefer then feel free to change the rule.

Rules are guidelines and are not always perfect.

PHASES OF PLAY

Game play is broken up into three phases: Non-Combat, Surprise, and Combat.

Non-Combat: This phase is the typical part of the game where Player Characters (PCs) are not in danger, or other wise not engaged in battle. This does not mean that danger isn't present, just that it is not immediate.

Surprise: This is a phase where the PC's either are surprised or are the one's doing the surprising. The phase is short, consisting of only 1 round of action. During this phase of actions, those who successfully enacted the surprise get to treat opponents that they target as being "Off Guard." (This is a condition that is imposed under certain conditions and is explained later.)

Combat: The phase in which things slow down and shifts fully into seconds of time where actions happen fast, often faster than any normal being could perceive. This consists of turns and rounds.

- **Turns:** The time it takes for a character to perform their actions is roughly 10 seconds. But consider this to be abstract

- **Rounds:** This is the time it takes for every person/being in combat to use their actions. Turns are considered to happen simultaneously. And as such being able to act first in a combat encounter is preferred.

Actions

Actions themselves are broken up into 5 different aspects - Movement, Interact, Attack, Guard/Evade, and Reaction.

- <u>Movement</u> is how far you can move with a single action's use. This is equal to the movement type you are using (ground, flight, etc) in meters, squares, hexes, etc. depending on how you are choosing to use movement. Some groups like to use battle mats, others prefer the theater of the mind's eye. Eventually, movement can become arbitrary as your movement is so high that you

can close the distance to a foe with little effort. At which point, movement becomes important when attempting to flee or give chase.

- Interacting/Action is what you do when you need to open a door, shift a weight, draw/reload a weapon, rip off a shirt, or perform some other similar actions. In some cases an interaction is highly involved and take longer to perform.

- Attacking is pretty self explanatory and deals with an attack like a punch or a kick or some other attack. Power use often requires the use of several actions in order to use them and are covered here. Complex attacks also may use more actions.

- Guard/Evading is much like how attacks are used, denoting that you are attempting to better defend yourself from an attack. You can use actions to guard and attack, but there are difficulties involved in doing this.

- Reactions covers your ability to react to an opponent or situation at the last second. It requires, however, that you stipulate some of your actions for this. If you do not, then you are too focused on acting in a certain way to be able to react to unexpected (or even expected) danger.

Actions Points

Each character, whether they are run by a player, or the GM, has an number of Actions that they can use on their turn. This number has no upper limit and is representative of the super human speed that a character can have. To keep this simple, you can call these Action Points (AP).

Now each action you take costs a certain number of Action Points depending on what you do. It's best to decide how to use these points before your turn begins.

- **Movement:** 1 AP = 1 increment of your chosen movement speed at a time. If you wanted to run then fly you would spend 2 AP.

- **Interacting:** 1 AP = perform 1 interaction. The GM will decide how much AP is used when you choose to interact with something. (The AP Table will have examples of AP expenditures.)

- **Attacking [Normal]:** 1 AP = perform 1 Attack action on a chosen target.

  - Pummel: This is when you devote more than one action to attacking an opponent. Pummeling involves multiple melee attacks on a single opponent. A pummel is a single attack action, but each additional action you want to use imposes a cumulative -2 penalty to the attack roll. And for the first 3pts by which you exceed the Defense of the target by gives a x2 multiplier to the damage dice you roll (it

does not affect static bonuses). And every additional 3pts by which you exceed the first 3pts by increases the multiplier by +1 up to a maximum of the number of actions you have put into the Pummel. You cannot Pummel with 1 attack.

- Rapid Fire: This is simply the ranged version of pummeling. With powers, since most require you to use 1/2 your AP then after your initial expenditure you then can put more AP into it. However, in doing so you must also multiply the Energy cost of the power by the number of actions you put into it (starting at a x2 of course).

- Multi-Attack: 1 AP = per target. Sometimes, you want to be able to attack multiple opponents instead of just pummeling one. Here the basics of Pummel/Rapid Fire are applied, but in a different way. Here, you make an single attack roll, compare it to each target, per action devoted, with a cumulative -2 per additional devoted action. If your to hit roll is better than the Defenses of all targeted opponents, they each take damage from a single attack roll (sort of like an AOE). However, with melee attacks you must have the movement to get to each target.

- **Attacking [Powers]:** This is handled differently as most

powers require that you expend 1/2 of your total actions on using them. That's right, not half of what you currently have, half of the total. So if you have 10 AP then a power's use will use 5 AP (round up if needed). Now you can use an attack power twice if you want to, but you do take the penalty to doing so equal to the Energy Cost.

- **Guard/Evade:** 2AP = +1 Static Bonus is given to Defense, Evasion, or Willpower scores/rolls.

- **Reaction:** Reactions are the unique actions you can take outside of your turn. You will need to with hold AP for doing this however.

  - **Opportunity Attack:** When an opponent leaves themselves open for a reprisal attack, if you have reserved AP, you can make an opportunity attack. This is only a single attack, not a pummel or multi-attack. An opponent that makes a critical miss leaves themselves open to an opportunity attack.

  - **Deflect:** Here you are using a melee action to knock away a ranged attack (or catch if that's what you want to do). This requires 2AP for the reaction, and an attack roll vs. the attack roll of the incoming attack. Additionally, you must spend an amount of energy equal to or greater than the attack being deflected (determining this can either be a guess or with an Awareness

skill roll (if you can sense the appropriate type of power). If you are successful, you deflect the attack away from you.

- **Power Counter:** Similar to Deflect, except here you are using your reaction to use a power similar to that of the one you want to counter. The drawback is that you need to have 2 or more actions saved to perform a Power Counter. If you have only 1 then you cannot perform a Power Counter. Now if you can perform a Power Counter, you move onto making an appropriate attack roll with your chosen power. If your attack roll equals or is +2 over what you need, you stop the attack. If your roll exceeds this, then your attack punches throw theirs. On the other hand, the same is true if theirs. If the attack is just stopped then it ends there, it's countered. But if one roll was much higher, then you both roll damage. Subtract the lower roll from the higher roll and the amount left is what's left that pushes through or is thrown back - unless you or the other party initiates an **Energy Clash**. This is triggered if after the roll is determined that you wish to not let any left over damage be the only thing.

Movement

Movement consists of using 1 action to move your chosen form

of movement by 1 increment. So if you have a Flight of 10 meters, then that is your increment of movement.

However, movement does have a few additional rules to keep in mind.

- **Climbing/Swimming:** This uses the character's ground movement (typically), but the movement is reduced by half while they climb/swim. Athletics skill rolls are required when climbing or swimming is not a casual thing or if the act would be particularly difficult or dangerous. Climbing a tree or something with numerous handholds and a helpful incline, with no time limit, shouldn't always need a roll. But if you're being shot at, climbing a vertical surface with no handholds then your looking at some skill rolls to advance. Swimming casually often requires no skill rolls either. But swimming a fair distance, across or against a current, while in danger, and so forth will incur a skill roll.

- **Skill Rolls:** Skills are used to determine if you progress in what you are doing.

  - **Success:** Allows you to move up to half of your ground movement for one action, or all of the movement for an action if you have a power that grants the specific movement.

  - **Critical Success:** Move up to your normal ground movement

for the single action, or if you have a specific movement power then add 1 additional action to what you would move.

- **Failure:** No progress is made.
- **Critical Failure:** A detrimental condition is applied, like falling or getting tired, or making your situation worse in some way. The exact nature of this depend on what the GM thinks

is appropriate.

ENERGY CLASH

When an energy clash occurs between two opponents, their turns in initiative change to go immediately together with that place in initiative being the one who initiated the attack in the first place. There are 2 ways to initiate an Energy class.

1. Perform a Power Counter. After the initial use is resolved, pay energy for the power again to essentially maintain & initiate the clash.
2. Hold your turn to act on an opponents turn to immediately initiate an Energy clash if they also use a similar power.

When an Energy Clash is initiated you more on to these steps to try and resolve the clash.

- If from a Power Counter, both parties, at the start of the next turn spend energy to maintain the power.
- If initiated the second way, both parties use their powers normally as if performing a Power Counter.
- An Energy Clash uses all actions of both parties to maintain. If a party uses an action to move away, it breaks the clash and the mover must make an Evasion roll. The attacker in this event makes a fresh attack roll, but adds a +1 to the roll fore every 5pts of energy that have been put into

the over all Energy Clash on their side. If they fail their roll, your attack hits dealing the full -Push Through- damage of the Energy Clash.

- Once both attacks "clash" both parties make appropriate skill checks with their powers. They winner pushes the attack toward their foe. This can take a few attempts as you need to generate a number of successes equal to your opponents Power score. Note that outside interference can impose penalties to these checks.

- Critical Successes generate 2 successes. Critical Fails give 2 successes to the other party.

- Clash Success happens when you or your foe reach the total number of successes first. OR if after a number of turns has passed equal to both parties Power scores added together and then divided by 2, where one party has more successes than the other then that one is the winner.

- The winner of a Power Clash now gets to deal damage with the attack equal to what it would normally do with a multiplier added to the dice roll (not the static bonus) equal to each success you have.

- The loser of the roll doesn't get an Evasion roll, they take the full brunt of what is hurtling their way. They can always try to use some a power to try and help with mitigating some of the damage.

- Another option for either party is to simply attempt to end the Energy Clash by detonating the attack. Doing this can only happen if you either have more successes or are equal to your foe. And you must win the next opposed skill roll. Detonating means no one takes damage...unless they are with in the AOE of the detonation (if the attack has an AOE effect).

- Both participants also gain 1 level of Exhaustion per success gained.

Vegeta & Caba engage in an Energy Clash

Success & Failure

There are 4 ways that players and NPC's can succeed at a task or fail at it.

Success

Most rolls for skills are vs. a Difficulty Score (DS). Attack rolls are vs. Defense or Willpower. Succeeding at these rolls requires that your roll either meet or exceed this score to consider the act a success.

Critical Success

This occurs if your roll is 10pts higher than the DS/Defense/Willpower/Opposed Roll you are looking to beat. A critical success comes with several benefits depending on what you are doing. The GM may even grant you temporary benefits for a success. Such benefits can include:

- Reducing the time it takes to complete a task.
- Enhancing damage; add what you rolled for your Critical Success as a Static Bonus to your damage rolled.
  - OR the target is given a Minor Injury.
- Reducing Energy costs for powers (by half).
- Gaining a "Wish Token" or some other advantage.

Failure

Failing a roll occurs is your roll is less than what is needed in order to succeed. Nothing detrimental typically happens if you fail, unless there is a direct cause/effect for failing the roll.

Critical Failure

Like with a critical success, failing a roll by more than 10 points results in a critical failure. This can result in a number of detrimental effects that the GM decides are appropriate for the situation. Such possible effects include:

- Increasing the time it takes to complete a task.
- Reduce Defense (temporarily, for 1 turn) by the amount you failed the roll by.
- Increase Energy costs (by double).
- Take Damage (equal to the amount you failed the roll by).
- Gaining some other detrimental effect or condition.

EXTRA EFFORT

Sometimes you just want to try harder, putting more effort into what ever you are doing. This is made possible with extra effort. Now normally a character is always considered to be doing their best, but never really pushing to their limits or beyond.

- First, the amount of effort you put into the action will always give you a minimum of 1 level of Exhaustion.
- The skill checks involved do not become any easier or harder, you are just putting more into what you are doing. Putting more

effort into what you are doing will result in a better success for that activity, and should be treated as critical success regarding how you handle the results, but only if you succeed. Getting a critical success as well, will further increase the effect. And choosing to take more levels of exhaustion will again increase the result. In some cases with skills, the GM may put a cap on what that result is, and also limit the levels of exhaustion the PC would take. Any Stamina or Energy costs involved are multiplied by the level of exhaustion taken (minimum x2).

- With powers that have an effect, the extra effort you put into the power is a multiplied affect, affecting not just the effect of the power, but it's Stamina/Energy cost. But for each multiplier stage applied you take 1 level of exhaustion (not counting any existing multipliers).

- Super powers that cost no energy or stamina cannot be used with Extra Effort. They work up to their limits. Likewise, Tech powers also cannot benefit from this as Tech is only ever as good as how it was made and maintained. It is rare when a device has the capability to be pushed beyond it's limits, and when it is possible there is always the risk that it may break.

COMBAT

Combat is a process, and can be a bit complex at times, especially once the character has gotten really powerful.

The first step in this is understanding the time frame in which combat occurs (Turn/Rounds, as mentioned earlier).

The First Round

Your first round of combat will either be a "Surprise" round, or a normal round.

- **Roll Initiative:** Roll your initiative dice and compare your roll with that of everyone else. Turns occur in order of highest to lowest. If a tie occurs, the person with the highest Agility goes first, or if still tied then Intellect is compared. If the tie is between player characters they may also decide amongst themselves who will act first.

- **Surprise Round:** Once initiative is determined you can set in on the surprise round. This is a round of actions that occur when an opponent or the PC's are surprised. Being surprised means that the character/opponent has the "Off-Guard" condition. Avoiding being surprised is possible by succeeding at some means of detecting the attacker. This can be as simple as making an Awareness roll vs. the opponents Stealth roll.

- **Normal Round:** This is any round in which the player characters and their opponents act normally.

Additional Rounds

After the first round, additional rounds of combat occur, following the initiative order. This continues until the combat event is resolved.

Determine Action Allocation

Before your turn starts it helps to figure out how you will utilize your Action Points or AP.

If you have an odd number of AP then you round in your favor regarding powers that use half of your AP.

For the most part, any physical action or use of power will use up some of your AP. You also shouldn't feel the need to use your AP all up on each turn. Remember, unused AP can be used to perform reactions.

Moving and Attacking

Now you may think that you need to move all your movement then attack, or attack then move. Once you spend AP to move, you can attack at any time in the midst of the movement. But if you move all your movement and then attack, to move again you would need to spend more AP.

Action Point Recovery

You recover all of your expended AP at the start of your next turn.

Attacks are made as one of a few specific types: Melee, Ranged, Mental, AOE.

Melee Attacks: These are typically attacks that occur against an opponent that is adjacent to you. This is a Close Combat skill roll vs. the target's Defense score. Rolling higher than the score results in a success.

Ranged Attacks: These occur when you wish to make an attack from a distance. This requires that you, again, make a Ranged Combat skill roll vs. a target's Defense score. Rolling higher than the score results in a success.

Mental Attacks: Some attacks may instead target an opponents mind. Those that do are mental attacks. Attacks are made using a Mental Combat skill roll vs. the target's Willpower score. Rolling higher than the score results in a success. In some cases a Willpower roll is used in opposition.

Area of Effect (AOE) Attacks: These are attacks that affect an area, though they can sometimes require one of the previous attack rolls in order to hit with them, but other times it may instead just involve an Evasion or Willpower roll to evade the attack. Succeeding in this roll moves your character 1 meter/space outside of the AOE's range.

SNEAK ATTACKS

Sneak attacks are attacks made when you are not being observed, or manage to not hide from the observations of others. As was mentioned before, a target of a Sneak Attack has the "Off-Guard" condition. While they have this condition, a successful attack that they are unaware of will deal double damage.

Goku is caught with his guard down

DAMAGE TYPES

At some point you will take damage. Damage often has a number of different "type" effects that are associated with it (like fire, kinetic, etc.)

When you take damage, the damage is first reduced by your Endurance score, regardless of damage type. The remaining damage is then applied to your Health.

Attacks of one damage type or another come with an inherent effect that is apart of them. The types available are noted below along with their inherent effect.

- **Acid:** Damage that is acid based does extra damage (x2) to metal or other substances that are affected by acids. Acid damage treats Endurance as being 5pts lower than it is unless the person has some sort of specific protection against Acid. It also continues to burn each turn, dealing half damage each following turn until it's done. Water or another neutralizing agent will stop the acid effect immediately.

- **Cold:** Damage that is cold based chills to the bone and can freeze what is exposed to it. When hit by a cold attack, ice will form over what/who ever is hit. This affect coats a target or targets in ice crystals. When coated in ice, the target will find it difficult to move and take actions, increasing the AP cost of everything that a character would do by 1. Ice build up can be removed by using 2 actions.

- **Cutting/Piercing:** Cutting damage is damage with an edge, notably attacks that would slash or cut (like with swords and axes). Piercing involves being stabbed or puncturing a target (like with a spear or dagger). Damage done by a cutting attack has a higher than normal potential to inflict an injury on an opponent. The potential of this happening is increased by 5pts. (See Taking Damage.)

- **Electric:** Damage that is electrically based comes with some inherent AOE effects. If you hit a target that is within 1 meter of anyone else, the electrical effect will hop across a

number of touching people equal to the number of dice in the power. If the targets are standing in water, then it gains an AOE equal to that of the pool of water/liquid size +1 meter out from it. Targets holding metal implements (or wearing armor) suffer a -5 Defense/Evasion rolls. Once hit by the electrical effect, targets must make a Resistance roll, DS of 10 +1 per die of effect. If this roll is failed, the target(s) are stunned until the end of their next turn.

- **Fire:** Fire damage is one based on heat and not just actual flames. Attacks that are fire damage have the chance of setting flammable things on fire (50% chance, or more). When on fire, the damage is ongoing, but the damage amount varies depending on how large of a fire was set. A small flame will deal only 1 bonus die of damage (about the size of 1 torch). More flames (based on amount of fire/per torch) increases number of dice by 1. If it's over an area, +2 dice are applied per meter of expanse. Multiple applications of a fire attack increase the percentage chance to ignite a substance/person. A character ignited can extinguish the flames with 2 actions.

- **Kinetic:** Most physical attacks are kinetic in nature. Punches, clubs, and some powers make use of this. Kinetic attacks have a chance of pushing a target back. This is explained more under "Knock Back, Impact, & Falling."

- **Poison:** Damage that is poison based is inflicts the "poison" condition on a target. Once poisoned, the person gets to make a Resistance roll against a DS of 10 + 1 per die of effect to negate it initially if they succeed. Otherwise, the condition persists each turn with a new Resistance roll made at the start of the character's turn. It ends if the save is made. This may be different depending on the power being used. Note that some poison effects may take longer to take effect, and may last longer than normal even if saves are made. In these cases, specific agents may be needed to fully neutralize the poison (like anti-venom). In these cases, a successful roll staves off the condition until it is failed. Poison may be used to simulate a necrotic effect.

- **Psychic:** Attacks that do psychic damage target an opponents Willpower score in order to affect them. Psychic attacks are invisible to most normal senses of perception, and cannot be physically evaded. You can make a Mental Resistance roll when targeted by an AOE psychic attack, or similar attack that allows a Resistance roll to negate damage, but is of the Psychic type.

RANGE INCREMENTS

As you may have noticed while making powers, range works in increments. Here we will go over the penalties associated with increments.

Range increments work like this:

- **Melee** - Close range, targets are directly adjacent to you or share the same space as you (if you are being grappled).
- **Short** - Short range is the next increment of distance and is typically the noted range given by any power. No penalties are incurred with attacks made in this range.
- **Medium** - Medium range covers 2-3 increments of range for the power. Attacks made here suffer a -5 penalty to your attack rolls.

- **Long** - Long range covers 3-4 range increment applications. Attacks made here suffer a -10 penalty to attack rolls.
- **Distant** - Distances that extend to 4-5 range increments take a -20 penalty to attack rolls.
- **Extreme** - This covers up to 5-6 increments of range and gives a -40 penalty to attack rolls.
- **Impossible** - This covers ranges beyond 6 increments and is otherwise an impossible range to attack to under most circumstances. Some common sense applies here as well. A bullet or most tech weapons will never work at this range. A Ki attack could potentially work out to this range, but it is unlikely to hit the target. In some cases size can help with the attack hitting. Like
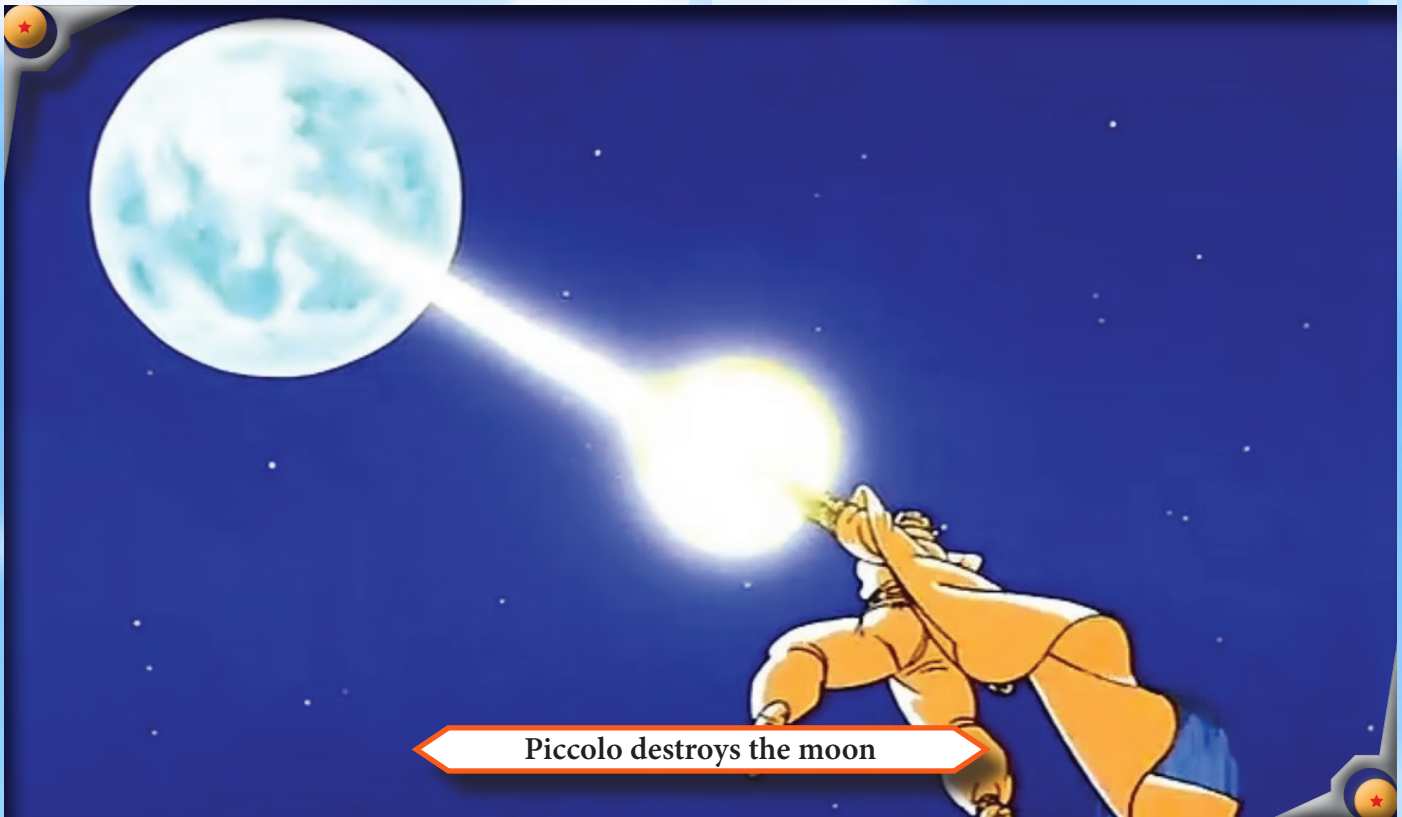
Piccolo destroys the moon

Bardock throws Chilled

attacking a moon or a massive meteor. Mechanically the attack is at a -80 to hit. Otherwise the attempt automatically fails.

THROWING

Throwing objects, weapons, or people doesn't happen with the ranges of how other attacks work.

- **Light Objects** - These are your typical objects that make use of your normal throwing range. Lacking a specific range, the increments that you can throw one of these objects requires an Athletics skill roll. The result of which is then multiplied by your Might score. After this subtract the weight of the object from the result. This number is the number of meters the object can be thrown.

- **Heavy Objects** - Objects that are heavy, needing two hands, or if it is roughly the same height/weight as you can be thrown. Objects far bigger might be throwable too. The basics of light object throwing is used here, but the larger an object is the lower the multiplier is that you can use. If you need 2 hands then reduce it by 1. If its about 1x1 meter then reduce by an additional 1. And this serves as the further basis for reducing the multiplier. If no more multiplier is applied then you move onto division. If reduced to 0 or less then you can only drop the object next to you.

- **Dealing Damage:** Damage is based on the weight of the object being thrown and modified by distance, as damage is reduced the further it travels. So the base damage

is 1pt per lb of weight. Add to this half of your melee damage. Now every increment of distance that an attack travels will reduce the total damage by half until no damage is left. In some cases all you can do is just drop an object, in which case you only deal the object's weight as damage. Higher gravity worlds/places use their multiplier instead when reducing damage, and the multiplier is also applied to reduce distance traveled.

GRAPPLING

An alternative to punching, kicking or hurling ki blasts is to just grab hold of an opponent and either hold them in place, or to hold them down so you can punch them better. Grappling is a bit more involved attack action that characters can take.

- **Initiating** - Starting a grapple requires that you use a melee attack like normal. If you hit, you have the option to either: Pin, Throw, or Strike the opponent.

- **Pin** - Pinning an opponent involves holding them in place in such a way that they cannot move away from you. You can move with them, but doing so halves your movement. Pinning an opponent can also entail making use of an opponent's weaknesses like grabbing a Saiyan's tail, or stopping the opponent from using any powers or items that require the use of their hands in complex gestures. Once pinned, you choose to hold

the target in place or perform a throw or attack them.

- **Throw** - Once you have grabbed an opponent you can choose to try and throw them. Treat this as part of the same attack action if chosen. Throwing a person is like throwing an object, except they take damage only if they collide with something, and they can make an Evasion roll to try and negate the damage. The DS here is equal to the Athletics skill roll from the thrower.

- **Striking** - Optionally, you can strike the opponent while you hold them. Striking a pinned/held opponent denies them the ability to dodge/evade with the attack, forcing them to rely entirely on their normal Defense.

- **Escaping** - After a grapple is successful, the target of the grapple can attempt to break free. This involves either an Athletics skill roll or Acrobatics skill roll vs. the Athletics roll of the initiator. If the escapee succeeds, the grapple ends. This attempt is made again at the start of target's turn. Here they must use half of their current actions to make an opposed roll to break free (min. 2). However, if they have a means of attacking (via a power that doesn't require complex gestures) then that can be used to end the grapple immediately. A successful attack like this will break a grapple, and the person being attacked cannot make use of dodge or evasion either while they maintain their grapple.

- **Using Reactions** - You can use saved reactions to break free from a grapple as well, giving you an extra attempt, but doing so expends all of your saved reactions.

DAMAGE & HEALING

Sooner or later you're going to take some damage, and you're going to need to recover from that.

Health is functionally a measure of your ability to take hits, glancing blows and is basically your buffer against taking actual Injuries.

Injuries are what happens when you take critical hits from attacks, or you take massive damage, or are subjected to deadly sneak attacks. Characters can only take so much punishment before they are killed. And in some cases an attack can be so outrightly powerful that it will kill or incapacitate with a single hit.

Taking Damage

Though explained already to some degree it's important to follow up and reiterate things.

When you take damage from a successful attack, you first reduce the damage you would take by your Endurance Score. The damage remaining then reduces your Health. Psychic damage is also reduced by Endurance.

Critical Hits: When you score a critical hit there is a chance of inflicting an Injury on your opponent.

- First, with a critical success you still deal damage. However in addition to this the target also takes 1 Minor Injury.
- If the damage is 2x that of the target's Endurance score then they take 1 additional Minor Injury.
- If damage is 3x that of the target's Endurance score then they take a Severe injury.
- If damage is 4x or more that of the target's Endurance score then they take a Deadly injury.

If your Health is reduced to 0, you can still keep fighting, but you are vulnerable to more injuries. At this stage damage is changed to Injuries

Caught off guard and with a Crit, Yamcha takes a Deadly Injury

and is figured as such:

- Damage is reduced by Endurance, and is then added up and divided by 10. This determines the number of Minor Injuries you take.
- Every 10 minor injuries converts to 1 Severe Injury.
- Every 2 Severe Injuries converts to 1 Deadly Injury

Injuries

Injuries in the game are the things it takes time to recover from, whether it's days, weeks, months, or even mere moments when you have the aid of a healing spell or similar power. Injuries come in three varieties and impose certain penalties when gained:

- **Minor Injuries** - These are bruises, cuts, other small injuries that cause pain & discomfort to the character. Minor injuries

impose a -1 Static Penalty to all skill rolls made.

- **Severe Injuries** - These are accumulated minor injuries or are injuries that impede the character's actions in some way. Aside from a -10 Static Penalty to all skill rolls made, some Severe Injuries may, in lieu of a penalty, disable a physical aspect of the character, such as being unable to use an arm or a leg which can reduce actions (-1 per Severe Injury), or reduce movement that is affected by the injury (-10 meters per Severe Injury).
- **Deadly Injuries** - This is damage that constitutes life threatening injuries like a hole in one's chest, losing a chunk of your body, or being cut in half at the waist. You gain 1 Deadly Injury for every 2 severe injuries you sustain, or via

the particulars of a Critical Hit.

- Once a Deadly Injury is sustained, the character gets 2 levels of the Exhaustion condition per Deadly Injury they have, the Tired condition, and they have to start making Resilience rolls each turn. The DS for these is 10 + the current penalty from Minor Injuries, +10 per Severe Injury. Then for each Deadly Injury the DS increases by another +10. Succeeding on this roll allows the character to stay conscious and continue to fight. If they fail they fall unconscious. A single Deadly Injury also imposes the Dying Condition.

- **Dying Condition:** The before noted DS is used here. When the PC is dying they must make a roll to resist dying and stabilize. A roll is made each turn. They must then succeed in a number of rolls equal to half their Might score or Ego score (which ever is currently be used for the roll) to stabilize. A majority of successes in these rolls allows the character to stabilize and is no longer dying. Failing the majority means that they die. A Medicine roll, vs. the DS, can be made to stabilize a dying character by another character. In this case they only need to succeed at one roll. If they fail, it doesn't make things worse (unless a critical failure). An additional attempt can be made so long as

the character is still alive.

- A Wish Point can be spent, (if the GM allows) to automatically stabilize.

- 1 more injury will undo a success.

- Death is not always the end, there are is always the next world where you can potentially continue to adventure and train for your return.

HEALING

Healing from the harm your character takes is an important thing. In the Anime & Manga, healing is still a slow process when healing naturally. But the heroes of the series get past this by either making use of the magical Senzu Beans, or by getting help from someone with magical healing abilities like Dende.

What's important in this section is how natural healing occurs.

What is Health?

Health is a measure of the character's ability to shrug off pain, to take hits and keep standing, or is your cinematic way of explaining how the character only takes nicks, glancing blows, can body massive explosions with only some rumpled clothing, or use their energy instinctively ablate harm that would other wise have proven lethal to anyone else.

Natural Health Recovery

Health does not recover quickly like Stamina or Energy for that matter. Recovering Health occurs as follows:

- **In Combat** - During combat Health only recovers once per minute based on the character's Recovery score, however this requires that the character not perform any aggressive action as they try to catch their breath. This takes them mostly out of the fight, though they can still move and act defensively.

- **Out of Combat** - Once combat has ended, Health fully recovers once the character has had the opportunity to make use of a "Rest" or is able to "Sleep." (These are explained in a bit.)

Other Health Recovery

There are other ways of recovering your Health. First, there is the use of one's powers to be able to heal, including magic or items. But the other main thing that can be done is to make use of first aid.

- **First Aid** - This is a Medicine skill check. It takes a full turn to make use of first aid to assist in recovering some health. This can be played out by slapping a person across the face, using pressure points, smelling salts, applying some quick acting pain suppressing medicine and so forth. First, make a Medicine roll. The DS is 10, but the penalties from Injuries do apply. On a success, the target recovers what you roll in HP, or 1

minor injury is removed. Firs aid can also be used to keep a target from dying, here the medicine roll acting as an aid to the target's roll to resist dying. Here a Medicine check is made with a DS being half that of what the target has to make. On success, you give the target a bonus to their roll equal to half of what you rolled.

- You can take extra time to complete the check, reducing the DS by half for taking 2x longer.

Naturally Healing Injuries

Eventually a character is going to get hurt. Injuries represent the actual harm a character will eventually take, but it stands to reason that you're going to want to recover from these at some point.

- **Minor Injuries** - It takes little time for most characters to naturally heal from a minor injury. Often this is 1 day per injury, though outward signs of the injury can persist for several more days.

- **Severe Injuries** - It takes far longer to recover naturally from severe injuries. Mechanically speaking, this is 2 weeks per severe injury, each healed one at a time.

- **Deadly Injuries** - These injuries can take far longer to heal. To heal 1 Deadly injury it will take 6 months per injury.

- Injuries must heal in order of Minor, Severe, and then Deadly.

Assisted Healing Injuries

The ability to get assistance in healing from your various injuries can come with a price tag unless one has special healing powers, or a handy senzu bean. A medical professional is expensive, but necessary when you don't have more mystical healing.

Treating these injuries requires 2 things.

- Surgery/Medical Prof. Talent: The player must possess a talent of some sort that is related to being a medical professional. Without such a talent the character can only perform First Aid (or advanced First Aid, like that of a Paramedic).

- You must have d6's in the Medicine skill.

A Medicine skill roll is made treating the most dangerous injury first before all others (Deadly, Severe, Minor).

- DS is a base of 10 + 1 per Minor injury (up to +10), +10 per Severe Injury, +10 per Deadly Injury.

- DS can be reduced by half if you take 2x longer to perform the treatment.

- Treatments take 1 hour per severe injury, while deadly injuries take 4 hours each. Minor injuries take a minute or less.

- Succeeding in a roll does not instantly remove the injury but does reduce the DS for additional rolls. Once treatments for all injuries is done, natural healing occurs, with the total time needed reduced by

Healing takes time, even in a hospital

half.

- Failing a roll doesn't mean that it cannot be attempted again, it just means that another increment of time is needed to make the attempt again.

- A Critical Fail does make things worse, inflicting a Severe Injury on the target.

REST & SLEEP

The acts of resting and/or sleeping are two different methods of recovering from certain effects or conditions. To this end, it is important to define how these apply.

- **Rest:** This is a period of about 30 minutes to 1 hour. Resting involves not engaging in combat and having your guard lowered, though you are still conscious. There's no limit on how often you can rest.

- **Sleep:** This is a period of time where you sleep. Its important to understand that this is a voluntary time where

you are unconscious and is different from being knocked out. Sleeping involves being unconscious for 6 to 8 hours. Sleeping 8 hours, however, allows you to recover from 1 level of Exhaustion. Each additional 4 hours of sleeping (for that day) recovers 1 additional level of exhaustion. You can sleep more than once in the day, people do this all the time, but to get the benefits of a proper sleep you need a minimum of 6+ hours straight. (Note that getting up to use the bathroom doesn't count against this limit.)

SUSTAINING INJURIES

The body can only take so much punishment before the person is either knocked out or dies.

As mentioned before, you can take up to 10 minor injuries.

But the number of severe and deadly injuries you can take isn't mentioned. There are limits to what a body can handle, and this is based off how many Deadly Injuries you can take. Every 2 Severe Injuries changes up to 1 Deadly Injury. The number of Deadly injuries a person can sustain is equal to half their Might score (round down). At half your Might score you automatically die as the body can no longer take any more damage.

Reviving from Death: It is possible to revive a person who has effectively died using the Medicine skill. This involves the use of CPR, or other advanced forms of life saving techniques/equipment. The window here is tight, within 4 minutes of dying, after this it is still possible but brain damage is a likely result of waiting, after 10 minutes revival is not possible.

The process of holding off death, is like that of treating a Deadly Injury, only you are not making the injury go away, just holding back the moment of death. As such the DS, once figured, is reduced by 10pts.

Failing a roll here is not the end, you just fail to revive the target at that moment. A critical fail, however, results in the work being done to revive them doing more harm and causing them to expire.

Reviving a target requires 2 successes in a row to occur. A critical success counts as the needed 2 successes.

As long as you don't critically fail the roll and only just fail you can continue to try and revive the target unless too much time passes.

Also special equipment like what EMT's or a hospital has can make the roll easier (via an equipment based bonus to skill rolls).

CONDITIONS

By now you've read about a number of different conditions that a character can be afflicted with. Here we'll be spending time on each of those conditions and just what they do. Many conditions also have levels, meaning that they get more severe as they gain levels.

Each level increases the effect of the previous level proportionately.

Cold (Leveled): Cold is a condition that reduces your movement, starting with a –2 meters.

Dazed: You are put into a state of mild confusion. In this state your actions are halved. Dazed typically only lasts for 1 turn. A number of ways can be used to inflict the condition.

Disabled Sense: One sense or another is temporarily disabled (or permanently under some circumstances). A disabled sense is not usable to detect with, and as such an Awareness roll is needed, using an action, to use another sense in the place of the disabled one. This roll, if used for targeting and is not sight or a sense that could be used to pinpoint a target normally is a roll vs. the targets Defense or Stealth roll, but you are at a –10 penalty to the roll.

Diseased: This is a condition where the afflicted has gained a disease (or virus) of some sort. Typically this condition is one that correlates to an actual disease or virus of some sort that can either be inflicted

temporarily with a power, or one that is gotten naturally (like Goku's heart virus). One that is gotten naturally typically requires a Resistance roll vs. a DS that is appropriately relating to the severity of the disease (virus). Succeeding on the initial roll results in not being affected. After being affected (on a failed roll) a new roll is made each day.

- **Minor** - This is something like a stomach bug or the common cold, or something else that is caught early and is treatable. DS is between 10 and 15.
- **Major** - A bad case of the flue, or something else that could knock a normal person out of commission for a week or more, but is recoverable. DS is between 15 and 20.
- **Severe** - Much worse, and often not something a person gets over with just rest and some chicken noodle soup. Treatment via special drugs or surgery are needed here. But the important thing is that it is still treatable and recoverable at this stage.
- **Deadly** - A deadly disease is one you can only stave off. Reoccurring diseases fall into this area as well as one so bad that you can only buy time. The DS for treating these is between 20 and 30. And a successful treatment puts the condition into remission. It can potentially return with a percentile roll occurring once every month (GM must roll a 10% or less on this roll).

Dying: The character is dying, this was

explained previously in "Injuries."

Enthralled: When a character is "charmed" or under the control of another they are considered to be Enthralled. A Mental Resistance roll to break free, but only if commanded to perform a task that is not reasonable or one that they object to.

Exhaustion (Leveled): The exhaustion condition is a measure of how tired that a person can become. A number of ways can impose this condition. The effect is simple, imposing a -5 to every roll you make (including damage), your movement, and the levels of powers. Each level of exhaustion that you suffer doubles this penalty. However, once you have 10 levels, you are not only maxed out, but you immediately take the Dying condition.

Fear: Fear is imposed if a character successfully uses the Intimidate skill (vs. the target's Willpower score or Mental Resistance roll), or through the use of a power that inflicts the Fear condition. New rolls are made each turn to maintain. Targets with the condition cannot act against the source of their fear, they cannot move toward it or attack it, except at a -10 penalty. For the first turn, the target cannot move, but can still defend themselves if needed. A critical success to use Fear treats the target as "Off Guard" for the first turn only. Mental Resistance rolls are made subsequent turns (at the start of the turn) vs. the Fear roll. A success ends the effect, a critical success grants immunity until the end of the encounter.

Helpless: A character who is helpless is one who is not conscious by choice, cannot wake up without assistance, and thus is unaware their surroundings. Defense is 5 (but Willpower remains normal), and critical successes on attack rolls easier to attain.

Muted: A character that is muted is unable to speak. This obviously impacts one's ability to communicate with allies, or make use of powers that require an incantation.

Off Guard: A character who is off guard is one that has their guard down, their defenses lowered. This is the default state of all characters when not actively defending themselves in a fight. A character, being the subject of a Sneak Attack, would be off guard. When off-guard, your Defense (not your Willpower) is halved.

Paralyzed: A character that is paralyzed is one that is left in a state where they are unable to move even if they want to. They are still conscious, able to breath, and aware of what is happening around them, though they may not be able to speak. As such, until the condition ends, the target is treated as if they had the Helpless condition. This condition often ends once a Resistance or Willpower roll succeeds.

Petrified: This occurs if a being is transformed into stone, or some other hard non-living substance (metal, wood, etc). Once petrified, the target remains so until the condition

ends...typically (and are helpless). If a target is petrified and is then smashed then they remain petrified and are effectively dead unless they can be reassembled and something done to reverse the petrified state. If maimed (like loosing an arm) then the loss caries over if the petrified state ends, though it can be undone if the lost part is held perfectly in place while the petrification ends (though there may be some scaring). Otherwise a petrified being has the physical properties of what they were turned into, and this includes an immunity to some conditions that would obviously not affect a person in this condition.

Poisoned: Poisoning is a condition where the one affected is put into a weakened state. Different poisons do different things, but generally they are all an ongoing effect. DS for powers that inflict the poison condition can vary, and their effects can also vary. But the condition is ongoing and ends once a Resistance roll is succeeded, or an antidote is given. Below are some guidelines for natural poisons that could exist. All natural poisons give a Resistance roll, but are an ongoing effect that requires an antidote or a week of time to end.

- **Minor** - A minor poison is one that causes only mild sickness or irritation. Its effects end on a successful Resistance roll. If a poison deals damage it is typically only 1d6 to 3d6 damage. DS is between 10 and 15.
- **Moderate** - A moderate poison is not great, but not typically lethal. It will make someone debilitated via sickness, and can potentially deal between 2d6 and 4d6 damage. DS is between 15 and 20.
- **Severe** - A dangerous poison that can be debilitating, taking a person out of action for days and potentially dealing between 3d6 and 6d6 damage. DS is between 20 and 25.
- **Major** - Here we're looking at poisons that can kill quickly or are insidious in how difficult they are to detect even if their lethality is not as great. Damage is often between 4d6 and 8d6 damage. DS is between 25 and 30.
- **Deadly** - This is a poison that can kill most normal people with in moments of exposure, and very little of it is needed to make this happen. Damage is often between 5d6 and 10d6 damage. DS is between 30 and 40.

Prone: This condition is applied when the character is knocked down or lies down. Once prone, melee attacks against the prone target are at an advantage. While prone, moving on the ground is halved. Standing up uses 1 action to do so. If you can fly then you can simply get up and fly as a normal flying move action.

Tired: Different from Exhaustion, being tired is something that happens when you don't get enough sleep, or go with out sleeping for too long. Eventually the character will succumb to their tiredness and pass out. If a character does not sleep with in 16 hours of the last time they slept

they will gain the Tired condition. Staying awake going forward requires constant Resistance rolls every hour. The DS starts with a base of 10, but each hour you are awake increases the DS by 1. After an additional 8 hours, this increase goes to a +2 increase per hour. After this the 2pt increase occurs per 30 minutes. A single failure to in a Resistance roll will result in the character passing out. However, after 24 hours of being awake a character will also start to gain levels of Exhaustion as well.

ENVIRONMENTAL CONDITIONS

There are plenty of problems in the world and environmental conditions are apart of the problems that players can face. Environments can impose a condition, inflict harm, or do both. In a way they are ongoing effects in an environment that can be localized to a certain area, or can be a global phenomena. Sometimes there may not be a hazard while other times it can be bad. Environmental conditions have a "Hazard Level." In some cases, the GM may require skill checks to move through the environment.

Hazard Levels: These are not numbered levels as is the case with powers, but are general descriptors.

- **Minimal** - This type of hazard posses little risk, but can be an irritation. Examples of a minimal hazard uneven terrain, or terrain with small easy to avoid thorns or shrubbery, rain or snow, cold or hot. There is little worry of harm so long as a person is careful. At worst a penalty to certain actions can be applied, often a -1 to a -5 to certain skill rolls. If damage is applicable then it is between 1d6

Intense gravity, while good for a Saiyan to train under, is quite hazardous

and 3d6.

- **Standard** - This type of hazard possess some risk, though not deadly. A standard hazard may include ice, a burning hot surface, thickly grown over area or similar area but with thorns. This environment can hamper ground movement, requiring 2 ground move actions in order to move through such an area. Or it can impose a -3 to a -10 penalty to applicable skill checks. If the hazard would cause harm then it would deal between 2d6 and 6d6 damage.

- **Dangerous** - A dangerous hazard is always one that seems out to get you, with rare occurrences where you may be safe (such as via land formations). Skill wise this environment can impose a -5 to a -15 penalty to applicable skill checks. With damage, it can inflict between 4d6 and 8d6 damage. Hampered movement would see 4 actions required to make 1 move action.

- **Severe** - A severe hazard is one that can quickly imperil a person's life, especially if that person other wise a normal being. Skill wise this environment can impose a -10 to a -30 penalty to applicable skill checks. With damage, it can inflict between 8d6 and 8d6x2 (16d6) damage. Hampered movement would see 8 actions required to make 1 move action.

- **Lethal** - A lethal hazard is like that of a severe hazard, though you could say that at this stage the world is actively out to get you. At this point, follow the pattern of penalties and dice for damage, doubling everything.

GRAVITY

At some point in time, characters are going to deal with high and low gravity environments. Typically, Earth gravity is used as a standard form of measurement when referencing the gravity of other worlds.

Planet Vegeta, for example, has gravity that is around 10x that of Earth. Goku's gravity training ship could generate up to 100x Earth's gravity.

Gravity, while complex, needs to be handled in a straight forward way in RPG's, otherwise you could spend all day figuring out just how many G's that a character can operate under with their superhuman capabilities.

Earth G's: The baseline gravity for any world. No penalties or benefits are given. This is often referred to as 1 G, and most worlds in Dragon Ball are of 1 G.

High Gravity: Anything above 1 G is considered high gravity (moving in a positive count). While technically worlds could be 1.25, or 1.68 G's, for the purposes of an TTRPG its best to simplify this to whole numbers. Each G above 1 acts as a multiplier on a person's weight.

So, if your character weighs 175lbs, then on a 2G world you would weigh around 350lbs. This is important because it factors into how many G's a character can withstand, if any at all.

Now if the increase in your Carry Capacity is less than this G's of weight on you, but not significantly so, then you are treated as if you were "Helpless" (see conditions).

Additionally, each G you are under inflicts 2d6 damage on you that you cannot apply normal body armor to resisting the damage of (power armor or armor built specifically to resist high gravity is required, armor like Kevlar vests or plate armor won't work). If the character's Endurance is high enough then this damage can be ignored.

Now if your carry capacity is higher than the G's of weight on you, by at least your weight, you can act, but with a Drawback. If your carry capacity is greater than this by a similar multiplying factor (or higher) then you can act normally, and the Drawback is less hampering on you.

The Drawback for being under heavy gravity is dependent on the multiplier and your status of effect:

- If the weight is greater than your weight, but still less than your carry capacity then the G's you are under reduces your actions by 1 per G. Also, each G reduces all of your skill dice by 1 per G (it can be tough not just to move, but to think under such strain). Your

melee damage is also reduced by 1 die per G.

- If the weight from the G's is less than your carry capacity, but your carry capacity is at least double that of the weight from the G's then you suffer half the penalties you would normally be under.
- If the character's Might would have them able to handle ton's of weight then remember that 1 ton is roughly 2,000lbs.
- Saiyan Gravity Adaption allows a Saiyan to treat a 10G environment as a normal 1G environment. However, they also can adapt and train under immense gravity due to this. Anyone with adaptation to high gravity has a similar benefit. Gravities up to this limit do not apply their reductions to the character. (See Gravity Adapting next.)

Gravity Adapting

Adapting to gravity takes time and effort. Typically only being with a superhuman nature can adapt to high gravity environments. Most normal people lack the capability to adapt to G's higher that of the world they were born to. A character that can lift ton's of weight is one such type of person. Another is one who has a unique biological ability to adapt (like Saiyans). Adapting to Gravity requires days of training. Each G you are adapting to is a vs. roll.

Your Athletics skill roll vs. the same number of dice and type of dice that you roll +1d6 per gravity you are

adapting to. 1 week of this training allows you to adapt to that level of gravity. However, this is temporary, lasting only as long as you are with in that gravity. If you leave the gravity then you loose that adaptation after about a few hours.

However species with a natural ability to adapt to gravity don't forget the gravity that they have previously adapted to. As such while the same Athletics roll is made to re-adapt to a gravity is needed, only a few minutes of exposure is needed to re-adapt to the G's, but still requires an Athletics skill roll.

OPTIONAL RULES

Some times you just need something extra, something not covered by the rules as they are. House Rules are how you cover that. Feel free to develop any house rules that you feel are needed to better suit the sort of game that your group wants to play.

One optional rule that you can choose to use is: Targeted Attacks.

Targeted Attacks

This is an attack made against specific parts of a body, or smaller objects that require precision to hit. A targeted attack comes with a -10 penalty to the attempt, and requires half of your actions to perform. Stationary objects have a base Defense of 10. But objects held will have the base Defense of that who ever is holding them. If the attack succeeds, it can be used to disarm the target, inflict a Severe Injury, or even another condition. Doing damage with this allows you to treat the attack as a critical hit.

STRUCTURES & OBJECTS

Imagine hitting a being so hard that they plow through buildings, or that you can grab them by the head and drag them through concrete, steel, and glass like it was paper.

In the world of Dragon Ball, the toughness of things like buildings, cars, and mountains can be debated. At some point you are going to want to bust down a door, blow up a building, or just have to deal with that happening.

All structures and objects have four stats to keep in mind:

- **Integrity:** Think of this as it's HP. It uses a percentage, and is typically always at 100%. The size of an object or structure plays little part in this. A mountain could be damaged, for example, causing rocks to fall, or taking a chunk out of it. But as long as it is still physically there, then it still has some of it's integrity in place.

- **Durability:** This is how much harm that a structure or object can resist before it's integrity is reduced. It is up to the GM to determine what sort of resistance is appropriate. Typically it's best to think of how resistant something should be. Like, if it's supposed to be bullet proof then its best to look at the maximum damage

that a normal attack can deal and adjust accordingly. Durability of structures can also be made up of multiple ratings, each denoting different aspects of such a structure (like glass, concrete, drywall, timber, steel, etc.).

- **Size:** This makes use of a generic scale between 1 and 10. A 1 implies something at a individuals scale, like a hand held object, chair, or a sofa. While a 10 is best suited for planets or planetoids. (The table to follow will help illustrate this.) Size has an impact on the structures Durability. Each size rating acts as a multiplier to the previous rating that would be generated. So a size of 1 has no multiplier, but size 2 would multiplier by 2. Size three would

occur after you multiply something by 2. However this effect sets a maximum potential, and should not be indicative of what a final rating could be. Once an adjusted score is generated it is representative of the whole of a structure/object and the GM may adjust up to or down from depending on what they see fit to do.

- **Passthrough:** This is a status that implies that a structure is somewhat hollow or nearly so. It too has a rating but between 1 and 5. The additional table will provide some guidance on deciding this. The rating applies to the Durability, much like size, but is localized to a point of impact, and works a bit differently. Here the rating

Size			
Rating	Description	Rating	Description
1	This is an object that is small, roughly around the same size as a normal person, or even smaller.	6	Large structures like towers, certain other sprawling buildings make up this size.
2	This is representative of objects and structures that vary between that of a car or a truck, or even a small bus.	7	Structures at this size are often things like sky scrapers and similar such things of exceptional size.
3	This moves the size of things to what a typical bus or a small home would be.	8	This is a size used for things like mountains, with sizes being up to tens of miles long potentially.
4	At this stage the size of an object is like that of a typical to large house (2 to 3 stories, or up to around 3,000sqr ft).	9	This is something that is possibly hundreds of miles in size, like a planet killing asteroid.
5	Here the size of things becomes quite big and is that of some large buildings like a warehouse, passenger planes, or multi store buildings.	10	This is something the size of a planet, maybe a moon or the even the Earth. This is something that is potentially thousands of miles in size.

works to reduce the multiplier on the Durability. This can result in a divider that will instead reduce the Durability of a structure at the point of impact.

- **Defense:** Most object and structures aren't able to move and thus typically have a Defense of only 10. Size also impacts this, reducing the Defense proportionately.

Rating	Passthrough Description
1	There is no change in durability, structure/object is solid with few, if any, hollow parts.
2	Durability is a bit more pliable, possibly due to hollow parts, softer substances, but is still quite resilient.
3	Here the durability is fairly weak, but still sturdy. Safety glass wood, and drywall are likely to be used here. Or there may just be thick walls.
4	Durability is pretty thinned out at this point. Still resistant, but also likely to be pretty thin. Structures will have rooms.
5	This final application reduces the durability quite a bit. Think of this as a glass house effect, much easier to damage with little effort needed.

NOTE: Keep in mind that these are guidelines to help some GM's deal with the damage that can be dealt to things. If preferred, the GM can instead just determine a sufficient cinematic reason for things happening to buildings, mountains or the very land.

KNOCKBACK, IMPACT, AND FALLING

In Dragon Ball, you have seen strong attacks force opponents from the air, or blow them through buildings, and when they hit they often leave a large crater.

Knockback: This is the state of being forcefully moved. Pushing an opponent away from you is a form of knockback, but strong attacks can also force a target to move away from the point of impact. An attack inflicts knockback when a target's Health is reduced. The exact amount varies depending on the type of attack.

- First, damage of the attack must be kinetic, or have an element of kinetic in it.

- Second, normal melee attacks do not ordinarily do knockback unless you wish to shove a target away, or wish to hit them hard enough that they would.

  - **Shove** - This is an attack roll to hit with an Athletics roll vs. an opposed Athletics roll. On success you push the target back a minimum of 1 meter, or more if you want (being +1 meter per 3pts you succeed in the roll by).

  - **Heavy Hit** - This is possible when you hit with a single melee attack. Here you treat your melee attack as a power (sort of) using half of your actions to deal a powerful punch/kick/strike. Damage is done normally, but they then

must make an Athletics roll vs. your Damage. If their roll beats it then they are only moved back 1 meter while failing it has them moved back a number of meters equal to half your damage roll.

- **Powers** - Powers that deal damage can also push a target back as part of how they work. What you roll for damage for a successful attack automatically pushes the target back a number of meters equal to half the damage you deal.

- Third, you can optionally use your powers as a form of travel. Like using the Kamehameha as a form of propulsion. Used in this optional way, you make use of the power's knockback function to propel yourself. Roll damage and divide by 2 to determine the number of meters you move using the attack.

Falling and Impact: When you are knocked back or fall, its the sudden stop at the end that gets you. Impacting into something deals damage. Every 3 meters of distance by which you fall or are forcefully moved deals 1d6 points of kinetic damage.

Impact Area: When you impact on a solid structure (like the ground) the area is often damaged to some degree based on the amount of kinetic force that is suddenly dissipated into there, creating an impact crater. There is no mechanical effect for this and is more of a descriptive method to help describe what happens when a character is hurled into the side of a building, or when the fall from a great height and are unable to stop their fall.

You can look at it as each die of damage that was rolled generates a 1 meter impact area due to the kinetic force of the attack. Note that only attacks that do kinetic damage can generate an impact area.

POWER LEVELS & ADVANTAGE

Just to reiterate the rules for this, as mentioned in the Powers section of the book.

First, characters who rely on technology for their powers, or are androids who will not have a Power Level that can be sensed from those powers.

A character's starting Power Level is equal their <u>Power score + Energy Pool + the total levels in all powers</u>. This is then rounded up to the nearest tenths place. Characters lacking an Energy Pool and Powers only have it equal their Power score.

Advantage
Your Power Level is compared to that of any opponent you face. It will be either equal to, close to, higher or lower than theirs.

Figuring out where your Power Level stands in comparison to others is determined as such:

- **Equal to or Close to:** When your Power Levels are equal to each other or nearly equal to each

other then there is no benefit gained. Determining if you are "close to" is typically when your score is with in 10, 100, or 1,000 and so on points of a foe while in a more general sense you are nearly matched. For example, if you have a Power Level of 9,000 and your foe is at 10,000 then it's not close. But if they were at say 9,500 then that would be considered close. Now lets say you are at 20,000 and they are at 19,000. Well here the GM may consider that the threshold for "close" is with in 1,000pts of each other and could consider this close or not.

- **Higher Than:** When you or a foe has the clearly higher Power Level, you or they get a Power Advantage. A normal Advantage is the ability to add your Power score as a Static Bonus to combat skill rolls, all damage you deal, and to your Endurance score.

- **Significantly Higher:** This occurs if a Power Level is obviously significantly higher than the foe being faced, resulting in a Superior Advantage. Here the benefit from before is doubled, and you also exude an aura of power. This an automatic Intimidation effect, allowing a free Intimidation roll + Superior Advantage. If the roll is failed, the person is struck with awe or fear. Awe is typical when around allies, but Fear with opponents. This effect lasts only until the start of your next turn. Transformations can make

attaining a Superior Advantage much easier.

WISH POINTS

How do you make the impossible possible?

You make a wish.

Wish points, while not quite that powerful, are still a powerful way to make alterations to the story.

A wish point can do 1 of a few specific things:

1. Introduce a change to the plot or story. This change cannot be anything overtly massive, but can be helpful. For example, maybe you need some important clue to figuring out a puzzle.

2. You can give yourself a Superior Advantage for 1 turn.

3. Get a "Second Wind" which allows you to immediately recover your maximum Health, but -10 Health per Injury (any type).

4. Make use of a supremely powerful attack called an Ultimate Attack (allowed only once per game session). This is a unique attack that a character must learn in the game at some point, but the only time you are allowed to use it is when you use a Wish point. Such attacks include the Spirit Bomb, or Frieza's world killing energy ball. These attacks are what you might call "Story Attacks" that allow players, or the GM, to bring a story changing powerful

attack into the game session. For example: Goku's Spirit Bomb has rules like any attack, but it's damage potential is nearly limitless and it takes time to power it up. Frieza's world killing Death Ball is another similar attack. These attack always have rules, and can help a character to bring a final end to a fight, or in the case of a villain, put a time limit on things and possibly make an encounter more exciting.

5. A wish can also be used to unlock a transformation if the proper circumstances exist (if allowed).

6. A wish can also allow a character to gain temporary use of powers that they don't normally have, such as mimicking the powers of an opponent.

7. Players often have a number alternative ideas that may be worth trying out. A Wish should allow players to try those ideas out as long as they are reasonable and feasible for them.

Players always start each game session with at least 2 Wish points. At no point may players have more than 2 (unless the GM and the group as a whole decide otherwise).

Wish points are recovered in game by either rolling a critical success on a skill check, or by performing a heroic act.

Heroic acts can include selflessly putting yourself into the path of an attack to protect others (uses a reaction), facing a powerful opponent one-on-one, or doing something else that the GM and possibly even the players as a group feels to be suitably
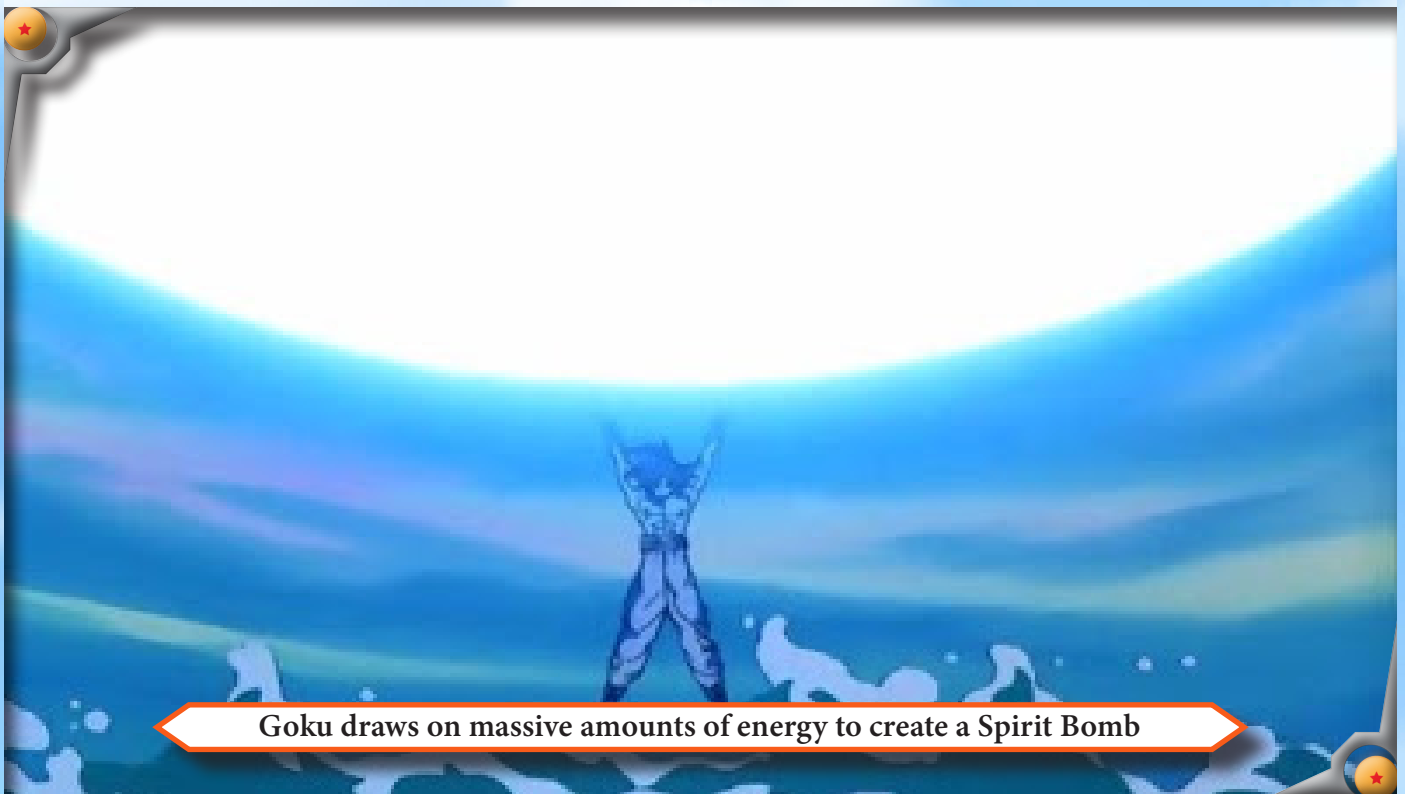
Goku draws on massive amounts of energy to create a Spirit Bomb

heroic.

Dark Wishes

Even the GM gets Wish points, but these are called Dark Wishes. Functionally the same, the GM uses these for all of their NPC's. They can apply to helpful NPC's and opponents alike depending on what the GM wants to do. But there are a few additional uses that a GM can use these for to increase the stakes.

1. **Ultimate Survival:** The GM can spend a Dark Wish to cause an opponent to survive beyond the point they should have died. For example, Frieza survived his first fight with Goku but needed extensive cybernetic augmentation to be functional again.

2. **Transform:** Heroes often develop new transformations during an encounter, but the same can happen with villians.

3. **Counter a Wish:** One thing that a Dark Wish can be used for is to counter the Wish's of the players. This should be done sparingly of course, since Players can pool their Wish points to overcome a Dark Wish.

GM's get 1 Dark Wish per player in the group. They recover Dark Wishes when ever an Ally of importance or a Villain rolls a critical success. Alternatively, if the players roll a Critical Failure this also can be a way to regain a Dark Wish.

Ultimate Attacks

As mentioned before, spending a Wish point can allow a character to perform an Ultimate Attack, one that can only be used once per game session. But with this capability come some rules.

- Ultimate attacks are based off an existing attack, just made bigger.

- After using energy for the attack, you spend 10pts of Energy/Stamina/Health to deal +1 die of damage.

- You can spend Energy, Stamina, and Health to do this extra damage, and are not limited to the energy type of the attack.

- Range, AOE, or Lethality increases by 1 level per additional die in the attack.

- OR you can also choose 2 ways to further power up the damage of the attack. Though this option is only available if the character learns a unique attack for it, or wishes to Self-Destruct.

    - **Mass Gather Energy:** This option allows the user to draw energy (ki/magic) in from across distances. Using all their actions, the user performs a Gather Energy action. This draws in energy specifically for the attack, creating a pool of energy. It gains 1 level per 10pts of energy. Each level gives 1d10 damage. It can ranged or melee (choose 1). Then it can be an AOE, or more Lethal, or have another Enhancer that the character wants. Limiting the

attack in some way can allow 1 additional Enhancer to be added or increase the effect of an existing enhancer.

- **Health Drain:** Alternatively you can turn one of your normal attacks into something more dangerous by spending your Health. This is like the Mass Gather Energy, only it uses your Health. Health spent in this way, however, cannot be Recovered until after the character has slept. Alternatively, or in addition, the character can take 1 Severe Injury to apply +1 to the multiplier of the power (or if it lacks a multiplier then it gains a x2).

- Other limitations can be applied to the power, like the Spirit Bomb is less effective against beings who aren't evil.

- Self Detonation requires the character to Take 4 Severe Injuries to essentially gain 3 Lethal Injuries. Also this cannot be ranged, and is an AOE based off of where you are. The character is not meant to survive doing this.

ACTS OF SUBTERFUGE

At some point in an adventure the players may want to try and be stealthy, or perhaps they may want to lure their opponent into a false sense of security by repressing their Battle Potential, or making it seem like that they are injured when in fact they aren't.

While there are specific skills for this, (Deceive, Slight of Hand, Stealth), it might be confusing for some players that there are a few alternatives.

Typically, detecting anything requires an Awareness roll. Powers can expand this to allow you to sense things you normally couldn't like Ki, Magic, or Battle Potential.

If you can use Ki, Magic, or Psionics, you can use that associated skill to try and suppress or essentially conceal your true strength. This is a Skill vs. Skill roll, of course.

There are also other ways to be stealthy or deceive your opponents with other skills. Essentially, the point of this is to encourage players to think of how they could use other skills to be deceptive, and the GM should encourage this.

Deceive Skill

Typically, the skill is used when you wish to tell a lie, or disguise yourself, or disguise something to be something else (like building a rocket launcher into a guitar case). A variation on besting a person's Deceive skill is with

your own if you happen to be good at it. The idea here is that a good liar can often spot another based off what they would do and not actually picking up on a lie being said.

Slight of Hand

This skill is often used when you want to pick pockets, or steal while you are bing observed, or perform car tricks or even simple stage magic. Like with Deceive, a skilled user of Slight of Hand can user their own skill to spot the things that another user would do. An obvious optional use of this is as a form of entertainment, replacing the Entertainment skill.

In doing this, you are essentially acting like many stage magicians, performing card tricks, stealing peoples personal items in comedic ways, or performing other acts of slight of hand that would be appropriate to the situation. The GM may require a talent to be made for any more elaborate tricks.

Stealth

With Stealth you are often using it to just hide or to move about with out being noticed. But Stealth has other uses. For example, Stealth can be used to conceal objects on your person, though Slight of Hand could also be used for this as well. A person could also use Stealth when wishing to create some camouflage to conceal a door or a camp, or maybe they just want to craft some items to aid them later when trying to be sneaky in a forest.

Sorbet, after hiding in some rubble, caught Goku "off-guard"

MORE ALTERNATIVE RULES

At Not everyone is going to agree with how some of the rules work. In some cases, both players and the GM may agree that the rules presented here may need some tweaking, either simplifying them or expanding on them.

One of the rules by which the rules in this book have been built on is to keep things as simple as can be.

When you want to change or add a rule, make sure everyone is ok with it.

While there was a previous example of a house rule at work, here is yet another you can make use of:

- **Alternative Ranges & Movement:** So lets say you don't like all of the meters and such that exist for determining how far something travels or how far a character can travel.

- Here we instead make use of the noted increments for ranges for both, but an actual length isn't used (like 10 meters, or 25 meters per increment).

- Powers made ranged are the least affected by this, as increments are abstract at this point, and up the GM to decide what sort of distance is at work for determining each increment.

  - Applying additional range essentially increases the increment considerations. So lets say you have Range x2. For your character, the attacks increments are made larger. Thus for this attack, your short range counts as a normal Medium range.

  - Another way to look at this is that each application of range simply removes the penalty for attacks made at that range, or halves it if the GM prefers.

- With Movement it's a bit different. Movement here changes from a leveled power to a Utility Power with limited levels. Each level instead increases the number of range increments you can move with an action. Each level here costs 80 CP x the current level. The first level of all Movement powers grants movement at Short increments, except Ground movement. Since a character starts at the Short increment for their natural Ground movement, buying Ground movement as a power adds onto this instead.

Later in the book you will find alternative methods for doing powers in some alternative rule sets for running a Dragon Ball game. If these alternative methods of using powers better appeal to everyone in the group then adopt them and adapt them.

Alternative Power Building

Here I'll give one alternative method of making powers. Aside from Utility Powers, here the use of powers completely tied to your skill rolls. And Super Powers would instead each have their own built in roll. Costs involved has all powers having a cost 20 CP to

buy. With Super Powers you get a built in die roll equal to your Power score x2. Each increase in level costs the same 20 CP, but multiplied by the new level. A power here is a name and a description with a level.

Here a roll determines the outcome of using the power...besides how you describe the power when it is used.

- **Strength:** You choose what strength you want to use the power at, setting the DS for the power. If you roll better, it grants no further benefits since you chose a specific DS. Opposed rolls are still your roll vs. your foes roll. Failing a roll, on the other hand, results in the power

being used at the DS below that you do meet.

- **Area:** You then need to figure out how big of an area the power effects. This augments the DS of the power. And increases it's Energy cost by an amount equal to the DS increase. The shape can vary depending on how you shift things. The table below give a general idea of this up to a point.
- **Energy Cost:** This is equal to half the DS you chose to use the power at.

Strength	DS	Effect
Minor	10	A small thing, more for show than for anything else. Damage, if any (or the effect if it requires a die roll), is equal the number of dice rolled (not what is rolled).
Common	15	A more casual use of power. Damage, if any (or the effect if it requires a die roll), is equal the result of your roll to use.
Strong	20	The power is used more strongly as greater effort is put into it. Damage, if any (or the effect if it requires a die roll), is equal the result of your roll to use x2.
Heightened	+10	Using a power beyond "Strong" increase the DS by 10, but also increases the multiplier to the result by 1.

Area	DS	Effect
Single	+0	Affects a single target, the default use of any power.
Small	+2	Affects a small area (2x2 meters) or 2-4 foes if clustered together.
Medium	+4	Affects a larger area (4x4 meters) or 2-8 foes if clustered together.
Large	+8	Affects a big area (8x8 meters) or 2-16 foes if clustered together.
Huge	+16	Affects a bigger area (16x16 meters) or 2-32 foes if clustered together.
Massive	+32	Affects a massive area (32x32 meters) or 2-64 foes if clustered together.

LOTS OF DICE

You might be thinking that you are going to be rolling dozens or hundreds of dice at some point. However, this is not something you need to worry about.

The Max Dice that you roll is limited to 12 dice. But what happens when the number of dice you have exceeds 12? Well here is where we get to apply a multiplier.

Multipliers can only be applied when you the number of dice to be rolled is at the 12 die limit. And they are gained when you halve the number of dice you roll, or the number of dice that you have is divisible by another number.

Also if you have differing die types that you are rolling then you can only gain a multiplier for similar dice.

Example: So if you have 5d6 and 7d8 then you can't divide the total of 12, but you could divide the 5d6 to 2d6x2+1d6, and 3d8x2+1d8.

The extent of using a multiplier should be limited, using only a x2 when possible, and only going up to a x3 or higher when circumstances permit.

So if you found yourself rolling 16d8, halving this brings it to 8d8x2. Now if your GM allows, that could be further reduced by dividing by 3 to roll 5d8x3+1d8. Or even 4 to roll 4d8x4.

However, it is again better to refrain from apply a multiplier or improving on a multiplier until it is necessary.

An alternative to buying up the die type you roll for anything, the GM may also want to allow dice that exceed the 12 die limit to then buff up the die type rolled by one step per die over.

In this case, to improve all dice you would have to buy up the number of dice to the 12 die limit multiple times.

So going from a d4 die type means you need to roll 12d4, and then buy additional dice beyond that, with each die improving the d4 up to a d6. Essentially 24 dice in total, so to speak. Then going up to d6s has you buying dice past the 24, up to 36. For d8s you'll be going beyond 36, up to 48. Then d10s will have you going beyond 48 up to 60. And finally to get d12s are beyond 60 dice.

Remember, changing the rules on how die type increases are gained should be discussed with your group first.

CHAPTER 06
SAGAS OF PLAY
- THE GAME MASTER SECTION -

"Oh my, looks like you finally made it to this part of the book - well done!"

"Ah, but where are my manners. I am Whis, attendant to Lord Beerus, God of Destruction. At his direction I'm here to tell you about what you'll be finding next. In this section we'll be going over Saga's, encounters, and a few other things like 'narrative destruction.' But to get things started, the first thing to remember is that your story does not have to follow what you find in the existing reality of Dragon Ball."

"Although it is a good reference point, of course."

CREATING YOUR WORLD

In Dragon Ball, the entire series is broken up into a number of sagas, not to mention different series and films.

Series/Sagas

A series is typically made up of several sagas, which represents seasons on a show or arcs of a story.

The first series, Dragon Ball, is made up of 3 sagas: Son Goku Saga, Red Ribbon Army Saga, and the Piccolo Saga.

From there the series moves ahead in time to start a new, but still connected series, Dragon Ball Z. Dragon Ball Z is then made up of four sagas (excluding fillers): Saiyan Saga, Frieza Saga, Cell Saga, Majin Buu Saga.

After this we move to the current series, Dragon Ball Super. In this series, which is on going in the manga, has three saga's currently: Gods of the Universe, Zeno Saga, and the Universe 7 Saga.

Not part of the cannon saga's is the Dragon Ball GT series/saga. But from here we also need to cover films, which for the most part are stand alone from the rest of the series. They can fit into the time line of the various sagas, but are largely treated as being their own thing.

The exceptions to this are the newer Dragon Ball Super films, which have not only influence some episodes of the new series, but are considered apart of the cannon of the over all Dragon Ball Super series.

When making your campaign, try to think of the series/saga structure. How many saga's do you want to be in the series? What leaps in power do you expect the players to face? How serious or comical are you wanting to make things? And how formidable will their opponents be?

But one of the most important thing about setting up the series and saga's is that they serve as bench marks for character advancement. For example there is a big difference between Goku at the start of Dragon Ball and Goku at the start of Dragon Ball Z. And Goku at the end of Dragon Ball Z and where he is when he unlocks Ultra Instinct.

QUITE THE SERIES

The entire Dragon Ball series is broken up into a number of major story arcs known as Saga's. Each Saga then contains a varying number of chapters or episodes that cover the adventures of the heroes, or in some cases is nothing more than a bit of filler until the story can get back on track.

In addition to normal episodes/chapters, there have also been a number of stand alone stories and movies. In most cases, these instances are not part of the over all saga and

serve only as alternative stories that could have taken place at some point during the various events of Dragon Ball.

But in other cases, like the more recent Dragon Ball Super series, the movies are apart of the over all cannon of the story in some way. In the manga they too have some reference, or even stand alone stories that are written.

So far there is what is known as the "cannon" multiple series. These follow the official manga.

- **Dragon Ball** - Follows the adventures of Goku and his friends during is youth, ending when he is an adult (before he marries Chi Chi).

- **Dragon Ball Z** - Follows the further adventures of Goku and his friends and family. Goku is now married to Chi Chi, and has a son named Gohan. The truth behind who Goku is revealed, and the levels of power ramp up as transformations are introduced, and villians who can conquer worlds, or destroy whole galaxies.

- **Dragon Ball Super** - The current series being produced in an ongoing manga, though the anime is also ongoing, just with nothing new being produced yet. The Super series introduces the God of Destruction Beerus, counterpart to the Supreme Kai, Kaioshin. And it then goes on to expand on this to the various other Gods of Destruction that exist for over universes, the various powerful

beings that exist in them, and having Goku and his friends/family gaining all new transformations.

Now I know what your going to ask. What about Dragon Ball GT?

GT is considered non-cannon by the creator (and much of the community), and was made only as an anime, not having a manga to go with it. But, while not cannon it does exist and is now shown to be an alternative reality that is tied into the DBZ movies. The manga/anime/video game series, Super Dragon Ball Heroes incorporates this aspect, bringing together characters from films, video games, Super and GT as yet another alternate reality where multiversal cross-overs happen.

SAGA'S OF A LIFE TIME

In a tabletop RPG its important to set up the world in which your players will go on adventures. Your game will be broken up into any number of "Sagas" with each day you game being called an "Episode" or "Chapter."

Saga's help to guide GM's on how far to allow players to improve their characters. Of course, these are guidelines.

What you as the GM will need to do first is to figure out how they want the party to advance. Several options are available for GM's regarding this.

CHARACTER POINTS

Characters Points (CP) is the primary means how characters are made and advance. CP is gained at the end of the Episode (Game Session). The amount for this is dependent on the Saga the players are in. Its best to think of this as hitting advancement milestones. Once the character reaches the end of a Saga and moves onto the next, they will get more CP at the end of each Episode than they previously did.

- If the players are starting their characters at normal character creation guidelines, then until the first Saga ends, players will gain 5 CP per Episode.

- **Option 1)** Each Saga should then increases the CP gained by 5 (Saga number x5, essentially).

- **Option 2)** A faster method that can be used, if you want quicker advancement, then after the first saga you double the previous Saga's CP by 2. (In this regard, the advancement would be 5, 10, 20, 40, 80, etc.)

ADVANCEMENTS

The next option is to make use of Advancements. Here, the GM, at the end of an Episode, grants the players 1 advancement. An advancement allows you to do one of the following:

- **Skill Increase:** Increasing a chosen skill by single increase.

- **Talents:** Gain 1 new talent, or improve an existing talent a single time.

- **Powers:** Gain a new power (with in certain build limits) or improve a single power.

TRAINING

This option restricts any character advancement to moments when a character is able to train. Training takes time, and is often something that can happen during a character's down time. It is also something that can happen as an episode.

The time it takes to train up anything for the character varies depending on how intense they train.

In the world of Dragon Ball, normal training, like lifting weights, jogging, performing kata's, and similar activities just don't cut it. Those are good for simply maintaining ones level of competency but not getting better.

Something else with this is that this option can also be used in addition to normal CP gaining or Advancements. It can serve as a way to give players that leg up that they need to face the villain of a Saga.

The methods of training vary depend on how intense the player wants to train. In some cases, a method of training may not be used again due to some constraints that may be in place (like the Hyperbolic Time Chamber).

Light Training

Typical training of this type involves one-on-one sparing with an opponent, but is not taken seriously and may be looked at by some as just a warm-up. Exercise is like a person just going to the gym everyday as a habit, but only spending just enough time to just feel good about themselves or hate the time they waisted. School type work is casual, done at your own pace with no time limits (self studying).

Light Training grants very little in the ways of benefits, possibly 1CP worth per day. This is more CP than what a normal person may gain by just going about their normal lives (1 CP per month typically).

Medium Training

This type of training is more intense. Sparing is taken more seriously, trying to hurt a foe, but not kill them. A gym trip is an intense workout, building muscle or just exercising to seriously lose some weight.

Medium Training grants more benefits, but is still in the realm of what normal people typically do. You gain 3CP per day you train. This is the training type that many of the heroes from Dragon Ball use casually during times when the world isn't in danger.

Hard Training

Training at this level is often the start of where most of Dragon Ball's heroes train when they need to get better quickly. It is with this training type that skill rolls and actual combat come into play.

Training involves a series of checks to be made using applicable skills that you want to improve.

For this, the player decides how hard the training will be.

- **DS 20**: This check is the baseline. It is difficult, but not impossible. Succeeding in the roll nets you 5 CP for the day. +3 CP for a Critical Success.

- **DS 25**: More intense, leaving the character with the Tired condition at the end of the training period. Succeeding in the roll gives 10CP for the day. +5 CP for a Critical Success.

- **DS 30+**: The most intense training, that when completed, leaves the character with the Exhausted condition. Succeeding in the roll gives 15CP for the day. +10 CP for a Critical Success.

This all keeps in mind that the group is using CP for advancement. You can also look at the CP gained to help you to determine how much CP a character potentially has at the end of a length of training to gain something. Like if a week is spent training, the CP could be used to determine that a skill may not be increased because its still too expensive. Or maybe it could give a

power, but not at the level of strength that the player wants.

The alternative, following this scheme, is that each level of training you decide on allows for varying degrees of enhancement if you decide you want to work with "Advancements." The major difference is that here you have to make a series of rolls to cover the length of training. You cannot, however, train for just 1 day and get the result to spend with this.

Along this line of doing things, here is how things are handled.

- **DS 20:** This involves a minimum of 1 week of training, requiring 5 skill checks to be made. The majority of successes rewards you with a Skill advancement, while a majority of failures does not.
- **DS 25:** This involves a minimum of 2 weeks of training, requiring 5 skill checks to be made. The majority of successes rewards you with a Talent advancement, while a majority of failures does not.
- **DS 30+:** This involves a minimum of 3 weeks of training, requiring 5 skill checks to be made. The majority of successes rewards you with a Power advancement, while a majority of failures does not.

An option for all of these is to speed up your training, go more intense. This could happen by non stop studying a topic while someone is also lecturing you on the same topic, over loading you with information. Also, by using Advancements you account for being able to rest/sleep between rolls for training.

Increased Intensity

In other cases you may decide to utilize a hazardous environment to train in. These things serve as a means of shortening the length of time you need to train in. For example, training under heavy gravity counts as intense training.

CP Training:

- Making use of the normal minimum of days required for CP Training, increasing the intensity level of training increases the DS by 1 per level.
- Each level of intensity added increases the reward by 1 when you succeed.
- Failing a roll results in 1 level of Exhaustion per level of intensity. Training time for the day is treated as a 12 hour long event, allowing time to eat and rest/sleep in between.

Advancement Training:

- This makes use of the normal Advancement training, 1 week of training that requires a base line of 5 skill rolls, majority of successes resulting in an advancement.
- Intensity levels apply to all rolls made.
- Each level of intensity applied allows for 1 advancement if you generate a majority of successes. So, if you only applied 1 level of

intensity and generate a majority of successes then your character gains 2 advancements.

- A majority of failures, however, results in no advancements, but it does net you 1 level of Exhaustion for the base DS of the roll, +1 level of Exhaustion per level of intensity you applied. However, unlike how you normally recover from Exhaustion, each level of this exhaustion requires that many days of sleep and over all rest without training in order to recover from them.

Power Level Training

One of the options you have for improving your character is to increase their Battle Potential rating (their Power Level if you prefer).

- **CP Spending:** By spending 5 CP you can increase your BP rating by 10. This changes once the general BP of an individual reaches 1,000 or higher. After this, you spend 1 CP to increase the BP by 100. After 10,000 the BP increase is by 1,000 (and so forth).

- **Advancement Spending:** Putting 1 advancement to increasing your BP is a bit bigger than it is with CP spending. Here, 1 advancement gives a larger +50 to your BP. Likewise, once you reach certain general BP ratings (1,000 then 10,000 and so forth) the BP increase gained is also increased.

Temporary Power Level Boosts

There are ways for characters to temporarily increase their Battle Potential ratings. The first method is by using some sort of magic item that increases your BP rating. This can be made from the Enhance power, with each +1 Static Bonus instead being a +10 or +100 or +1,000 depending on the Saga.

Another method of this is to have a transformation. Transformations will increase your BP by a multiplier. The multipliers that you apply to your Base BP are:

- **Beast Mode/Rage Mode:** x2
- **Fusion Dance/ Potara Earings:** x15
- **Oozaru Form:** x10
- **Kaio-Ken:** 1.5 for the base form. Each Kaio-Ken multiplier (Kaio-Ken x2, x3, etc.) is also the multiplier applied to your BP. When used with another transformation it continues to function the same way.
- **Namekian Fusion/Fission:** N/A
- **Potential Unleashed:** x8
- **Suppressed Forms:** Working a little differently, form 1 is the character's base form, and each form released is a x2 multiplier to the previous form.
- **Super Saiyan:**
  - Form 1: x2.5
  - Form 2: x5
  - Form 3: x7.5
  - (Super Saiyan 4: x12.5)

- **Super Saiyan God:** x13
- **Super Saiyan God Super Saiyan:** x15
- **Ultra Ego:** x40
- **Ultra Instinct:** x40

Keep in mind, if there are BP multipliers that you don't like, come up with some that do work for you.

WRITING YOUR STORY

Now, you can mimic the story of the original Manga/Anime, there's nothing wrong with this, and it would give your players the chance to see how they might fare against the classic foes.

However, to start, lets not get right to a direct adaptation. After all, each group is different in how they want to play. Some may want the more RPG concept that this game provides, where you will face a number of minor or even challenging opponents before you may face the primary villain.

One common mistake new GM's make is sitting down and writing up an elaborate story, complete with dialogue.

Players help craft the narrative of any story for a RPG. Though, GM's do need to have an over arching narrative.

The heart of Dragon Ball is, of course, the magical Dragon Balls, and your first Saga should encompass them. But, one thing to keep in mind is the power of the Dragon Balls, and that a bit of comedy often involves their use sometimes.

Make a Background

To start, make sure each player writes up a background for their character. This entails - personality, a brief history, and what their motivations are.

Looking over these is the first step you should take before working out any sort of story.

You also may need help your players with this. Everyone is different, and some players may have trouble with figuring out what sort of character they are playing.

To this end, lets take a look at the world of Dragon Ball for a moment.

The Lands of Earth

One of the important things to know about the world of Dragon Ball is that, yes, while it is "Earth" it is also not our earth. The world is primarily a single large super continent. It has a few smaller island continents and a vast number of normal islands.

Towns dot the map, as do smaller villages, but most people live in sprawling mega cities with simple names like "West City" where Bulma lives, or East City before it's rebuilt and renamed as Satan City as it's home to Mr. Satan.

The Earth, as from the video game: Dragon Ball Z - Kakarot

There's also important places like Capsule Corporation (in West City), Korin's Tower, The World Martial Arts Tournament grounds, and more places like these.

But this is <u>your game</u>, and you are not beholden to use the same names. Players are a source of how to populate your world with locations. It also wouldn't hurt for players to also come up with locations that they may want to visit or that they just think are neat.

Maybe you want your version of Earth to be like our own.

Maybe its almost like ours but Florida has broken off and floated way...which is for the best really.

Do not feel like you are beholden to all of the lore and lay of the land from the manga/anime. But it might be good to keep a few familiar locations.

- **Korin Tower:** This tower stretches impossibly high into the sky, well above the clouds. High at the top is a circular like top where the tower's keeper, Korin, resides and grows the mystic Senzu Beans that can heal virtually any injury, and restore your energy (though they are not without their limits, like they cannot cure diseases, nor undo long standing injuries or natural conditions like blindness or being born without a limb or with a neural divergent mind).

- **Capsule Corporation:** The largest and most powerful corporation in the world. Owned and operated by Dr. Briefs, they make the amazing capsule technology that can store nearly anything that they have built to do so. They make portable homes, vehicles, and storage containers. All just fit into your pocket while in capsule form...don't think about where the mass and everything goes while it's stored. Just think...well think

"timy-whimy" extra spacial storage sort of thing.

- **World Martial Arts Arena:** Unlike other sports, in the world of Dragon Ball, the martial arts is has become the premier sport of the world. It is typically host to many normal fighters hoping to make a name for themselves and earn the massive cash prize. But, often it's those with a foot into the super human that make it to the finals and push out any normal fighter. It's for these super human spectacles that many watch the tournament.

- **Kami's Lookout:** High above Korin Tower, accessible only to those who can fly or have some other clever means of getting up to it, is a massive floating bowl like structure that is home to the guardian of the Earth. The current guardian at the start of Dragon Ball is a Namekian named Kami. Aiding Kami, (and all Guardians), in what they do is the Genie, Mr. Popo.

A Jurassic World

One of the oddities of the world is the fact that dinosaurs exist and run around in the wild regions of the world. This is part of the reason (or so one could guess) as to why people have largely huddled together in large cities. Some of the dino's have near human like intellect while others, like the T-Rex's, aren't so gifted.

In the manga/anime, why the dangerous wild animals don't attack cities and towns is not really mentioned or even a focus of the plot.

But that doesn't mean you shouldn't think of reasons why this doesn't happen. Maybe there is some easy to come by tech that keeps the dangerous beasts way, or maybe they are just smart enough to know better than to attack cities and towns, or anyplace where humans gather.

In fact, this can be used as a plot point in your story.

But more importantly is the fact Earth is not the only world that might have less than friendly native life.

THE DRAGON BALLS

Sooner or later, there's going to be a quest for the Dragon Balls. When initially introduced, these 7 orbs could grant any wish. But as time went on it was shown that there are limits to the power of the Dragon Balls. This is true for the ones that will be in your game. They also can be strengthened under the right circumstances.

When brought together, the 7 orbs will pulse and glow while a person calls forth the "Eternal Dragon." The name of the dragon will vary depending the Dragon Balls.

When your players start searching for the orbs it is best for them to be able to learn some facts about them, like what sort of wishes can be granted.

For example, initially the Earth Dragon Balls had the following rules regarding what the dragon <u>cannot do</u>.

1. Revive someone who has already been revived before.
2. Revive someone who has been dead for longer than 1 year.
3. Revive a person who has died of natural causes (including disease and old age).
4. Force a person to fall in love with another.
5. Kill a being whose power exceeds that of creator of the Dragon Balls. (Based on BP if you will.)
6. Grant the exact same wish twice for a person.
7. Make someone more powerful than their current limits.
8. Change a technological being (or even a partially augmented one) into an ordinary being.

Typically, if the dragon cannot grant a wish, they will inform the person of this and demand a new wish to be made.

Of course, if the person takes too long then the dragon may just choose to go away.

One other thing about making wishes is that the dragon is typically neutral. It will grant the wish of the first person to be able to state their wish. This has to be some one who is with in around 20ft of where the Dragon Balls are.

During this time, the two people often need to make an opposed initiative roll.

The Dragon Balls of Earth

Other actions can also be attempted to aid in this but it's up to the GM how best they may want to progress a situation where multiple characters are trying to do something first.

Size: The size of the Dragon Balls can vary depending on the person that made them. Currently, via the manga, there are 4 sizes shown. Earth's Dragon Balls are about the size of baseballs. The Namekian Dragon Balls are about the size of a basketball or beach ball (depending on your preference). The Cerealian Dragon Balls are about the size of a large marble or a ping pong ball. Finally there are the 'Super' Dragon Balls that are the size of planets.

The Number: Dragon Balls typically come in only a group of 7. The Earth, Namekian, and Super Dragon Balls all have 7 orbs to be collected. However, it was revealed in the manga that the Cerealian dragon Balls are only made up of 2 orbs. The number of orbs, plus their size, can be indicative of their power, but not always the case.

Power: The power of the dragons to grant wishes does vary, and the person

The Cerealian Dragon

Creating Your Eternal Dragon

To start, each dragon has a name. The dragon of Earth is named Shenron, the Namekian dragon is named Porunga, the Cerealian dragon is named Toronbo, and the super dragon is simply called "Super Shenron."

A name doesn't have to be anything unusual, and there's nothing wrong with just using "Shenron."

Wish Level

Each Dragon has a "Wish Level." This is meant to be a mechanic to help you, the GM, to determine if a wish is with in the capabilities of the Dragon to perform.

At the start of Dragon Ball, this wish level is 7 (think of it as 1 level per Dragon Ball. From there it can be augmented further.

When the level is improved (often as a story device, or as a reward for players, easing some of the limitations on the Dragon Balls, it makes the possibility of a wish being granted more likely to happen.

Making a Wish

To make a wish, characters must first know the incantation needed in order to summon the dragon. There also may be a language barrier too. For example, Porunga, can only be summoned by speaking not just the incantation, but it has to be spoken in Namekian. Additionally, Super Shenron also can only be summoned by speaking the divine language of the Angels, and the

who crafted them or is bound to them can change the wishes that are granted, or enhance on them through different rituals which can be simple or complex. Earth's Dragon Balls can grant 1 wish to start, but is then upgraded by Dende to grant 3 wishes. And later he upgraded them again so that Shenron could unleash a person's latent potential (and give a special gift in the case of Piccolo). The Namekian Dragon Balls can grant 3 wishes, is more powerful than Earth's Dragon Balls in some ways, but also limited in other ways. Although later they too are enhanced.

Mean while the Cerealian Dragon Balls, still a mystery, seem to be able to grant some wishes normally, but more powerful wishes appear to come at a cost. For example, increasing a person's power would come at the cost of their life span being greatly reduced depending on just how powerful they want to be.

proper incantation of course.

With the Wish Level set, a roll is used to determine if a wish made is with in the power of the dragon. This can fluctuate depending on the wish and the rules that govern the dragon.

The roll is made by rolling a number of d8's equal to the Wish Level of the dragon. The roll needs to generate a majority of groups of 7 (by either rolling a 7 on the die, or by adding together dice) in order to succeed based on the type of wish (noted on the table below).

In some cases, a wish is generally abstract enough that this roll instead may allow the wish to be grated at a lower power.

Once a wish is granted, make note of it for the dragon in case it's made again in the future, this way you already have a "benchmark" for that wish.

# of 7s	Type of Wish
1-2	Grant a Normal Wish
3-5	Grant a Uncommon Wish
6-9	Grant a Unusual Wish
10 or more	Grant a Powerful Wish

Below are listed the different types of wishes that a being could ask for.

Normal Wish: A simple wish involves giving something that exists in the world that not beyond what is often considered "normal" by most people's standards.

- I Wish to be Rich: Wealth granted is around 1,000,000 Zeni.
- I Wish to be Well Known: Gain fame like that of any D-list movie star, or local celebrity.
- I Wish to be Talented: Gain a new talent that you didn't possess before.
- I Wish I were stronger: Gain an amount of CP to apply to anything equal to the total roll result. This cannot include transformations or powers.
- I Wish I was younger: Your age is reduced, but if no amount is stated then the dragon will put you back to being a child (usually around the ages of 3 to 5).

Uncommon Wish: An uncommon wish is something that people don't always wish for. It's a wish that often involves some thought and more specific information for the dragon

- I Wish to be Quite Rich: Wealth granted is around 5,000,000 Zeni.
- I Wish to be Quite Famous: Fame is like that of any B-list movie star.
- I Wish to be Quite Talented: Gain 2 new talents that you didn't possess before.
- I Wish to be Stronger: Gain an amount of CP to apply to anything equal to the total roll result x5. This cannot include transformations.
- I Wish I had [a specific power]: Gain the specific power requested, though its level of strength is equal to that of the Wish Level

of the dragon. This includes if a power is complex and has multiple levels, all being equal to the Wish Level but distributed amongst the different aspects of the power.

- I Wish for [an object]: As long as it's value is less than 1,000,000 Zeni it can be acquired. However, it may be necessary for the dragon to make an additional roll to see if the item is something that the dragon is familiar with. In this case, a second roll that is equal to or better than the first is needed to "verify" that the dragon can do this.

Unusual Wish: An unusual wish is one that people would not normally wish for, or think to wish for either because it may come with some unforeseen drawbacks or is just very well worded (which not everyone does).

- I Wish to be Very Rich: Wealth granted is around 10,000,000 Zeni.
- I Wish to be Very Famous: Fame is like that of any A-list movie star.
- I Wish to be Very Talented: Gain up to 3 new talents that you didn't possess before.
- I Wish to be a Lot Stronger: Gain an amount of CP to apply to anything equal to the total roll result x10. This cannot include transformations.
- I Wish I had [a specific power]: Gain the specific power requested, though its level of strength is equal to that of the Wish Level of the Dragon x2. This includes if a power is complex and has multiple levels, all being equal to the Wish Level but distributed amongst the different aspects of the power.

- I Wish for [a rare object]: As long as it's value is less than 10,000,000 Zeni it can be acquired. However, it may be necessary for the Dragon to make an additional roll to see if the item is something that the Dragon is familiar with. In this case, a second roll that is equal to or better than the first is needed to "verify" that the dragon can do this.
- I Wish to Bring [someone] Back to Life: This can be used to resurrect a person who has died. However, life is restored to how a person was just before their death, which means that if a being is in little chunks then they are alive but not all in one piece. The number of people that can be returned to life is typically 1 person per wish (to start, though the rules for this can be changed to allow for more people to be brought back, like the entire planets population).
- I Wish for [someone] to be Here (or to go someplace): This can be used to transport someone or multiple people across vast distances. The number of which varies depending on the limitations of the dragon, otherwise a base rule is each Wish Level equals around 1 person, though the rules for this can be changed. Distance, however, is often negligible as

the dragon can transport a being across realities or to the ends of the cosmos.

Powerful Wish: A powerful wish is one that breaks the rules, far more than an unusual wish. They are not always possible, especially when the dragon has rules would normally stem such wishes. If a dragon has such limits, but can give multiple wishes, it may use a second wish to make the first wish possible.

- I Wish to be Extremely Rich: Wealth granted is around 20,000,000 Zeni.

- I Wish to be Extremely Famous: You are known not just by everyone on your planet, but probably on other planets as well.

- I Wish to be Extremely Talented: Gain up to 4 new talents that you didn't possess before.

- I Wish to be a Extremely Stronger: Gain an amount of CP to apply to anything equal to the total roll result x20. This cannot include transformations.

- I Wish I had [a specific power]: Gain the specific power requested, though its level of strength is equal to that of the Wish Level of the Dragon x4. This includes if a power is complex and has multiple levels, all being equal to the Wish Level but distributed amongst the different aspects of the power.

- I Wish for [a very rare object]: As long as it's value is less than 20,000,000 Zeni it can be acquired. However, it may be necessary for the Dragon to make

Oolong's wish is granted...

an additional roll to see if the item is something that the Dragon is familiar with. In this case, a second roll that is equal to or better than the first is needed to "verify" that the dragon can do this.

- I Wish to Bring [someone] Back to Life: This can be used to resurrect a person who has died. Life is restored to a person in the way it is intended. The number of people that can be returned to life is typically 1 person per wish (to start, though the rules for this can be changed to allow for more people to be brought back, like the entire planets population).

- I Wish for [someone] to be Here (or to go someplace): This can be used to transport someone or multiple people across vast distances. The number of which varies depending on the limitations of the dragon, otherwise a base rule is each Wish Level equals around 1 person, though the rules for this can be changed. Distance, however, is often negligible as

the dragon can transport a being across realities or to the ends of the cosmos.

- I Wish to Restore...: This is an open wish that entails restoring something that no longer exists. Now there may be limits to this base on the rules of the dragon, but it is mean to restore something like a planet, or an entire species of beings.
- I Wish to be...: This is a wish that can be made to change yourself from one type of being into another. This has been used to swap bodies between beings, but is mainly a way of changing species. A human could become a Saiyan via this.
- I Wish I had a Transformation: This wish can be used to allow a character to gain a single transformation, or in some cases it could pertain to gaining lost knowledge on how to gain a powerful transformation.

Wishes not Covered: No set of rules are perfect. What's noted above are a set of general guidelines that help a GM to decide how to do things. And thus sometimes a player may have a different idea about what sort of wish they want. Simply reference the previous types of rules to help you with figuring out how to handle any unusual wishes that may come up during your game.

Player Wish vs. Character Wish: One hurdle you may come up against is the potentiality of a player making a wish that is "out of character" for them to make. Sure, they may have come up with a smartly worded wish, but is it something their character would actually say?

Sure, it's possible, but likely more out of character for them.

GM's should encourage the players to keep their wishes to what their characters may actually be wanting, and they may lack eloquence.

One method to allow this is for a Wish Point to be spent. This would allow for a "flashback" moment to have occurred at some point where players had a chance to talk and figure out exactly what to wish for.

Although if characters do this in the game and hash out a wish plan then that should be OK to allow.

But keep in mind that wish's shouldn't be used to solve all problems, but they can be used to help solve them.

Dragon Ball Recharge

Aside from the rules that you will need to outline for making wishes, players can't expect to make a wish and then go out the next day to find the Dragon Balls again and make another wish.

One of the core rules with the Dragon Balls is once all the wishes are made the dragon vanishes, the balls rise a few miles into the air and then hurdle off across the world to land in random places as inactive stone orbs (that are

virtually unbreakable in this state).

After 1 year of time for their native planet has gone past, the stone orbs will revert back to their Dragon Ball state. Some planets have shorter years, and thus allow the Dragon Balls to be found more often (like Namek).

Additionally, the death of their creator, or if the being whom they are bound to dies, the Dragon Balls will turn into their stone orb forms, even if in the middle of making a wish. Resurrecting the person will also affect the Dragon Balls at the same time. Otherwise a short ritual can be done to restore the Dragon Balls by a knowledgeable being (often a Namekian) to a functional state.

This is done by getting a hold of the statue of the Eternal Dragon. As long as all it's parts are intact, or put together again if it is broken (which can happen if a being attacks the dragon while it is summoned and subsequently killed). It is a simple ritual for a new person to take ownership of the dragon, but they must possess the knowledge of how to do so, as well as how to make more Dragon Balls if it is needed.

Knowledge of making Dragon Balls is held only by certain Namekians and is passed on in a manner similar as how a Namekian might awaken the sleeping power in a person.

Of course, you could use the Dragon Balls to wish for the ability to make more Dragon Balls.
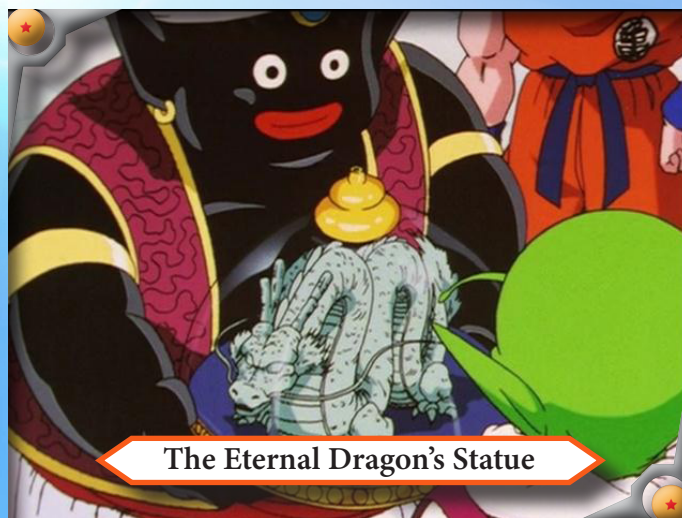
The Eternal Dragon's Statue

All Eternal Dragons are pretty big in size

BULMA's NOTES
...Talented Namekians

» To possess the knowledge of how to make Dragon Balls it requires a Namekian to be apart of the Dragon Clan. This can be either adoption (knowledge passed on), or being born from a member. For 10CP a special Talent can be gained called "Dragon Clan" that is only for Namekians.

As you craft your campaign it is always good to keep in mind the backgrounds of your player's characters. Unlike in the manga/anime where the story mainly focuses on Goku with everyone else just supporting him, you will need to allow each player to be the star in their own way.

While a play may start their adventures off just wanting to find the Dragon Balls, those are motivations that can change with time.

Within a Saga, you can incorporate any number of elements of a players backstory and motivations into the story. It doesn't have to be all at once either.

You should also encourage your players not to be too descriptive or long winded in these matters. A backstory should be short, one page or less. Enough to give an idea of where they came from up to where they are now.

And what motivates the character is their reason to adventure, or what their motivation is at this time. Motivations can change as new things happen. A player character may have a violent rival that they wish to best, but once bested, what will they do next? That doesn't mean the rival has gone away, just that the character's motivation at that time has been met.

If players are having a hard time coming up with motivations for their characters, here are a few idea's to use.

- Testing your strength against stronger foes.
- Seeking the Dragon Balls for a purpose (good or selfish).
- Earning money.
- Wanting fame.
- Testing an invention.
- Learning about the world.
- Tasting new foods.
- Fighting against a force out to take over the world.
- Learning about who you really are.

Its also ok for a character to have more than one motivation for adventuring in the world, so don't feel like you should limit the players in what they want to do. And don't discount that it may take a player a little time to sort this out for themselves.

Everyone starts somewhere

Non-Player Characters

At some point or another you are going to need some Non-Player Characters (NPCs) for your heroes to meet and fight against. To begin with, NPC's are generally considered to be normal beings. They often have no powers or special abilities beyond what is afforded by their species. In some cases a species may have powers to start off, like Saiyans and Namekians.

NPC's are broken up into a number of different groups.

- **Normies:** These are normal beings who are meant to be either background dressing, or extremely minor threats that players can just roll over.

- **Minions:** More of a threat than normies, they are beings who have better training or skills. Still not too much of a threat, they can represent police officers, ordinary soldiers, or thugs.

- **Warriors:** Here we get into the first decent threat that players may face. Warriors are capable opponents, often having some powers or gear that can make them a threat initially, or if they have enough numbers on their side. In some ways, warriors are kind of where a starting character will be at, but at the same time they shouldn't be too much of a challenge.

- **Lieutenants:** Here is where fights can become a challenge. Lieutenants are NPC's who are either equal to or just above the level of skill of the PC's. They are meant to be the right hand of the main villain or just might be where a main villain starts.

- **Villain:** The Villain is your final boss, the big bad of a Saga. They may appear once in a while but don't become anything for the PC's to worry about until near the end of the Saga, or on special occasions where the Villain needs to remind folks just why they are so. They are often more powerful than the PC's, or are just powerful enough that its an even fight in the end.

Cell in his first form

NPC CARD

One of the important things you will need is a way of keeping track of your NPC's. This comes in the form of a card that will provide easy to view information on your NPC(s). But if you need something for more detail, a larger version (to follow) will be detailed. A sheet of these will be found at the end of the book.

Name:

NPC Type/Species:

AGILITY	SCORE	Die Type
MIGHTY	SCORE	Die Type
INTELLECT	SCORE	Die Type
EGO	SCORE	Die Type
POWER	SCORE	Die Type

Health / DEF.
Stamina / EVA.
END. / SPEED
RESIS. / WILL.
REC.
Melee Dmg / Energy / Gather

One of the benefits to NPC cards is that you can print these on blank 3x5 index cards if your printer allows it. Otherwise you can print these and glue them to a 3x5 index card.

NPC's on index cards should never be anyone serious or overtly important. They can be reoccurring NPC's, but should be used for "normal" people that the PC's could encounter often.

NOTES

As you can see, the card above has 2 sides, and limited information. NPC's, while they may possess skills, talents, etc. are meant to be simple. When a skill roll is needed you simply roll the Score/Dice Type for the Ability's Skills. This can be tweaked depending on the NPC. Notes are for anything pertinent you feel needs to be included (talents, gear, etc.)

This sheet is meant for more information or more detailed NPC's. This still will contain minimal information, but is meant to at least put more details for an NPC on one sheet of paper.

Name:

Health

NPC Type/Species:

Stamina

:Species Talents:

END.	DEF.
RESIS.	EVA.
REC.	SPEED
Melee Dmg	WILL.

Energy

Gather

Movement

	SCORE	Die Type
AGILITY	SCORE	Die Type
MIGHTY	SCORE	Die Type
INTELLECT	SCORE	Die Type
EGO	SCORE	Die Type
POWER	SCORE	Die Type

:Talents:

:Notes:

NORMIES

When making a normal NPC, you will have 11pts to distribute amongst the character's Ability Scores. From there the die type rolled is a d4, but you can increase the die type to a d6 for 1 or 2 Ability scores. From this you figure the NPC's the Stats of the NPC (Health, Stamina, Endurance, etc.). After this apply any Species benefits that are pertinent. You can add a talent, but you shouldn't add more than 1 or 2. If you want the Normy to be good a specific skill, make a not of the skill and give it a Static Bonus (between +1 and +5).

MINIONS

The next step up from a normal NPC. Minions are treated in much the same way as a Normy, but are more skilled or generally are more capable than Normies. Minions are initially built like Normies, distribute 11pts amongst the character's Ability scores. The die type is a d4 for most by you can select 1-2 scores to be a d6. Also apply any Species benefits, and give a +1 to a +5 Static Bonus to specific skill uses. Talents aren't optional for minions, and you should give your minion at leas 2 talents, but not more than 3 or 4. Minions can have powers, but should be limited to be less powerful than the players. Along these lines their powers should be half that of the players or less. They should still be a threat for new characters, but mainly when there is more than one of them.

Unlike Normies, Minions should gain new talents, powers or even gain an increase in their Ability scores in order to stay viable as a threat depending on the situation and their own origin.

A human minion who is a thug for a crime boss, isn't likely going to be as much of a threat as a minion when compared to someone who has joined the Frieza Force.

Many ordinary animals and beasts are considered to be of the Minion type. Note, animals/beasts have an Intellect and Ego of 1, and a Drawback Talent of "Animal Intellect" (acts on instinct/training). Might for animals/beasts is also typically higher than that of normal beings as well. Aside from this they make use of many of the Species talents that normal characters have as well.

WARRIORS

The Warrior builds off of where you are with minions. The main difference is that you now have 14 points to distribute to their Ability scores. Dice types can remain like that of the minion, or you can improve all up to d6's, with maybe one being a d8. If you want a Static bonus to specific skills with a Warrior, then there is no real upper limit beyond this being below where the PC's may have Static bonuses.

Talents/Powers for Warriors should be along the lines of what the PC's have, though the strength of powers should only be slightly less in power than what the PC's have (think 2 to 4 levels below what PC's may have).

LIEUTENANTS

The Lieutenant is the next build up from Warriors. As was mentioned before, Lieutenants are or should be equal to the PCs. In fact it is a good idea to simply build a Lieutenant like you would a PC.

VILLAIN

Finally we come to the villain. As was mentioned before, villians are often built like the PC's to start. But because they are suppose to be a threat that it would take multiple characters to face, or at least to wear down enough that one person could fight alone against them. The rules for crafting your villain are such:

- **Ability Scores:** Should be like that of the PC's. In fact what you can do is add together all the Ability scores of the PC's and then divide it by the number of PC.
- **Skills:** These should be on equal footing as that of the PC's. Again, if desired, you could use the same tactic as with Ability scores.
- **Talents:** The Villain should have around the same number of talents as the PC with the most talents in the group.
- **Powers:** Again, the Villain should have around the same number of powers as the players, but this isn't necessary per say. You should have them be equal in level to what the PC's have, or a little higher (but no more than 2 or 4 levels higher). Villians can also possess the ability to transform.
- **Statistics:** Here is one of the major deviations between PC's and villians. Start by generating the Statistical information like normal for the villain (as if they were a PC). However, Health should be increased based upon the number of PC's they will be facing (multiply current Health by the number of Players). But with the other statistical information, you will not be increasing

them. Even Villians have limits, and while they can take a beating and dish it out, they do tire, lose energy, and could possibly even win. But if you feel it necessary to increase the challenge of the encounter then increase other Statistics by 2x (except for melee damage & carrying capacity, skills, training & skill levels, and memorized spells).

One important thing about Villians is that they cannot be unbeatable. One thing that a GM should add to their Villians are things that players can exploit. Like a Villain may be megalomaniac, seeing all beings as being weaker than them and beneath their effort to deal with. Frieza, for example, is someone who is like this, preferring to have his soldiers deal with things and only stepping in himself when he feels a lesson is needed, is bored, or feels that a foe is worth his time.

However, a foe like Lord Beerus or Whis are virtually unbeatable normally. Besting these foes can only come after a massive amount of training, and even then you would have to be equal to them in power (somehow). Often you would just need to reach a goal in dealing with them since out right beating them in a fight has proven to be impossible in the anime/manga. But the upswing of these foes is that they aren't evil. They are more neutral in their actions and point of view, not to mention easily bribed with good food.

SS Red Goku vs. Beerus

MAKING ENCOUNTERS

There are several types of encounters that make up the game. Think of these like scenes if you will.

Non-Combat Encounters

These are the encounters that you will face whenever your players are not in combat. It's during these times that players can train, interact with other NPC's less geared toward fighting. Skills that require time to use are often used only during non-combat encounters. Additionally, time taken to rest or sleep happens only during these times.

Combat Encounters

Where much of the "fun" is had of course. Anytime a punch is thrown or a ki blast is fired at another being or at a character it is a combat encounter.

Chase Encounters

A chase encounter is an encounter that is different from that of combat. While fighting may occur during a chase, the goal of a chase is to either catch and stop the one being chased, or to get away from the one giving chase.

Chases make use of something called a "Clock" to gauge the progress of the chase. During a chase, each participant will decide what they will do to advance their clock. Both the opponent and the PC's get a clock.

- **PC Clock:** Each successful skill check by a PC advances the clock one step. Once the clock is full, you succeed at the Chase.
- **NPC Clock**: Each failure by the PC's counts as an NPC success.
  - NPC's do not make skill rolls for a chase unless the roll is in opposition to a PC's roll.

Clocks themselves come in 3 varieties depending on how difficult a chase is meant to be.

Easy Clock: This requires only 3 skill checks. DS for these is often low.
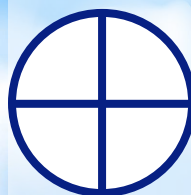
Average Clock: This requires only 4 skill checks, and is the more typical clock used.
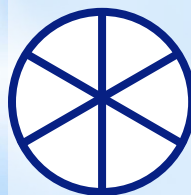
Tough Clock: This requires 6 skill checks, and is meant to represent a long chase.

Unconventional clocks can also be used. These would be clocks that are odd numbered, like a 5 increment clock or a 7 increment clock.

Clocks can fill depending on the situation and their intended use.

A clock may fill if a PC succeeds at a task or meets a milestone. It can

also fill as time passes like a normal clock. And villians succeeding at tasks or reaching their own milestones can increase a clock (which a PC's actions can reduce it).

Frieza tries to destroy the planet Namek, this sets a 5 minute clock. At the end of a minute the clock advances if Frieza bests Goku for that minute interval, but if Goku bests Frieza the clock doesn't advance.

The clock represents the planet going "BOOM." And each time Goku wins it shows that Frieza likely overestimated the time frame. At the end, Goku wins, and as a reward he has a new clock to find ways off the world. Each failure results in an advancement of time.

CREATING AN ENCOUNTER

One of the challenges a GM will face is in creating encounters that challenge the Players is making sure that an encounter isn't unbalanced... well not unbalanced in a way that there is no way for the PC's to succeed in some way. Creating an encounter should start with understanding the characters that the players will be playing. This is in part why the NPC's are made as they are, giving the GM a scale by which to address encounters.

While it is good to have the PC's face opponents on equal footing to them, it's also fun to allow the PC's to cut loose on opponents who are less powerful, allowing players opportunities to really feel as powerful as they are.

There's also nothing wrong with very powerful characters facing down Normies and Minions. Goku and his son Gohan, for example, have faced off against normal human opponents before, and were easily more powerful than any of them, but in these situations they choose to hold back so as not to out right kill anyone.

But just how many of what type can a single PC handle?

Again, there's no right answer for this, but if you need a general guideline, follow this for "starting" characters (the line blurs when the PC's start to become more powerful).

- **Normies:** A starting PC should be able to handle 2-4 Normies on their own.
- **Minions:** A similar amount, 2-4 depending on how the Minions are outfitted.
- **Warriors:** Around 1-2 of these can be faced in one-on-one combat.
- **Lieutenant:** As was mentioned, these are an equal to the PC's and are for one-on-one fights.
- **Villain:** Should be able to solo the entire party of PCs. He should be able to win initially, until the PC's get some strength to allow them to finally face this greater threat. Of course, some villians are like Emperor Pilaf or General Red. They are no good in a fight and rely entirely on better people (or equipment) to fight for them. While still technically a villain, they are more built or handled

like a minion, just perhaps a little smarter or luckier.

An encounter ends when either a new encounter begins, or the current encounter comes to an end.

Also, sometimes encounters use clocks as well, timing how long an encounter will go on before a time condition is met, like how long the PC's have to hold out until help arrives, or how long they have until a planet explodes.

Dark Wish Points

Players are not the only ones who get Wish Points (WPs). Dark Wish Points (DWPs) are the other side of what players have. A GM may expend one of their DWP's to do all the same things that the players can, but with a few differences.

- First, DWPs can only be used for Warriors, Lieutenants, and Villians.
- Second, the GM starts with only 1 DWP per player. This amount cannot go higher than this.
- Third, a DWP can be used to destroy a planet, but only when used by Villians. However this should be rare. It comes with the limitation that it is not a "GM wins" button as PC's must have a way to overcome or undo the effect.
- Forth, a DWP can be used to allow a Lieutenant or Villain to survive an attack that would ordinarily kill them.
- Finally, once all of the GM's DWPs are spent, they do not get any more for that game session. The

exception is if the Player uses a WP to add a story change, at which point their WP is essentially given to the GM.
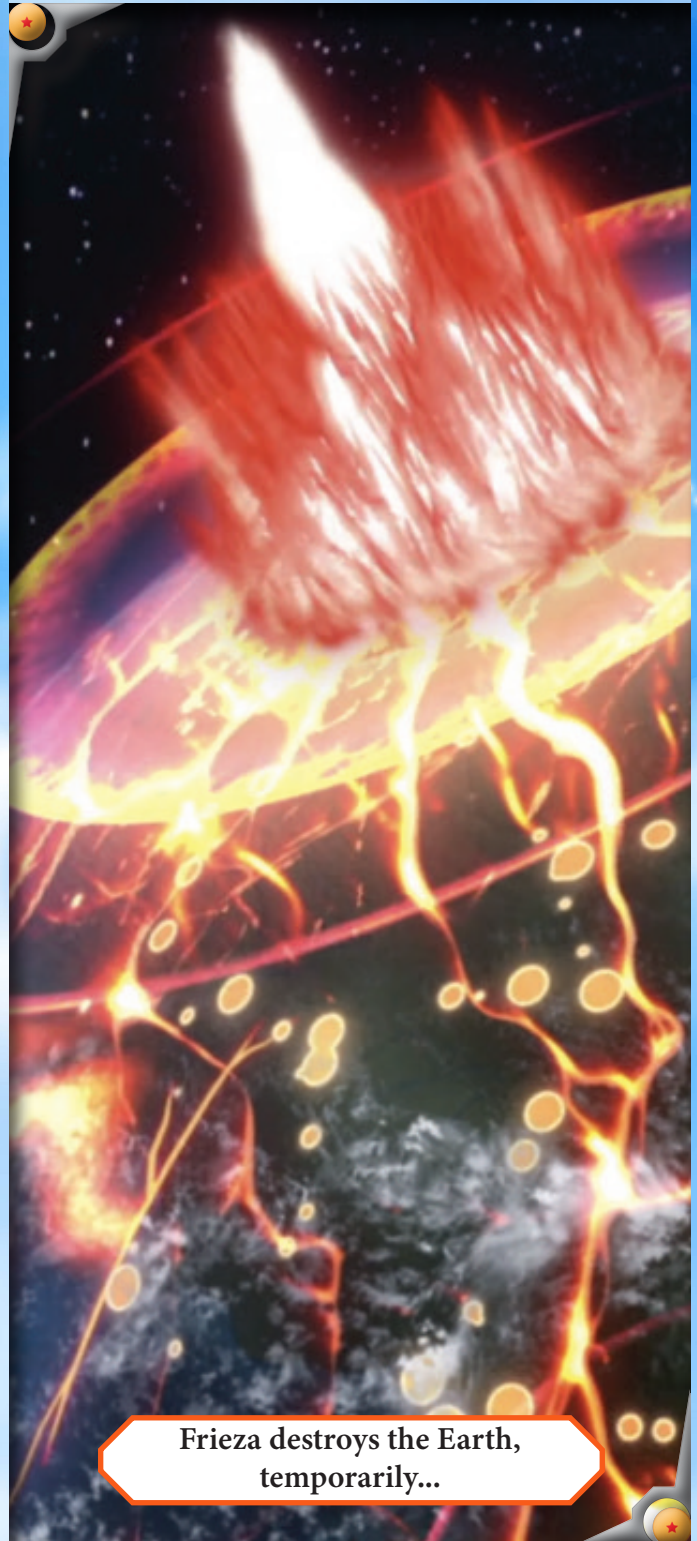
Frieza destroys the Earth, temporarily...

CHAPTER 07
GEAR AND SERVICES

"Well looks like it's my turn! I'm Bulma, and you've been reading my notes, well at least you should have been. I'm not a fighter like Vegeta and Goku, but I am way smarter than them and more than once something I've made has come in handy. Without me there'd be no dragon radar, or battle suits for Vegeta to wear."

"In this section we'll touch on some of the objects and items found on our world. Keep in mind that some of these will be built like powers, while others will be unique."

Economics of the World

The first thing you need to keep in mind is that the world of Dragon Ball makes use of "Zeni" as it's form of currency. Zeni is like the Japanese Yen, and comes in denominations of 1, 5, 10, 50, 100, and 500 Yen coins, and then 1,000 Yen, 2,000 Yen, 5,000 Yen, and 10,000 Yen denominations.

While the exchange rate or value of Yen to the Dollar of another country can vary, we're not going to worry about that.

Zeni is used across the world of Dragon Ball with no alternative currencies being used. This makes life rather easy since the world is for the most part a single super continent.

Cost of Living

Living anywhere costs money, even in a fictional world. A person may spend around 3,000 Zeni on meals for one day. They then may pay rent on an apartment of around 50,000 to 100,000 Zeni, (never mind any utilities), per month depending on where someone wants to live. This can mean that on a monthly basis a person is likely to spend around 280,000 to over 300,000 Zeni on living expenses. This should help give players and the GM an idea of what players would typically need to make on a monthly basis doing a normal job.

Saiyans, for example, tend to eat far more food than a normal person. So is a daily meal budget is around 3,000 Zeni, then to feed a Saiyan for a day is going to cost the 3,000 Zeni times their Strength score (Strength of 6 would be 18,000 Zeni).

For the most part in Dragon Ball, Zeni is mostly glossed over. It's used as a trope to motivate some characters who are greedy, or as a comedy schtic involving the insane appetites of Saiyans.

One of the important elements of Dragon Ball is that the focus is on the action, not the economic constraints of it's Characters.

Yamcha is always in debt, but he does have enough wealth that he can have a place to live and eat meals.

Goku has no concept of money, eats like a cow, and has to rely on Chi Chi & her father's wealth (which does eventually run dry) for living expenses. For the most part he & his family live off the land to an extent which helps to offset things. They also don't live in the city but far out in the wilderness on a mountain. So no needing to pay taxes or make house payments. Though some help from Bulma is clearly gotten in regards to a house having electricity but still being off the grid.

Then on the other end we have Vegeta who has nearly unlimited wealth due to being married to Bulma, heirs to the Briefs family legacy - The Capsule

Corporation, the singly largest company in the world. Food, training equipment, and so forth are all there when wanted with out a care for what it would cost. On the other hand, Bulma has no problems helping any of her friends if they ever ask for help...unless they're Yamcha.

DETERMINING WEALTH

In this game, wealth is equally not so important. If a character is from a wealthy family, then it stands to reason that they have access to some degree of wealth.

When characters need to purchase things, the GM should decide whether or not they have any wealth or not. This is done by rolling dice. The roll is often not against a DS, but serves to determine how much "disposable" Zeni a character has. That is to say, characters are expected to ordinarily keep up rent, bills, and such during down time moments when there is nothing going on. This money is what the character has available once per 2 weeks as disposable income.

Once you make a roll, take the result and multiply it by 500.

Dice Pools for a "Wealth Roll" are determined as such:

- **Wealthy Talent** - You have a lot more money than most other people. Each level gives +1d4 to your wealth roll.
- **Job** - The character has a profession that they keep up. A

skill related to that job may be used to determine Wealth, and must be chosen when you take up a job (the GM may have advice or a required skill). Roll the skill for the 2 week interval. Take the result, divide by 2, then add the other multiplier to this (x500) to determine the amount of Zeni you have.

- **Jobless** - A character with no job has a minimum of 500 Zeni every 2 weeks.
- **Rewarded Wealth** - Sometimes you just luck out and come across some other means of wealth. Maybe a lottery ticket or a dungeon full of treasure changes things for your character. Here the GM simply awards a flat amount (typically either equal to 1 month of work or more).

Alternative Wealth

Another method of handling wealth is by using a different system involving rolling dice. Characters will have a Wealth Pool, which is an amount of dice either equal to the skill they use for their profession, or that plus any awarded dice that the GM may give. The Wealthy talent also adds it's dice to this pool, but also sets a minimum that the pool cannot fall below (normally).

The GM will set a DS for the cost of an item or service. The player will decide how much of their pool they want to devote to the roll.

Succeeding in the roll will reduce the
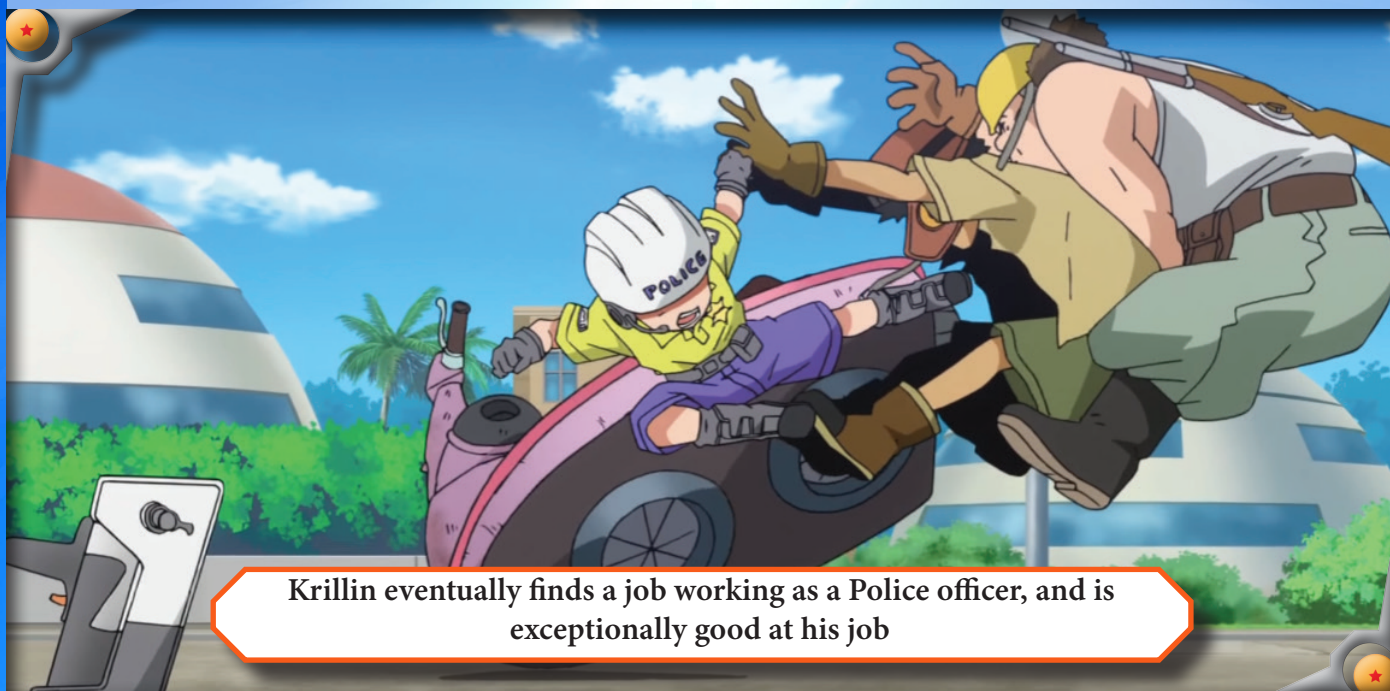
Krillin eventually finds a job working as a Police officer, and is exceptionally good at his job

dice used from the pool by half, the remainder is returned to the pool. A critical success returns 1 additional die to your pool.

Failing the roll will instead cost the character the full amount of dice used in the roll. A critical failure will cost you 1 additional die from your pool.

Character's with the Wealthy talent still loose their dice from that as they spend money, but recover at least their dice in wealth.

The DS for rolling will vary depending on what you want to buy and can involve multiple mundane things being bought in one purchase instead as individual purchases. The chart that follows will outline some DS's example items and their estimated values.

Wealth Dice Roll DS

DS	Example
1-10	Values range between 500 and 10,000 Zeni. A good wok, or cheese grater, or a computer mouse may cost this.
11-15	Values range between 10,000 and 20,000 Zeni. This can allow you to rent a nice hotel, or buy some electronic devices.
16-20	Values range between 20,000 and 40,000 Zeni. A video game system runs around in this range.
21-25	Values range between 40,000 and 80,000 Zeni. Maybe get a high end electronic device or a firearm.
26-30	Values range between 80,000 and 160,000 Zeni. This can get you some fancy or one of a kind items.
31+	Each five point increase in the DS doubles the previous amount of Zeni that something may cost.

Basic Goods & Services

Much of the value of things in Dragon Ball is based off of the Japanese Yen. As such, the following table will provide a basic run down on normal goods & services that exist on Earth.

Zeni Price	Example
1,000	Base price for a typical meal.
50,000 to 80,000	Rent for a rural or urban apartment.
10,000	Typical Utilities costs (combined)
5,000 to 7,000	Cost of a video game
1,000,000	New Car (normal)
200,000	Used Car (normal)
500,000,000+	Sports Car
+2,000,000 to base price	Capsule Vehicle
25,000,000+	House
+2,000,000 to base price	Capsule House
160,000	Hand forged katana

A case full of Zeni
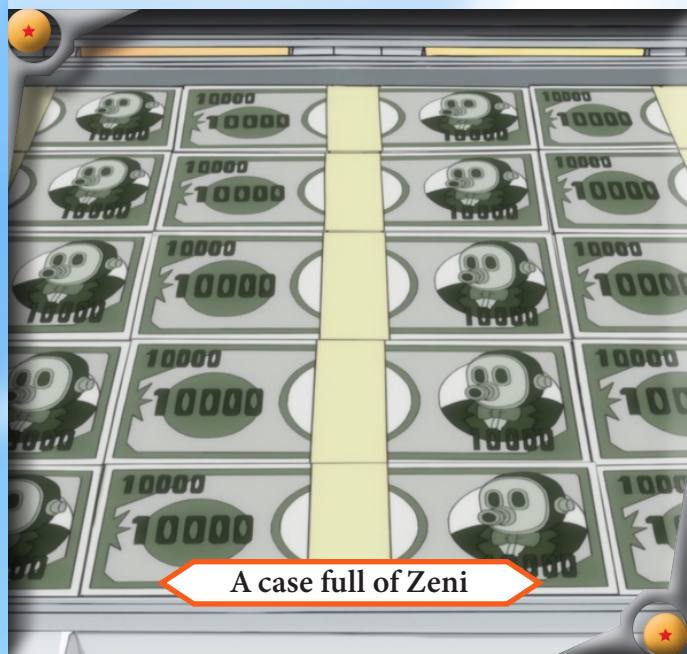
CRAFTING ITEMS

Item crafting starts by making an item as a power. This includes things like fire arms, swords and other ordinary weapons and armor. First, it is important to know what would be considered normal vs. what isn't. A 9mm pistol is normal, but a Frieza Force arm blaster is not since it is an alien weapon and not commonly found on Earth.

Crafting items requires a few things: Planing, Zeni, Tools, Time, and Knowledge.

Crafting is a skill challenge for any character wishing to get into this. A clock should be used to help gauge the progress of such work, with each roll success moving the clock 1 step.

Planing

The first step is for the PC to decide two things. How long do they want the build to take, and what they are going to make.

- **Taking Your Time:** As a down time option, the PC may decide to do this. Time is not a problem as they intend to take their time at a task. Time is no longer used as a factor for any rolls.

- **Done Fast:** Sometimes you need something fast and as such the PC needs to select a Clock to use (see Saga's of Play for details on Clocks - Easy, Average, Tough).

  - Easy Clocks are tougher here, as you are working with less time (and are called a Fast Clock). DS for checks are only

divided into 3 rolls. Actual build time is divided by in half.

- Underline Average Clocks are easier with the DS being divided into 4 checks. Actual build time is not divided by anything.
- Underline Tough Clocks are by far the easiest with the DS being divided into 6 checks (and are called Slow Clocks). Used when time is no issue, otherwise double the time taken to build a thing.

- The size of a thing, or it's complexity can also impact the build time. This doesn't impact the clock chosen to be used, rather it sets a general amount of initial work time needed.

  - Hand Held - the build time is typically 1-24 hours, and is something small that fits in your hand.
  - Average - the build time is typically 24hrs to 3 days. Items within a 1 meter of size (length, or width, or both) fall here, like a sword.
  - Large - the build time is typically 24hrs to 6 days (or a week). Items within 1 and 2 meters of size (length, or width, or both) fall here, like a pole arm, rifle, or an android.
  - Big - the build time is typically 2 days to 2 weeks. Items within 1 and 4 meters of size (length, or width, or both) fall here, like cannons, and some vehicles.
  - Going Bigger - sometimes builds go beyond the norm for

a person. Houses, buildings, or complex machines can take far longer than a few weeks to build when done by hand. The GM should do their best to ascribe a decent length of time for such tasks to be completed normally.

- Getting a task done far sooner than what is normal is doable, the halving of time mentioned before is a starting point. Further shortenings will make the DS for the checks higher.

Tools Used

When it comes time to actually make the item, do you have the tools for it? If no, then you will be improvising, which makes things tougher. If you do have the tools, then things work out normally. Tools, unless they are a power of some sort, only allow you to do the work needed.

Figuring the DS

First, the item needs to be built as a Tech Power, (follow some of the later guidelines for normal items/gear). Keep note of the CP cost. The Skill roll to use for the checks to make the item/object is equal to the CP cost divided by the clock used. So if a cost is 100 CP, then a Fast (Easy) Clock divides this by 3, giving a DS of 34 (rounded up). An Average Clock, if used would have a DS of 25. And a Slow (Tough) Clock would have a DS of 17.

Getting something done even faster, takes the DS (as it is figured) and

Bulma working on her Dragon Ball Radar

increases it by 5pt intervals for each reasonable lowering of time intervals. Keep in mind that work time has it's minimums. So don't expect to build a helicopter out of a shed of various appropriate parts in a few minutes. Although super speed does make it technically possible.

Making Your Rolls

You make 1 roll per interval of the clock you are using. Succeeding in a roll advance the clock toward completion. Failing does not.

A Critical Success can either count as 2 movements up on the clock (as you found a way to save some time) or it reduces the Zeni cost to build as you found cost saving alternatives.

A Critical Failure will cost you 2x the materials in cost and will remove 1 success from the clock.

Cost to Make & Sell

The cost in Zeni to build something is equal to the CP cost, (outside of Character Creation of course), multiplied by 1,000.

Now if you are looking to sell a creation (to earn some Zeni) then you take the before noted cost to build,

and multiply it by 3. If you rolled no failures, and 1 or more Critical Successes then you may increase it's sale price multiplier by 1 per Critical Success.

Assistance

Sometimes your character has help in making things. This can come in the form of just another person(s) or some form of automation. There are limits to just how much assistance you can get.

- **Allied Assistance:** This comes from another person, either another PC or an NPC. This functions like the normal Assisting Others option for skills (see Character Creation, Skills).

- **Mechanical Assistance:** This is by the use of a robot or other machine that helps by automating some process of construction. An extensive array of machines can serve to build everything for you, so long as they have the plans and materials to do so. This is helpful for mass production or for gear that you know will get damaged/destroyed often. You must still make a skill roll to design the object, but from there it goes to automation. Here, the machine makes a roll that must equal to exceed the roll you made to design. The cost for the machines needed to do what you want is equal to the number of dice you roll for the skill, x 100,000 Zeni for the machine's roll to be d6's. For d8s the cost is x500,000 Zeni. And for d10s the cost is

x1,000,000 Zeni. Machines cannot have d12s.

- The machine makes their rolls without the need for the PC to be present, so a PC can engage in other activities while the automation works.

- The draw back, aside from the initial high cost when first buying your machines is the cost of when they fail a roll. An ordinary failure will cost you an additional amount of Zeni for that interval of time. So if an object would cost you 100,000 Zeni to make (assuming you previously bought the machines) then you divide this by the clock used to determine how much Zeni each interval runs you. A Critical Failure will then cost you 3x the interval amount as you will need to repair the machine in addition to the cost of more materials.

Are Dice Rolls Necessary?

This is really up to the GM and the group. Some players like the agency of rolling dice to make things. Others would rather just hand wave it all, allow time to pass and get the object they wanted.

There is nothing wrong in doing things this way, but there should still be a cost involved for the player, as well as the passage of time.

ORDINARY WEAPONS & ARMOR

While powers are the main way how players will often be building their characters, it helps to have a bench mark for all those ordinary characters out there that may pick up a rifle, a sword, or a blaster, don some body armor and set out to do some good.

To this end there needs to be some guidelines regarding this.

ORDINARY MELEE WEAPONS

What defines an ordinary melee weapon is the fact that it is either common placed, or is otherwise mundane and "ordinary" as it possesses no special qualities like rare and unique metals, or does impressive and flashing things when you push a button.

The main thing about ordinary melee weapons is that the damage they deal stays using d4's and d6's. These add to the melee damage that deal, though as time goes on the need for melee weapons may become unnecessary.

A typical, one-handed, small melee weapon will do between 1 and 3d4, or 1d6 damage. Such weapons may be a typical folding blade pocket knife, dagger, brass knuckles, or a cleaver.

Larger weapons, like most swords, axes and other weapons that can be wielded with one hand (or two) will have a damage range between 1 and 3d6.

Heavier melee weapons, like polearms, or other weapons that require two hands to use properly. Damage ranges between 3 and 5d6 damage.

ORDINARY RANGED WEAPONS

Ranged weapons are what most normal beings will have on Earth, on other planets they may instead use energy weapons, but the principles are the same. The main thing about ranged attacks is that you cannot add your base melee damage to the damage you do.

In general, there are three different versions of ranged weapons: muscle/kinetic, chemical, and energy.

One-handed muscle ranged weapons are ones that you throw and are not meant for melee use. Such weapons include shuriken and darts. Their damage range is typically only 1d4.

Kinetic is the general type of damage that is applied to all normal weapon.

Bows, and crossbows (and similar weapons) deal between 2d4 and 4d6 damage.

Larger thrown weapons, like spears and javelins, deal between 3d4 and 3d6 damage.

Firearms are far more dangerous, possessing greater range and stopping power...generally. Your firearms are broken up into three groups with three different types (small, average, heavy).

- **Small:** These weapons are ones that can be held in one hand.

Pistols fall into this group. Their damage range is typically between 2d4 and 4d6 damage.

- **Average:** Average ranged weapons are ones that require two hands to use, and are often rifles. Damage ranges between 4d6 and 8d6 damage.

- **Special:** Special weapons are weapons that are unusual in some way. Flame throwers, grenades, portable rocket launchers, and energy weapons fall into this area. Specials can be thrown or fired. One of the important things that makes them special is that they do some form of energy based damage, and/or deal AOE damage. Shotguns, grenades, flamethrowers, laser rifles, and rocket launchers fall here. Damage ranges between 5d6 and 10d6.

[**Note:** Realistically, a grenade has an explosive rage of around 20 meters, but looses damage out from the epicenter. A 5 meter range is considered the typical lethal radius of most grenades, though fragments from one can travel farther than the noted 20 meters, sometimes up to 230 meters, though the potential lethality is diminished after 20 meters. If, as the GM, you feel that a grenade is lacking in power then feel free to increase it. However, the benchmark for explosives is often a stick of dynamite, which is equivalent to about 2 grenades, though it will lack the lethal shrapnel of the grenade.]

ARTILLERY WEAPONS

These are weapons that are not exactly portable. Think cannons, missile platforms, things that are often mounted onto a vehicle or are put into a specific place and not meant to be moved from that place (at least not without time and proper means to transport, then reset up again).

As was pointed out, a grenade or a stick of TNT is often used as a benchmark for strength comparisons for most explosives. And larger, more powerful weapons tend to pack a bigger punch, usually.

Anti-air machine guns, for example, simply use large caliber bullets, giving them long range and high rate of fire.

A missile, by comparison, is slightly stronger than a grenade, but isn't always stronger as most of it's bulk is given over to propulsion to out race things that could be faster. In addition to this there is also software that allows the missile to track a target until something happens that interrupts it.

Bunker busting rockets and missiles, on the other hand work in stages and using triggers, and do contain a lot more explosive force than a normal grenade.

C4, as another example, creates a more powerful explosion with less material needed.

One thing that artillery should have over normal weaponry is that the damage die type can increase into the d8 and d10 range due to the mass and power at their disposal.

A tank round will be between 3 and 6lbs of explosives, or 3 to 6 sticks of TNT. You can look at this as not just an increase to d8 damage, but an applicable use of a multiplier to damage. Your base damage is that of the TNT, so maybe around 8d6 damage to start, then up the die type so you have 8d8. Now each additional pound/stick adds a multiplier (starting at x2 then going up to x3, x4, x5, and x6).

And massive ship board cannons found on battleships will do d10's damage.

Even energy based versions of these will function mostly the same, it's all just down to description and general function that differs the type of artillery that is used.

Most characters will not ever have to worry about these. But that doesn't mean that they don't exist and can't be used.

A starship cannon that could wipe out a city may be energy based, doing d10s in damage and affecting a very large AOE radius on impact (like around 1 mile or more).

Even if their normal firearms aren't effective against many superhuman beings, most people won't stop trying.

EXAMPLE WEAPONS

On the following tables you will find an array of different examples of weapons that can exist in your game. Keep in mind that these examples are meant to be generalizations, and are not indicative of a particular caliber of weapon or magical weapons.

Weapon	Damage	Range	Notes
Small Blade (Pocket Knife)	+1d4	Melee	Lvl 1: Cutting Damage, No Energy, Tech (Held, easy) [CP Cost = 30per Lvl]
Small Blade (Dagger/Hatchet)	+2d4	Thrown	Lvl 2: Cutting Damage, Ranged (Thrown), No Energy, Tech (Held, easy) [CP Cost = 40per Lvl]
Short Blade (Short Sword)	+2d6	Melee	Lvl 2: Cutting Damage, No Energy, Type (d6), Tech (Held, easy) [CP Cost = 60per Lvl]
Average Blade (Long Sword, Axe)	+3d6 to +4d6	Melee	Lvl 3 - 4: Cutting Damage, No Energy, Type (d6), Tech (Held, easy) [CP Cost = 60per Lvl]
Hammer	+1d6	Melee	Lvl 1: Kinetic Damage, No Energy, Type (d6), Tech (Held, easy) [CP Cost = 60per Lvl]
Morning Star	+2d6	Melee	Lvl 2: Piercing Damage, No Energy, Type (d6), Tech (Held, easy) [CP Cost = 90per Lvl]
Club	+3d4	Thrown	Lvl 3: Kinetic Damage, Ranged (Thrown), No Energy, Tech (Held, easy) [CP Cost = 40per Lvl]
Spear	+4d6	Thrown	Lvl 3 - 4: Piercing Damage, No Energy, Ranged (Thrown), Type (d6), Tech (Held, easy) [CP Cost = 70per Lvl]
Large Blade (Claymore Sword)	+5d6	Melee	Lvl 5: Cutting Damage, No Energy, Type (d6), Tech (Held, easy) [CP Cost = 60per Lvl]

RANGED WEAPONS #1

Weapon	Damage	Range	Notes
Shuriken	1d4	Thrown	Lvl 1: Cutting Damage, Ranged (Thrown), No Energy, Tech (Held, easy) [CP Cost = 30per Lvl]
Hand Crossbow	2d6	10m	Lvl 2: Piercing Damage, Ranged (5m per Level increment), Type (d6), Ammo, Tech (Held, easy) [CP Cost = 20per Lvl]
Short Bow	3d6	30m	Lvl 3: Piercing Damage, Ranged (10m per Level increment), Type (d6), Ammo, Tech (Held, easy) [CP Cost = 30per Lvl]
Heavy Crossbow	4d6	40m	Lvl 4: Piercing Damage, Ranged (10m per Level increment), Type (d6), Ammo, Tech (Held, easy) [CP Cost = 30per Lvl]

RANGED WEAPONS #2

Weapon	Damage	Range	Notes
Derringer	2d6	10m	Lvl 2: Piercing Damage, Ranged (5m per Level increment), Type (d6), Ammo, Tech (Held, easy) [CP Cost = 20per Lvl]
.9mm Revolver	3d6	45m	Lvl 3: Piercing Damage, Ranged (10m per Level increment), Type (d6), Ammo (Internal Clip), Tech (Held, easy) [CP Cost = 40per Lvl]
.45mm Semi-Auto Pistol	6d6	60m	Lvl 6: Piercing Damage, Ranged (10m per Level increment), Type (d6), Ammo (Clip x2), Tech (Held, easy) [CP Cost = 70per Lvl]
Cheelai's Ray Gun	6d8	90m	Lvl 6: Kinetic Damage, Ranged (15m per Level increment), Type (d8), Ammo (Internal Energy Clip x3), Tech (Held, easy) [CP Cost = 120per Lvl]

RANGED WEAPONS #3

Weapon	Damage	Range	Notes
.22 single-shot rifle	2d6	30m	Lvl 2: Piercing Damage, Ranged (10m per Level increment), Type (d6), Ammo, Tech (Held, easy) [CP Cost = 40per Lvl]
Winchester lever action rifle	4d6	40m	Lvl 4: Piercing Damage, Ranged (10m per Level increment), Type (d6), Ammo (Internal Clip), Tech (Held, easy) [CP Cost = 50per Lvl]
50 Cal. Rifle	10d6	90m	Lvl 10: Piercing Damage, Ranged (15m per Level increment), Type (d6), Lethality (Crit Threshold -2), Ammo (Clip), Tech (Held, easy) [CP Cost = 60per Lvl]
Arm Blaster (Frieza Soldier Arm Blaster)	7d8	35m	Lvl 7: Kinetic Damage, Ranged (5m per Level increment), Type (d8), Tech (worn, moderate), Limited (Minor, must be able to use ki in order to use this weapon), Limited (Moderate, without a Scouter connected, only half of available dice can be rolled) [CP Cost = 60per Lvl] [Energy Cost: 14 ki]

Cheelia gets the drop on one of Frieza's men

PROTECTION

While weapons can play a part in early portions of your game, and even later ones (though maybe they are just an nuisance at this point), having some additional defense against harm isn't a bad thing.

Armor is made using the Enhance [Endurance] power.

Body armor typically grants a bonus to Endurance, reducing damage when you take it.

Unless the armor is magical, it often has weight and can restrict the user's movements, mainly affecting how quickly they can react to things.

Armor comes in 3 types: Light, Combat, and Assault.

Light Armor is your typical leather armor, padded armor, and similar armors. It's benefits are low, typically around 1 to 5 points.

Combat Armor is not as common, and represents armor made for combat like chain mail, Kevlar, and other types of armor. Benefits for this type range between 2 and 10 points.

Finally there is Assault Armor. This is armor that is often highly restrictive of a person's movement due to it's weight and/or due to how the armor may limit the user's motions. Armor like Full-Plate, Bomb Disposal, or similar armor fall into this area. Benefits run between 4 and 15 points, though typically most of these are put toward Endurance, as they are more suited for taking punishment than deflecting harm.

Keep in mind that stats like these are subjective. GM's may feel that somethings may deserve a higher

Endurance bonus.

Enhancers/Drawback Requirements

Armor has the following enhancers and draw backs.

- **Always On -** Armor is always turned on.
- **Reduced Energy (No Energy) -** Armor doesn't use energy to use.
- **Limited (Moderate, Put on/Take off) -** Armor with this limit is something that cannot be put on quickly or taken off just as fast. Instead it takes some time to put on or take off, typically around 5 minutes.
- **Tech (Worn) -** Since it's armor it has to be worn, this comes with an inherent requirement of time needed to put it on, though this is often considered to be as simple as putting on cloths or a snow suit over your normal cloths. A Full-

Turn is needed to put on armor speedily.

And just as a helpful reminder. Endurance increases from the Protection power are not a straight 1 for 1 in levels. Every 4 levels gives a +1.

Shields

One other defensive option for players is a physical shield. The use of a shield requires that it be held or wielded. If used as a weapon it is typically treated as a club. Shields are also built using the Enhance power, affecting Defense. But normal shields are give only a +1 to a +4 bonus to the user's Defense while they are being used. If a shield would grant a bonus to Evasion rolls to avoid AOE damage then that must be built as an additional power linked to the first. A Tower Shield is one such shield that grants some amount of cover to the person using it, thus protecting them from AOE damage to a degree.

ARMOR & SHIELDS

Weapon	Endurance or Defense Bonus	Notes
Leather Jacket	+1 Endurance	Lvl 1: Enhance Endurance, Always On, No Skill Roll, No Energy, Tech (Worn, Hard) [CP Cost = 90per Lvl]
Martial Arts Training Pads	+2 Endurance	Lvl 5: Enhance Endurance, Always On, No Skill Roll, No Energy, Limited (Moderate, Put on/Take Off), Tech (Worn, Hard) [CP Cost = 80per Lvl]
Saiyan/Frieza Armor	+12 Endurance	Lvl 12: Enhance Endurance, Always On, No Skill Roll, No Energy, Tech (Worn, Hard) [CP Cost = 90per Lvl]
Buckler Shield	+1 Defense	Lvl 1: Enhance Endurance, Always On, No Skill Roll, No Energy, Tech (Held, Easy) [CP Cost = 80per Lvl]
Kite Shield	+3 Defense	Lvl 15: Enhance Endurance, Always On, No Skill Roll, No Energy, Tech (Held, Easy) [CP Cost = 80per Lvl]

MUNDANE GEAR

Weapons and armor are all well and good, but for lives of adventure, the players may want some additional equipment to help them out. This equipment includes things like backpacks, camping gear, food, flashlights, tools and so forth. Largely, these bits and ends are there to help and are not a necessity.

Item	Description	Cost
Backpack	Comes in a number of varieties. Some are small & only hold a few extra pounds while others are more robust and meant for hiking and carrying a larger quantity of weight. Weight capacity ranges between 5 and 100lbs. The backpack itself weights far less than what it holds.	100z to 1,000z
Camping Gear	This is an array of gear for camping. It often includes cooking utensils (pots, pans, etc), stakes, fire starter, a bed roll or sleeping bag, hatchet, tarp, and a 1 person tent. In all this weights around 15lbs-20lbs. Larger sets can be gained that are more suited for group camping than individual camping, but these are often assorted things that include portable stoves, propane, and such. Camping gear for groups often doesn't transport well in one backpack, and is often kept in a chest or vehicle when not used.	500z to 5,000z
Light Source	There are many different ways players can generate light, aside from their powers. The standard measure of light is a lumen, which is what 1 candle of light delivers (giving dim light in a 5ft area). More lumins, the more powerful the light is, while less reduces the distance. • **Flashlight:** Sheds bright or dim light in a 10ft cone, out to 20ft. • **Lantern:** Sheds bright or dim light in a 10ft to 15ft radius. Some lanterns can be hooded, brightened/dimmed, or bullseye (can work like a flashlight). • **Torch:** The classic burning torch, sheds dim light in a 10ft radius. They often do not last too long. Flares also fall into this area.	10z to 1,000z
Tool Kits	Tools can obviously come individually or as part of a kit. Most kits contain only the most basic tools, while personally assembled kits have far better gear. When a kit is gotten, the Player best describe to what task the kit is made for (lockpicking, woodwork, etc.). Having a tool kit can grant you a static bonus or a die bonus (d6) to skill rolls. The number of the bonus determines how beneficial the kit is (+1 or 1d6 is the minimum).	1,000z to 20,000z

Gear presented here is very basic, and not meant to intricate like in some other tabletop RPG's where you need to note down every single item. The cost also varies on purpose to help the GM with gauging costs for gear. Generally though, if you need individual items and costs, a good starting point is looking up the cost for something and comparing it to the Japanese Yen. Otherwise a good rule would be to take the general price of an item, round up and add a 0 to the end of it.

VEHICLES

Aside from walking everywhere or using your powers, sometimes the best or only way to get around is with a vehicle. While they may not travel as fast as the characters can, they do allow them a chance to rest.

Using a vehicle requires the Operate Vehicle skill. But it also requires that you know how to operate the vehicle. Vehicles vary as much as they do in the real world, but for game purposes when you learn to operate a vehicle it is that of a specific type of vehicle.

- **Bike:** You can ride bicycles, tricycles, scooters, and other muscle powered vehicles.
- **Motor-Bike:** You can operate scooters, motorcycles, and other similar motorized two to three wheeled vehicles.
- **Small Vehicle:** You can operate cars that are compact in nature or

typically allow only 1-2 people in them.
- **Standard Vehicle:** You can operate normal cars and small trucks.
- **Big Vehicle:** You can operate vehicles that are larger than normal such as some trucks, semi's, buses, and similar vehicles.
- **Construction Rigs:** These are vehicles that are not just big vehicles, but they have additional operational capabilities that require multitasking and special training.
- **Flying Vehicles:** This is taken along with small, standard, big or military, denoting the differences between flying vehicle types. This covers the use of not just flying cars, but normal planes, jets and so forth.
- **Military Vehicles:** These can run the same range of types as flying vehicles, but are tougher and have weapons mounted on them.

Skill rolls for operating any vehicle are not needed for normal operation. Skill rolls come into play when such skills are needed, like evading or attempting a stunt. There are limits on what vehicles can do, and rolls are often made vs. that of an opponents roll.

The skills use can rely on Intellect or Agility, depending on the situation, where some cases require your smarts and not so much reflexes, while on the other hand, reflexes may be needed for other situations.

Most often rolls are used when you wish to perform a Vehicle Maneuver.

Vehicle Stats

The vehicles that you can operate will have some stats of their own, different from that of what characters have.

- **Size:** How big the vehicle is. This is a more abstract method that is used to generalize the rough size of vehicles. Size can impact the vehicles various stats.
  - **Small** - Small vehicles take up very little room. They often occupy a 2x2 meter area or 1x2. A small car or motorcycle are small vehicles.
  - **Common** - Common vehicles fill a space made up of a varying number of meters (often 2-3 meters long). Your common car or truck falls in here.
  - **Big** - Big vehicles fill a much larger space. Moving trucks, semi trucks, buses and garbage trucks are all vehicles that fall in here.
  - **Huge** - At huge size, the size of the vehicle is allowed to be more abstract since huge vehicles often include most airplanes, jets, mobile artillery batteries, and so forth. A huge vehicle, however, does require a crew of at least 2 to handle it's operations.
  - **Massive** - Massive sized vehicles are ones too big for any road or normal means of traversal. Aircraft carriers,

battleships, cruise ships, space craft with all their trimming for launch, space ships like the "Enterprise" from Star Trek and similar ships fall in here.
  - **Immense** - Anything bigger goes here, and includes space stations, and similar structures that are nearly small planets/planetoids themselves due to their scale.
- **Structure:** This is the vehicles health. As the vehicle takes damage this is reduced, and at certain thresholds of damage, the vehicles performance is impacted. Unlike with PC's, this is a flat 100%.
- **Resilience:** This details how much punishment the vehicle can endure from an attack. Functioning like Endurance, it is often higher than what characters may have, well to start.
- **Defense:** This is how hard/easy it is to hit the vehicle. While stationary it is a 10. When being operated the score is equal to 10 + the number of dice you roll for your Operate Vehicle skill. Maneuvers can potentially augment this further.
- **Operating Speed & Movement:** This is just like what characters have. All vehicles are limited in what Speed they work at, thus having their own action economy that those operating the vehicle are limited to. Movement in turn is often denoted along the use of applying actions to all movement for figuring the vehicles top

speed. But moving up to certain speeds (mph) will make operating the vehicle more difficult. Most people normally, when using a vehicle don't use all of what they can do for an action in movement (if a movement uses 25 for an action, you can choose to use less, like you would with normal movement of a character). After around 45mph the user starts to take a -1 penalty to their Operate Vehicle rolls per 5mph over it that they travel.

- **Maneuvering:** This is a bonus or a penalty to Vehicle Operation skill rolls. Agile and responsive vehicles will grant a d6 bonus die to this. A penalty, (for vehicles that drive like boats or are big and sluggish), on the other hand a penalty imposes a d6 penalty die.

- **Cargo:** This is used for determining what a vehicle can haul in pounds in addition to it's passengers.

- **Operators:** This is the number of people needed in order to properly operate a vehicle. Most only need 1 person. Others, like planes, typically need more than one. As an example, massive spaceships may require dozens or hundreds of people to operate. In some cases, there are specific roles that crew take up with each role requiring more or less than others. A skeleton crew (so to speak) is half the crew needed for normal vehicle operations.

- **Passengers:** This is a number of people, outside of those operating

the vehicle, that it can carry without it's cargo being affected. But cargo room of a vehicle can be given over for more passenger space if needed.

Vehicle Maneuvers

Outside of normal operation of a vehicle, you will be able to perform special maneuvers with the vehicle during situations like chases and combat encounters.

Vehicles typically have a few maneuvers in common with each other while others may have more unique maneuvers relating to how they are built.

- **High Speed Move:** This is where you put the peddle down and get the vehicle moving. Moving faster, though, comes at a cost in control over the vehicle. Essentially, you are pushing the safe speed of the vehicle up toward its max. Every 5 kph over the safe movement speed you want to push the vehicle with a single vehicle action, imposes a -1 static penalty to your Vehicle Operation checks. Such checks are often made to avoid hitting things.

- **Slow Down:** This takes an action, and is used to either immediately drop your speed down, or to slowly reduce your speed when you were traveling at High Speed. A hard stop, is coming to a stop quickly, and involves a Vehicle reducing it's speed all the way to 0. The current speed of the vehicle is

divided by 5 and is the DC you must roll against. Failing the roll results in dealing half the normal damage to the other vehicle and yours (you and all passengers, along with that of the other vehicle, take half of this damage as well or all of it if they were not properly restrained). Critically failing results in full damage for your speed applying to your vehicle and the other (like before with passengers and yourself, except that you take full damage, or if someone was not properly restrained they are ejected from the vehicle - traveling it's speed at the time, away and taking "fall damage" once their movement ends).

- **Quick Turn:** This is a maneuver you take when you need to quickly turn a corner, flip a vehicle around to go the opposite way you came or if you want to use this to evade an attack. If you are/were using High Speed Move then the penalty applies here too. The difficulty

here depends on if you are making a turn or a U-turn. A turn sets a base DS of 15. A U-turn will up this to a DS 20.

- **Evasive Operation:** This involves doing what you can to be harder to hit while operating the vehicle or it involves you avoiding hitting other vehicles/objects. Evading to make the vehicle harder to hit has you roll your Vehicle Operation skill, with every 5pts in what you roll giving a +1 to the vehicles Defense, but keep in mind that this uses an action. In turn, you may be required to evade things, like attacks that affect and area, or you may need to avoid an obstacle. This imposes a DS to your Vehicle Operation roll that is a base of 15 +1 per 5 movement you are currently using. Keep in mind that a double or triple move on your part adds to this.

- **Maintaining Momentum:** Once a vehicle is in motion, you still need to keep an action to maintain

Goku & Piccolo learn to drive...initially but turn it into a race

the vehicles speed. If you stop maintaining, the vehicle will lose momentum at the start of each of your turns.

- **Ramming:** Occasionally you will need to ram something or are rammed into a thing. Damage dealt is based upon the vehicles size (cumulative x2 increments (x2, x4, x6, x8, etc.)) x Current Movement Speed. When you ram you deal damage to your vehicle and the opponents vehicle. Ramming requires an attack action with the vehicle.

- **Push/Pull:** You try to push a vehicle in a direction or try to cause them to spin out of control. This is an opposed skill check, and if the instigator is the winner then they can push the vehicle 1 meter per 10 horse power +1 per 5pts you succeed the roll by. For a spin-out (pit maneuver), it is still an opposed check, but the target (if they fail) finds their vehicle spinning out of control, requiring a skill roll to regain control but at a penalty of -1 per 5pts you succeeded by.

Unique Maneuvers

- **Dog Fight:** This is a maneuver that two or more flying vehicles can engage in. It involves both vehicles attempting to jockey for a position where one can make an attack on the other. This uses an action and is a direct Vehicle Operation roll vs. Vehicle Operation roll of the opponent (or Evasion roll if shooting at a flying

person). The winner of the contest ends up behind the other and can make an attack (if they have the actions) with a static bonus equal to how much they succeeded. A tie means that neither gets in the position.

- **Sudden Stop & Go:** Here you break suddenly, causing your vehicle to dangerously de-accelerate to have an opponent shoot past you, where you then accelerate hard once more to get behind them. This functions in a similar way to a dog fight, but is for ground vehicles (though boats also can make use of this).

Skill Rolls
As was noted before, most skill rolls for a maneuver are a vs. roll, so you vs. the roll of an opponent who may be performing the same maneuver, or a different one.

Standard DS figuring is still applied here when you attempt something that doesn't involve a vs. roll.

Notes
One important thing for GM's to keep in mind that vehicles can't move like people, even flying vehicles have limits. They can hover, coming to a full stop, make a turn, and then start moving again to effect more precise turning. But otherwise turns need a bit of space to effect, unless you use a maneuver.

VEHICLES EXAMPLES

The following stat blocks are vehicles of general makes, and yes, you can give vehicles powers. Vehicles that have powers are considered to be modified or custom made. It costs zeni and time to modify a vehicle. Though building a vehicle with the mods in it as part of it's normal design is also possible, just more expensive. Below are a number of examples of vehicles you can base one off of.

No costs are given for vehicles, and the GM should consider using their discretion with having players buying them since vehicle costs would typically range in the 100,000 and millions of zeni depending on the vehicle.

MOTORCYCLE

SIZE	Small
STRUCTURE	100%
RESILIENCE	10
DEFENSE	20
OPERATING SPEED	3
MANEUVERING	+3d6
CARGO	50

OPERATORS	PASSENGERS
1	1

NOTES

Headlight (48yrd narrow cone)

Top Speed: Ground) 200kph
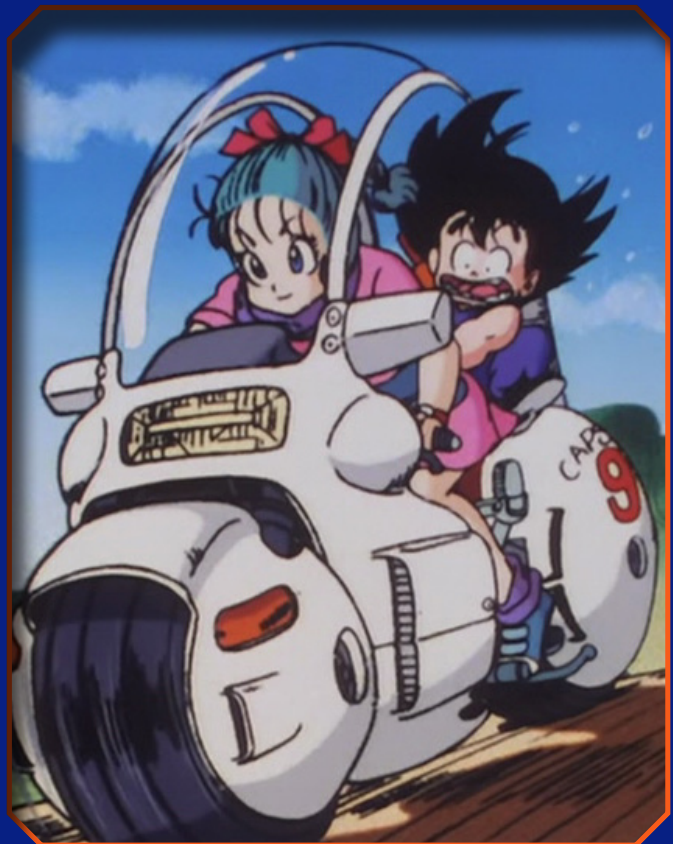
SMALL CAR

SIZE	Small
STRUCTURE	100%
RESILIENCE	15
DEFENSE	15
OPERATING SPEED	3
MANEUVERING	+1d6
CARGO	150

OPERATORS	PASSENGERS
1	3

NOTES

Headlight (48yrd narrow cone)

Top Speed: Ground) 240kph

HOUSE WAGON

SIZE	Big
STRUCTURE	100%
RESILIENCE	20
DEFENSE	10
OPERATING SPEED	3
MANEUVERING	-3d6
CARGO	1 ton

OPERATORS	PASSENGERS
1	3

NOTES

Headlight (48yrd narrow cone)

Top Speed: Ground) 150kph

Capsule Form
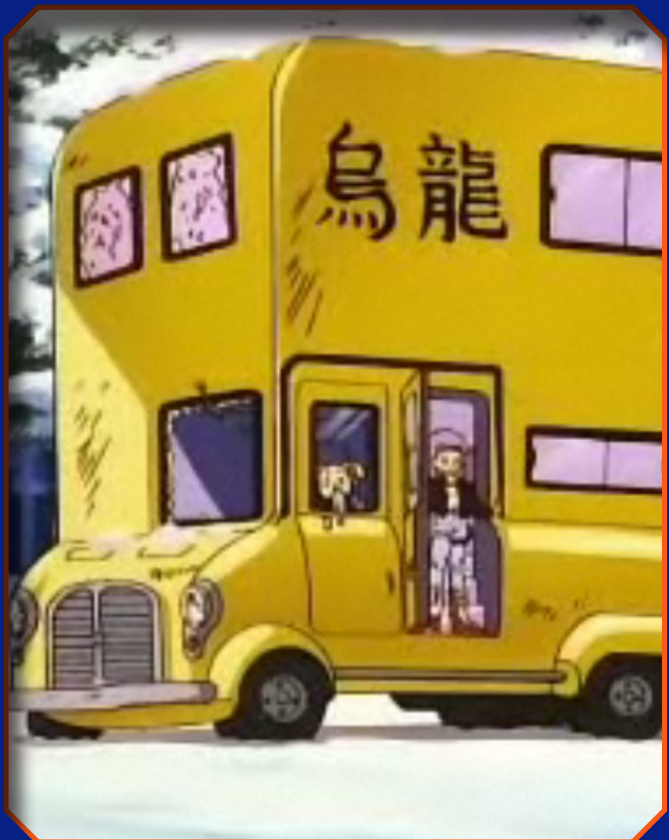
Capsule Plane

SIZE	Big
STRUCTURE	100%
RESILIENCE	20
DEFENSE	10
OPERATING SPEED	3
MANEUVERING	---
CARGO	2 tons

OPERATORS	PASSENGERS
1	8

NOTES

Top Speed: Flight) 240kph, (take off required)

Capsule Form
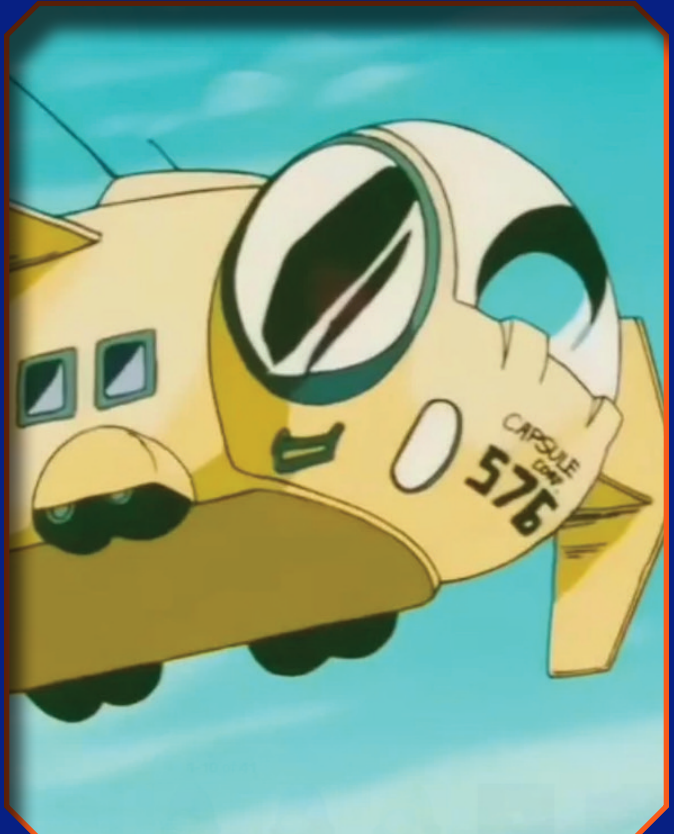
Capsule Corp Spaceship

SIZE	Huge
STRUCTURE	100%
RESILIENCE	50
DEFENSE	5
OPERATING SPEED	3
MANEUVERING	-3d6
CARGO	1 ton

OPERATORS	PASSENGERS
1	9

NOTES

Top Speed: Flight) 240kph in atmosphere

FTL Drive: Travel at faster than light (1ly per day)

Capsule Form

Gravity Training up to 100gs

Blast Field (Damage & Protection energy field when flying (40 levels))

Attack Ball

SIZE	Small
STRUCTURE	100%
RESILIENCE	50
DEFENSE	20
OPERATING SPEED	4
MANEUVERING	+4D6
CARGO	---

OPERATORS	PASSENGERS
1	---

NOTES

Top Speed: Flight) 240kph in atmosphere

FTL Drive: Travel at faster than light (1ly per day)

Blast Field (Damage & Protection energy field when flying (40 levels))

Moon Light Generator (Illusion), Suspended Animation (Life Support), Life Support System (replenish 1 per 6 months)
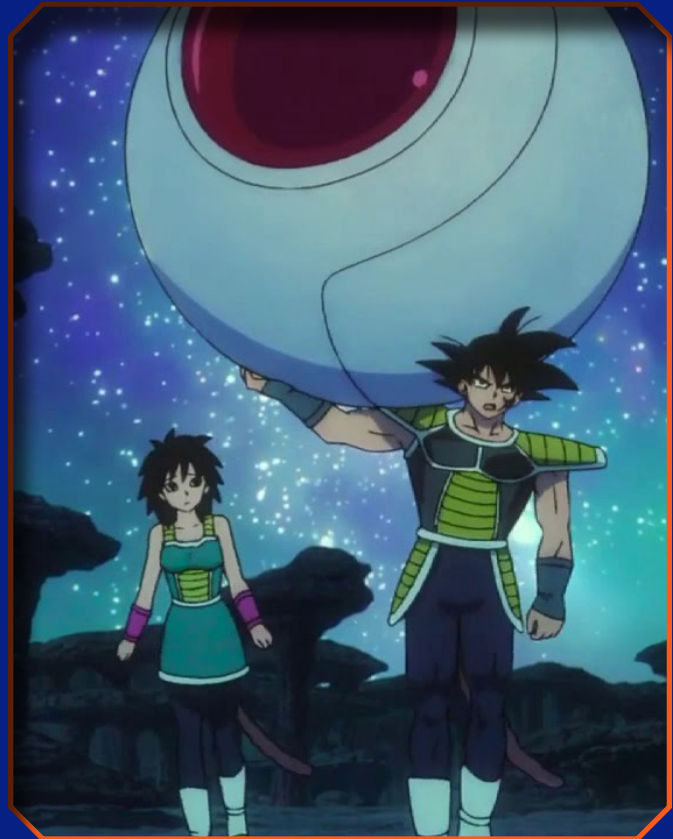
Frieza's Spaceship

SIZE	Massive
STRUCTURE	100%
RESILIENCE	100
DEFENSE	5
OPERATING SPEED	4
MANEUVERING	-4d6
CARGO	100 tons

OPERATORS	PASSENGERS
4	1000

NOTES

Top Speed: Flight) 350kph in atmosphere

FTL Drive: Travel at faster than light (1ly per day)

Blast Field (Damage & Protection energy field when flying (40 levels))

Suspended Animation (Life Support), Life Support System (replenish 1 per 6 months), Outer Atmospheric generator

FIGURING OUT STATS

The stats for vehicles are mostly abstract. In the anime/manga things are never clearly given benchmarks. But for an RPG it is needed. The Resilience of things varies as most vehicles on earth are pretty squishy compared to more alien vehicles. A motorcycle cannot take the punishment that an Attack Ball can. Like wise, Frieza's own spaceship is far more durable than the Attack Ball (and bigger as well).

Resilience: This in part covers how much space between the outside and inside of a vehicle, not just how much metal there is. Now anything less than 10 is normal human ranges for durability. But at a 10 something is far more durable, made up of plastics and metals.

A 15 is something of a step up, and can mean more covering, or more durable materials (less plastic).

A 20 is meant to be the general height of normal materials and coverings for a vehicle.

Now moving up to a 30 is around where you may find more military style armor, thick or exotic metals. The same goes with a score up to 40, where now you are likely honing into more exotic and/or alien materials.

A score of 50, however is incredibly durable, and many alien space craft will have this as a base resilience. They need to be able to take a hit from debris.

Defense: This is partly a representation of how agile or defensive a vehicle is. Armor can technically play a part in this, but the vehicles size is also a big part of this.

Small and Big sized vehicles tend to have a score between 20 and 10.

Anything larger will only have a Defense of 5 as they are big enough that their inherent agility is negligible.

Speed & Maneuvering: This is largely decided based upon appearance, what may be known, and size of course. Most earth based machines (and similar alien ones) will have a speed of 3. Their maneuverability bonus/penalty is also influence by the vehicles look and functionality. The bonus/penalty does not typically exceed the speed in number of dice.

A penalty of -1d6 (or -5) is not very agile, may be stiff in controlling, but not impossible. A -2d6 (or -10) is like driving a boat on land. And a -3d6 (or -15) is like driving a the "Flintstone" car.

Likewise, a bonus is for vehicles that are far more agile or responsive.

Finally let's touch on the "Notes" part of the example vehicles. This is where you make note of anything important that a vehicle may have. Like can it be capsulized, any special systems, does it generate a protective blast field when flying? How fast does it travel on land, does it have other forms of

movement? Does it have headlights?

Things that you put into notes helps to flesh out what a vehicle can do.

Just to Get Around

But vehicles are generally not that important in the anime and manga. They are there, and they do act as a way of traveling, but by and large they aren't used too much.

Krillin, for example, works as a police officer during the Dragon Ball Super era. He uses a police flying scooter, because his job requires it, but he is ultimately faster at flying on his own than his vehicle is.

Vehicles are mostly there if needed, and just help characters to get around or to deal with the occasional chase that may occur. But unlike in settings like "Star Wars" where vehicles are important and nearly have an identity of their own, that isn't really the case in Dragon Ball.

If you rewatch/read the anime/manga then you will see that these various vehicles don't really play a role beyond getting the character's from point A to point B.

The stats are there if you need them, but ultimately it is up to the GM on how to use them.

The GM may also feel that the stats need to be buffed too, so they should feel free to do this if they see fit.

Krillin on a Police Scooter

Frieza's main ship can hold hundreds of soldiers

Properties

Objects, vehicles, and structures all can have a variety of properties. These can include having powers that are built into them, like a flying car, but it can also include things that don't really fit into normal powers.

Maybe an object (like a ring) grants the wearer a Talent.

Or it's possible that something is made with a virtually indestructible material.

Or maybe the item can be Capsulized.

With Materials, it may be handy to know just how tough something is in

Material/Object	Description
Stick	1 Resistance
Narrow Branch	3 Resistance
Thick Branch	6 Resistance
Wood Door	8 Resistance
Sheet Metal	10 Resistance
Metal Door	15 Resistance
Safe Door	25 Resistance
Engine Block	20 Resistance
Aluminum Block	10 Resistance for 1 inch thickness
Titanium	15 resistance for 1 inch thickness
Mithril	10 resistance (like sheet metal thickness, 1/2 the weight)
Adamantine	20 resistance (like sheet metal thickness)
Katchin	300 resistance for a 3x3 meter cube
Glass Pane	4 Resistance

case a player wants to break it.

Below are a number of examples of what sort of resistance you are looking at for a material (or object example).

Don't, however, feel that you need to keep to these examples. If something doesn't feel as tough as it should be, then increase it.

Capsulization

One of the near magical bits of technology that exists in the world of Dragon Ball is the capsulization process that takes something the size of a car and turns it into a small capsule that fits in the palm of a persons hand (using an action to do so). It takes a push of a button and a little distance (for safety) to turn a capsule into a specific item, or back into a capsule.

Capsuled items tend to cost 3 to 5x more than normal items. Also the capsulization process can only be applied to objects that are at least 1x1 meter space (roughly). Living things cannot be capsulized and it generally should be considered that there is a safety measure that keeps this from

Bulma's Capsule Case

happening (like having a capsule home, and then pressing the button that turns the home into a capsule again while someone is inside).

Capsules are sold individually or in an assorted cases. The capsules are typically numbered to easily understand what is what.

As Bulma is the daughter of the president of the company, and one of it's engineers/inventors, she often has as many of these as she wants or needs (so long as she is able to get home, Capsule Corp. Stores don't necessarily know who she is).

Other Properties

You should not feel limited to properties here. Other properties do include weapons, powers (built as items) and others that you could just look at as a sort of talent tied to the vehicle.

For example, you may have noticed some vehicles have an FTL Drive. This is a property that allows the vehicle to travel faster than light, traversing space in a number of light years with in a number of days. You should look at this in a similar way to how "Star Wars" handles their "Hyperspace" where travel seemingly doesn't take forever to get around.

Another is "Blast Field" which is a sort of protective energy field that surrounds the vehicle, acting as not just a sort of Force Field, but as a way of destroying any particulates that the vehicle could collide with in space.

Innate systems or parts like a toilet, protection from radiation, or a radio don't need to be noted as its implied to be apart of the basic design of a vehicle.

Alternative Structure

It's possible that you may not like the idea of a percentage being used for an object or vehicles structure. One easy alternative method of dealing with this is to just give it a score, like Health.

This score is influenced by the size of the object and material. Material sets the base Resistance, the next factor is if it is fragile (no multiplier added, easy to break), tough (x2 multiplier used, not easy to break but doable), resilient (x4 multiplier, not likely to break without effort), metal (x8 multiplier, very unlikely to break without excessive force).

Now add in size (as noted with vehicles). Each size there increases the multiplier from above by 2.

Finally, is it solid or hollow?

If the object is solid all the way through and is of the sizes for vehicles then the multiplier is increased again by 2. If it is not, then do not add this additional increase.

CHAPTER 08
OTHER WAYS TO PLAY

"Before creation there must come destruction. Frankly, I - Lord Beerus - God of Destruction, am bored with all of these rules. Adventuring is good for those with the patience for it, but some of us would prefer to just get to the fight."

"So, let us begin with the basics all over again. I will tear down what you have learned so far and show you a different way."

Alternative Rules For Faster Play

The rules that have already been presented are ones meant for groups who want adventures, like super heroes who have to fight minions of a super villain before finally facing off with the big bad themselves. But some players may not want that. Some, when they hear "Dragon Ball" immediately want a fighting game with some RPG trappings. So in this chapter we're going to start with a clean slate, and give a second way to play.

MAKING A CHARACTER, TAKE 2

Lets start by outlining how this will work. Characters will still make use of a number of Abilities with a score tied to them.

This score will denote the number of dice you will roll for a task.

Just know that we're going to be changing things up. In these rules you will have the following Abilities:

- **Agility:** Used for feats of agility and reflex.
- **Might:** Used for feats of strength and toughness.
- **Fighting:** Used for any attacks you make (ranged & melee).
- **Awareness:** Used for handling the character's senses.
- **Intellect:** Used for anything involving what the character knows.
- **Ego:** Used for interactions and mental fortitude.
- **Tech:** Used for handling any sort of technology.
- **Power:** Used for handling any powers.

Dice rolled initially are d4's, and we'll cover how these increase in a bit.

Players start with an initial 20 points to distribute into these. Most baseline humans will have a score between 1 and 3.

Stats are used like before, but are limited as well.

- **Health:** Might x100.
- **Physical Resistance:** Might roll.
- **Psychic Resistance:** Ego roll.
- **Defense:** Agility + Fighting
- **Evasion:** Agility Roll.
- **Endurance:** Might Score + Power
- **Mental Defense:** Awareness + Ego
- **Base Melee Damage:** Might score in dice.
- **Base Power Damage:** Power score in dice.
- **Movement:** The characters base ground movement, equal to Agility score in meters. Other Forms of movement from powers will not have the same base movement benefit that ground movement has.

Species

As to be expected, we're not going to be using the species stats from before, but will instead doing something different. Each species, from before is relevant as a general guideline.

The traits are used, just not like how they were before. Here a trait gives a +1 die to rolls made with the Ability Score it is linked to. In some cases, the trait is more of a power, and will have a designation of being a Power (this in turn gives you the power at only 1 level). In other cases it may be appropriate to denote it as Special, in this case the trait may only have limited applications. And some may even have the tag of Weakness, which imposes a potential problem for the character.

Remember, we are simplifying things here. So no need to count your words here.

HUMANOIDS

Humanoids, as mentioned before, can incorporate a large number of beings ranging from typical humans to aliens.

As a humanoid you have the following benefits:

- Adaptive Learning (Intellect)
- Coordinate with Others (Special, Only when Aiding the roll of another)
- 12 free points to spend on additional species traits

(Beastmen, Monster, Alien, Hybrid) or on Ability scores.

BEASTMEN

Beastmen make use of the Humanoid benefits. They are optional, and each one that you take will reduce the free points you have at a rate of 1 for 1.

- Natural Weapons (Power, this covers melee weapons that are a natural part of the character's body)
- Adapted for Heat or Cold (Power)
- Heightened Senses (Awareness)
- Bigger or Smaller Size (Special, you are either bigger/taller than normal people, or smaller/shorter than them)
- Wings (Power)
- Tail (Special, This is a tail used for balance)
- Prehensile Tail (Special, This is a tail used to grab and hold things with)

MONSTER

Monsters make use of the Humanoid and Beastmen benefits. They are optional, and each one that you take will reduce the free points you have at a rate of 1 for 1.

- Poisonous (Power)
- Dangerous Tail (Special, this is a tail that is a natural weapon)
- Armored Hide (Power)
- Blood Sucker (Power)
- Amphibious (Special, this allows a

being to breath underwater as well as on land)

- Terrifying Presence (Power)

ALIEN

Aliens make use of the Humanoid, Beastmen, and Monster benefits. They are optional, and each one that you take will reduce the free points you have at a rate of 1 for 1.

- Extra Senses (Special, possess an additional sense beyond the normal 5)
- Quick (Agility)
- Longevity (Special, your lifespan is longer than normal)
- Superior Strength (Might)
- Gravity Adapted (Special, you possess an ability to adapt to gravity)
- Hazard Breathing (Special, you are able to breath in a single hazardous environment)

HALF-BREED

Half-breed beings are ones that are the union of two separate species. With this, you pick traits from one or two other species to use, but you are limited on a sliding number. The species with the most traits sets this number. You then remove 1 or more traits from this species to gain 1 or more traits from the other species.

For this purpose, you have 14pts. Each trait from the two chosen species you use reduces these points (on a 1 for 1

basis of course). Note that some half-breed combinations aren't possible as the biology of those species don't work together. For example, Namekians cannot interbreed with any other species since they reproduce a-sexually.

NAMEKIANS

The green skinned, martian looking, alien race of slug people is the first species that will really show how things work differently.

As a Namekian you have the following benefits:

- Longevity (Special, Namekians live longer lives than other beings)
- Adapted for Cold (Power)
- Namekian Regeneration (Power)
- Sensitive Hearing (Power/ Weakness)
- Superior Strength (Power)
- Thick Skinned (Power)
- 8 free points to spend on Ability scores.

SAIYANS

Once again we return to the staple species of Dragon Ball.

As a Saiyan you have the following benefits:

- Fighting Peak (Special, aging does not cause a Saiyan's physical capabilities to degrade)
- Heightened Sight (Power)

- Insatiable Apatite (Special, Saiyans eat 3x more food than normal people do)
- Not a Scholar (Weakness, not good at Intellect rolls)
- Superior Strength (Power)
- Saiyan Tail (Special/Weakness, works like a prehensile tail, but if grabbed and held you are left in a helpless state)
- Saiyan Gravity Adaptation (Special, Saiyans are from a world that is 10gs heavier than earth, and can adapt to any gravity with training)
- Tough Body (Power)
- S-Cells (Special, build up of these in the body of a saiyan or anyone of saiyan blood, allows them to unlock the ability to transform into Super Saiyans)
- Saiyan Power (Special, recovering from lethal injuries grants you an increase in energy)
- Saiyan Rage (Special, a type of transformation, multiplying the users energy temporarily)
- 3 free points to spend on Ability scores.

FRIEZA SPECIES (FROST DEMONS)

And again we come to the race of aliens that makes up Frieza and his father (and brother if you watch the movie).

As a Frost Demon you have the following benefits:

- Bio-Suit (Power)
- Adapted for Cold (Power)
- Extended Breathe (Power)
- Fast (Power)
- Space Survival (Special, you do not need a space suit to survive in the vacuum of space)
- Dangerous Tail (Special, this is a tail that is a natural weapon)
- Suppressed Forms (Special, a type of transformation with no time limits, involves repressing what is your normal form into 4 other forms)
- Going Gold/Dark Transformation (Special, when you have mastered your suppressed forms, you can eventually train to unlock a golden form and then dark or black form)
- 6 free points to spend on Ability scores.

DEMON SPECIES

We return to the demons once again.

As a Demon you have the following benefits:

- Adapted for Heat (Power)
- Spitting Stone (Power)
- Extra Senses (Special): You possess an additional sense beyond the normal 5.
- Tough Body (Power)
- 10 free points to spend on Ability scores.

ANDROIDS

Androids still come in their usual assortments.

As an Android you have the following benefits:

- Longevity (Special): Androids live longer lives than other beings.
- Adapted for Heat (Power)
- Adapted for Cold (Power)
- No Ki Signature (Power)
- Superior Strength (Power)
- Tough Body (Power)
- 9 free points to spend on Ability scores, but you must also choose an Android Type.

Android Types
You will still need to choose 1 of the following android types to be. These will in turn come with certain notes. Each type costs a varying number of free points.

Mechanical Android (Robot) - 2pts

- Power Supply: You need to recharge once per day (as if sleeping). This is done via an external power source.
- Needing Repairs: You do not heal naturally and must be physically repaired when harmed (technology).
- Backup Memories: Out of combat, you can backup all of your memories and persona. If you die, the backup can be used with a new body to essentially resurrect you.
- Mechanical Body: You do not

get stronger with training like a biological being. Instead your powers are all tech based and improving on these involves mechanical work on your body.

Bio-Engineered Android (Biological Construct) - 4pts

- Living Being: You are a being with unusual biology, a living creature created using genetic manipulation. As such you're anatomy is not normal and injuries are more difficult to treat. In turn you are also more resilient against diseases and poisons.
- Unusual Sustenance: You do not need to eat food or drink like normal beings. Instead you gain sustenance via some other means.
- Power Source: Like other living beings, you can use ki powers and can improve with training. And depending on the nature of what you are, transformations are also possible.

Bio-Tech Android (Cyborg) - 6pts

- Cybernetics/Bionics: You are technically a normal being, or were until you had a number of technological enhancements that allow you to have powers. These parts may be able to be damaged or disabled, but in some cases not so (like with Androids 17 & 18). If they can be disabled, reduce the point cost by 1.
- Energy Systems: These androids have a means of bolstering their energy in one of a few ways, and cannot gather energy normally.

You use the Tech ability score instead of Power for powers.

- Absorb: You can absorb energy by grabbing a being, an energy source, or absorbing an energy based attack. This energy absorbed goes directly into your energy pool.

- Standard: You gather energy normally, like any other living being.

- Infinite: You still use energy, but it replenishes on it's own without needing to use an action to gather energy. Your gather energy score is what you automatically regain at the start of your turn, and you can still choose to gather energy in addition to this.

Android 19 Absorbing Energy

SKILLS

Under these new rules, there are no longer individual skills. Instead everything is run off of your Ability scores.

If you need to perform an Athletic feat (for example) then you just roll the Might ability dice. Need to draw up a complex blueprint for a time machine, then you might roll Intellect or Technology.

Now if you want to be better at one thing than another then you will want to make a Talent for it.

TALENTS

Talents do still serve a purpose, but here we need to further simplify things, making talents quick to make and easy to implement.

To this end, a talent here will be built like this:

- A talent applies to a single ability score or stat (health, energy pool, etc.).

- Talents affecting Ability scores grant a +1 Static Bonus to rolls made per level in the talent. The talent must apply to a specific use of the Ability score. In this way you can get a bonus to represent skill in an activity.

- Talents that affect Stats grant a +10 Static Bonus per level if the talent applies to a pool (Health).

If the talent applies to anything else then it only gives a +1 Static Bonus.

- The talent cost for each level of the talent is 5 CP x the new level of the talent, and must be bought in level order. (A level 1 talent costs 5 CP, level 2 will be 10 CP, level 3 is 15 CP, and level 4 is 20 CP. To buy a talent to start at level 4 you would have to spend 50 CP.
- You do still need to have unique talents to use Powers of a certain type. These have no levels, but cost the same amount as a Level 1 talent.
  - Inventor - Allows you to make Tech powers.
  - Harness Ki - Allows you to make Ki based Powers.
  - Magic Study - Allows you to make Magic based powers.
  - Unlock Psionics - Allows you to make Psionic based powers.

POWERS

Powers are still a needed part of the game, and we do need to make things simple and straight forward so that our players can get going on playing the game quickly.

As such, powers won't be using the complex system we established before. Here, powers work more as functional ways for the character to perform actions outside of the norm.

Traits that are noted as "Powers" are built as a Level 1 power.

Name: Powers need a name that can act as a description, or as a trigger, (or both), for using your powers, or serves as an easy way to know what it does. (Super Strength is a descriptive name, while Kamehameha is a trigger.)

Description: Describe the power in 1 sentence. Don't worry about damage, but if it works at a range or melee, does it affect an area, is tech based, uses ammo, or is it linked to another power then you outline it here. If the power is an ongoing effect, it should be noted.

Actions: This denotes how long it takes to use a power. You have to choose if it uses an action (increase cost per level by 2), or all of your actions.

Power Application: Powers need to be applied to the character in some way. A power applied to Might, may be used for a power that is a sword, or an energized punch. A power that is a ranged attack may use Power, or Tech. A power that applies to a stat is allowed too. If applied to movement, then the usage decides what type of movement it is applied specifically to.

Usage: How is the power used? Here you need to choose how the power will be used based upon its description and application. This may mean that the power has multiple uses applied to it. And powers with multiple uses added in, uses all of the uses when the power is used. So if an attack deals damage, but also debuffs, then you cannot

choose not to use the debuff.

- **Damage:** The power is an attack that if it hits will deal damage. The powers Type determines what dice are rolled for damage at the first level, and each level there after gives either +1 die, or increases the die type for a single die. You will also need to determine the type of damage. On going damage requires it be applied with a condition.

- **Buff:** The power is a buff, it increases what the power is applied to. A buff has to be turned on, or it is always on. A buff power to an ability score, grants it 1 die or increases the die type by 1 step per die. If applied to a stat, it gives a buff like that of a talent but doubled (a +1 becomes a +2). Enhanced senses, super strength and so forth are such powers that are buffs.

- **Debuff:** Functionally different than the Buff usage, except that the Debuff can be resisted with a Physical or Mental Resistance roll (determined when the power is made). A physical roll may entail pressure points. A mental roll would entail a psychic or mystic attack.

- **Movement:** Grants a form of movement besides walking. Each level applied gives 5 meters to the chosen form of movement. (There is nothing special for the first level when applied to ground movement, just the normal +5 meters.)

- **Condition:** The power inflicts a condition on the target. To affect a target you need to make an attack roll against them. If hit, the target must make a Physical or Mental Resistance roll to avoid the condition. This roll is repeated at the end of the target's turn. When succeeded at the condition ends.

- **Special:** The power does something not applicable to one of the before mentioned usages. An example of this is Telekinesis, it allows the user to move objects using another ability score, and working at a distance. In this case, the base would give you access to what the ability score offers, and from there is treated as a buff.

Level: Powers make use of a single level to determine the over all strength of the power, keeping things fairly simple. The level also influences the Energy cost, and the cost to buy/make a power, as well as range and AOE if it has them.

- **Range:** The level is multiplied by 5 for meters that the power can travel, if you wish to have specific numbers for range increments.

- **AOE:** If a power affects an area, is 1 meter x 1 meter per level.

- **Energy Cost:** This percentage is equal to the level + the number of "uses" that a power has (for example, Damage & Debuff), x 2 (round up if needed).

- **Cost to Make/Improve:** The base cost to make a power is 10, allowing for 1 level and 1 usage.

From there the cost increases by the level x5 in CP. If you add an additional usage, its the number of uses already in the power, x10

Power Type: Powers must belong to one type or another.

- Tech powers do not use energy, but often have their own limitations like a battery that is relied on, or limited ammo, not to mention being a object of some sort. Cybernetics can fall in here, but also come with their own limitations, like needing maintenance, or being susceptible to electromagnetics.

- Ki/Magic/Psionic powers draw from the character's Power Level, reducing it's score with each use. But an action can be used to **Gather Energy**, this being an amount equal to 1/10th that of your Power Level.

  - Ki powers are the base type for powers. You can charge up ki powers, essentially acting like an additional use, to get a bigger effect. But in doing so you get the "Off-Guard" condition. A successful attack against you while doing this will potentially break your concentration, requiring a Willpower roll (vs. a DS of 10 + the levels in the power).

  - Magic powers can be cast as rituals instead of spontaneously. As a ritual, you take longer to cast the spell at it's base effect, taking 1 turn per level. The upside is

that this means that the spell can be cast without loosing any of your Power Level. But the process requires components/materials that act in the place of energy drawn from you (100 Zeni's worth of material per level). While you are not off-guard in performing a ritual, interruptions to the ritual ruin the casting of the spell, requiring that it be started over again. Casting the spell at a boosted level, like charging up a ki attack, can only be done via a ritual and increases the time proportionately.

- Psionic powers tire a character less since they are more about your mind than physical ability. Psionic powers do still use energy from your Power Level, but you halve the energy cost of the power (but to no less than 10pts). The drawback for psionic powers is that the CP cost to build them is 2x more.

CHARACTER POINTS (CP)

Character Points are still the means by which characters are improved on. While each aspect of making a character covers the CP expenditure to improve things a few things are covered here.

Ability Scores: These are the most expensive to improve on. This cost is equal to 10 x the new score to be

gotten, and must be bought in order.

Dice Type: Dice used initially are all d4's. Improving the dice type you roll involves making a talent that you apply to the Ability score or Power. However, these talents should be treated slightly different in terms of cost.

The first rule is that each die type for each Ability score/Power is it's own talent. So d6's for Might are one talent, while d8's for Might are another.

The second rule is that each level of the talent applies to only 1 die at a time. You cannot buy any additional die types until all dice in an Ability score/Power are of the same die type.

The third and final rule is that if you were to gain more dice, they do not automatically increase, and you must improve the talents that were applied in order to improve the new die.

POWER LEVEL

The optional rule from before will be a staple here, and will play a bigger part of how players may face their opponents. Power Level is figured a little differently depending if someone is an NPC or a PC.

- **Normal NPC:** A normal NPC is someone who has no powers, no tech to augment them (beyond normal weapons) or anything else, they are normal. The score for them here is equal to their Might or Power score (which ever is better).

- **Tech Powers:** A character or NPC who is tech based, like the androids or a being who uses suits of powered armor has a base Power Level equal to their Might + Tech scores. Those with this cannot have their Power Level detected by normal means and are essentially invisible to such forms of detection.

- **Ki/Magic Powers:** Ki and magic in the Dragon Ball world have little distinction between the two. The primary difference is that magic often requires the knowledge of a spell and is often a manipulation of reality in some way. Regardless, a person's Power Level here is equal to their Might + Power x2.

- **Psychic:** If you were to build a character who fights via the use of psychic abilities then Power Level is determined by their Intellect + Ego x2. This too cannot be sensed except by other psychics.

- **Multiple Power Levels:** Some characters may want powers from several sources. There's nothing wrong with this, but the character will still have only 1 Power Level. In this case, if a person uses Ki and Tech, (like an cyberneticly enhanced character) then you figure it as Might + Power + Tech, and apply the highest multiplier they have for this, though because Tech is involved a portion of their Power Level, when being sensed by another, is always hidden (Power level is divided by the number of sources and the

amount there is how much each source adds.) With Psychic powers you add in Ego.

A character's Power Level can also be further increased. This may be done by spending CP on it.

The cost to increase the Power Level is equal to either the Tech, Power, or Ego score of the character, multiplied by 5. This in turn increases the multiplier when figuring the Power Level by 1.

Now I know what your saying, but this still won't give me a Power Level of over 9,000! It will take me forever to get that multiplier that high!

Well we're not done yet.

Once you have improved the die type for all dice in an attribute (just the attribute, not any bonus dice from traits, talents, or powers), then the base Power Level amount increases by a separate multiplier equal to half of that die type. The additional die type beyond that is added onto that. So Increasing to a d6 gives a +3 from one attribute. Both attributes at a d6 would give a x6. Later you improve both to a d8. That now gives a 4 for each.

What this means is that if you have a Might of 5, and a Power of 5, your starting Power Level would be 20, now if you up both attribute die types to d6s, then you multiply the 20 by 6, making it 120. At a d8 it ups to 960. A d10 for each gives a x10 and a PL of 9600. And finally a d12 gives a x12 and

a PL of 115,200.

But don't worry, there are yet other ways to increase your Power Level. And for that we go to Transformations (in a bit).

What a Power Level Does

Your Power Level serves as the way you pay for using your powers, well except for those that are Tech based. Powers reduce your Power Level, and recovering you Power Level is by using an action to Gather Energy, which restores 1/10th of your Power Level.

Another thing that your Power Level does is determines if you have advantage over an opponent. Having advantage here is handled differently from that as how it previously was outlined.

If your Power Level is higher than your foe (must be by a noticeable amount, and not just by a bit, the difference between something like 3pts and 30 points) then you have advantage on all your actions taken against that foe. There are limits to this, like many social interactions don't logically benefit from a high Power Level, not to mention when you deal with actions taken when performing a job, or working on machines and other similar activities.

Advantage grants an individual the ability to reroll any 2 dice in a current roll that they don't like. However, they must keep/use the new roll even if it is worse.

TRANSFORMATIONS

Transformations function less complexly than before. Now the same types of transformations exist, but will be different, easier to use.

BEAST MODE

This form can increase your size and physical power, as well as your Power Level. It can be maintained, like other transformations.

Effect	
Power Level	Current Power Level is multiplied by 2.
Boost	Gain +1 die of the current highest die type to your Might Rolls.
Endurance	Add your Might score to your Endurance score again.

FUSION DANCE/POTARA EARINGS

Once again, both forms are generally the same, but do have some differences between each other.

Fusion Dance

To successfully use this, two people must still know the fusion dance. Both must make an Intellect roll. The roll results must be within 5pts of each other for the roll to succeed. If the result is with in 6-9pts of each other then the Fat Fusion is the result. If its beyond 10pts then the Skinny Fusion is the result.

Potara Fusion

Unlike the Fusion Dance, this is

Goku & Vegeta Fusion Dance

more of a perfected form with no need to worry about making a roll to synchronize together to do. Instead you rely on magic items that are so rare that only The Supreme Kai's have them.

Character Changes

- **Ability Scores:** Add together all Ability scores and divide by 2.
  - **Failed Fusion (Fat):** If this happens, divide the scores by 3 instead (round down if needed, with a minimum of 1 for each score).
  - **Failed Fusion (Skinny):** If this happens, divide the scores by 4 instead (round down if needed, with a minimum of 1 for each score).
- **Species:** Combines the traits of two separate species, unless they have common traits then only one trait applies (this is the case if the species is the same).

- **Talents:** Talent levels are combined. However, for the Failed Fusions only half the levels of each are applied to the new form.
- **Powers:** Powers are not combined, instead the powers of both are available, unless they share the same powers. In this case they use the power with the highest level.
- **Power Level:** The Power Level for the combined form is the adding up of the two fusers, and then doubled.
  - **Potara Fusion:** Here the form differs as the final increase to the forms Power Level is a x3.
- **Transformations:** These can be used in the fused form only if the two beings have the same transformations available to them (or training is done in the fused form to acquire a transformation only the fusion form can use, like with Gotenks). Transformations do, however, reduce the time one can remain fused.
- **Time Limit:** Ordinarily this is 30 minutes, and cannot be attempted again until 30 more minutes has passed when the fusion ends. Transformations lower the time limit, with each form knocking off 1 additional minute that the form can be maintained.
  - Potara Fusion, on the other hand, lasts for 1 hour when not performed by two Kai (where it is semi-permanent). The downtime in turn is also 1 hour before they can be used again.
- **Drawback:** Performing the Fusion

Dance requires that it not be interrupted. It takes 3 turns to perform the Fusion Dance, with both participants agreeing to act at the same time during these turns. Attacking either person and successfully hitting them will result in this ritual being interrupted. More over, while performing the ritual, the participants are considered to be "Off-Guard", and any attempt to defend one's self during this will cancel the fusion attempt.
  - The Potara earings are also objects that can be dropped or taken from the users before they are used. While fused, removing the earings will not undo the fusion. Not to mention that the earings, while very tough, can still be destroyed.

GREAT APE (OOZARU) FORM

Saiyans that have their tail can assume the great ape transformation if they are exposed to the light of a full moon (which they must look at). The change is automatic when triggered, and can only be stopped by removing the moon light before the start of the Saiyan's next turn or by cutting off their tail. A Saiyan's tail has the chance to regrow while they are young and when ever they are exposed to life threatening situations. Where upon it immediately regrows.
- **Size:** Saiyan becomes 25ft/7-8 meters tall (roughly), and occupies a similar area, but does not fill it completely.

- **Berserk:** Most Saiyans who enter this form have no control over themselves and act as an enraged beast, destroying anything around them, though not typically fighting other transformed Saiyans (they may attack those that aren't). While in this state, a Saiyan cannot concentrate or use any of their normal powers, instead relying on the transformations massive physical power increase.

- **Trained Control:** Some Saiyans do learn to control the form, often those of the elite class. They can speak and use their normal powers while like this, making them much more dangerous. To be able to do this a Saiyan must have a talent for it, and must make an Ego roll vs. their own Physical Resistance score. If successful they retain their personality, while a failure results in a berserk Saiyan.

- **Gain Control:** A Saiyan who has gone berserk can attempt to gain some control. An Ego roll vs. their own Physical Resistance score is made, followed by an Ego roll vs. their own Mental Resistance. If both succeed then the Saiyan has a degree of control, namely that they will not attack allies or anyone else that they do not recognize.

- **Ability Scores:** The die type for Might increases to d12's for purposes of figuring melee damage.

- **Stats:** Stats for the form are all doubled, except for mental derived stats.

- **Talents/Powers:** Talents remain as they are.

  - **Mouth Blast (AOE Line):** This is a ranged attack that deals damage in a line.
    Actions: All
    Application: Power
    Usage: Damage
    Level: 1

  - **Mouth Blast (AOE Radius):** This is a ranged attack that deals damage to an area where the attack impacts.
    Actions: All
    Application: Power
    Usage: Damage
    Level: 1

- **Power Level:** The Power Level is increased by x10.

- **Unarmed Strikes:** Due to the size of the form, an unarmed strike can hit one target and anyone adjacent to them.

- **Size Advantage:** Due to the size of the form, grabbing a target can be done with 1 hand, and targets successfully grabbed are completely immobilized unless they can break free.

KAIO-KEN

The kaio-ken is a transformation that heightens the physical strength and speed of the user, while also greatly increasing their Power Level.

Effect	
Power Level	Current Power Level is multiplied by 2 for the initial Kaio-ken, then goes up to x3, x4, x10, and x20.
Boost	Add a +1 die to all Might & Power rolls (including damage) per multiplier step.
Defense & Evasion	Add a +3 to Defense, & +1 die to Evasion per multiplier step.
Movement	Each multiplier step adds a +3 to the number of meters you can move.
Heightened Pain	When you take damage, your current Power Level multiplier is added as a static bonus to damage you take.

NAMEKIAN FUSION/FISSION

Namekian fusion is the ability to join with or absorb another Namekian permanently to increase one's own power. Fission, on the other hand is something of the opposite of this, where the Namekian essentially creates a copy of themselves in one of three ways. The first way being through normal propagation (a-sexual reproduction), where they spit out an egg that will hatch an Namekian who will become their own being.

The second is along the same lines, but involves the Namekian doing this only just before dying and allows them to transfer their memories to the child, essentially cloning themselves.

The third way is to force their regenerative abilities to grow a separate body from their own, instilling some part of their essence into this other being which will result in someone who is not just a clone but a clone with it's own mind and agenda.

Fusion

Fusing with another Namekian can be willing or forced. Once fused, only a wish from an Eternal Dragon can undo it. It takes 1 minute to perform a fusion. If forcing a fusion, the target gets to make an opposed Ego & Power roll to resist. If the target fails both rolls then the fusion occurs. If they fail only 1 roll, then no fusion occurs. If the target succeeds on both rolls, then no fusion occurs either. But if the target succeeds on both rolls by 5 or more then the Fusion occurs in reverse.

- **Ability Scores:** Add together all Ability scores and divide by 2.
- **Talents:** Compare talents, and with talents that are the same or similar you take the higher leveled talent. If one being possesses a talent that the main fusion being does not then that talent is gained, but starts at level 1.
- **Powers:** Like with talents, similar powers are compared and the stronger of the two is retained. Powers that one has that the main being does not have are gained at level 1.
- **Power Level:** Refigured based on all changes made. Then multiply this by 2.
- **Namek Mimicry:** More a bit of flavor than a mechanical help, fusing with another Namekian

allows you to access their memories, and you can even speak in their voice, and express their personality.

Fission

This functions in the opposite manner as Fusion in terms of function, but is similar in mechanical functions. Except that there are no increases, the Fission creates a duplicate of the base being, with a few reductions/changes.

POTENTIAL UNLEASHED

You can are able to draw upon your unlocked depths of power to heighten your fighting capabilities. This requires that a separate being use some technique or magic to unlock a person's hidden potential. The person from there learns to fully draw-out the breadth of this potential creating a new type of transformation. The strength of this power is said to be akin to Super Saiyan 3.

Effect	
Power Level	Base Power Level is multiplied by 30.
Boost	Add a +3 dice to all Might, Fighting, & Power rolls (including damage) per multiplier step.
Defense & Evasion	Add a +6 to Defense, & +3 die to Evasion.
Movement	Add a Static Bonus equal to your Power score x half the Power Level Multiplier.

P.U. - AWAKENED STATE

This is the advanced Potential Unleashed form that Gohan and Piccolo eventually unleash. It's level of power is akin to that of the Ultra forms.

Effect	
Power Level	Base Power Level is multiplied by 1,500.
Boost	Add a +5 dice to all Might, Fighting, & Power rolls (including damage) per multiplier step.
Defense & Evasion	Add a +10 to Defense, & +5 die to Evasion per multiplier step.
Movement	Add a Static Bonus equal to your Power score x15.

NOTE: Power Bleed still affects these transformations. However, both the Potential Unleashed (P.U.) forms do not suffer from Power Bleed. Power Bleed - as a rule - is explained just after the listing of transformations.

Gohan Awakened Beast

RAGE

Rage is a short lived transformation. The character's anger/rage is made manifest when a circumstance arises that would make the character enraged. Once used, a new instance is needed to trigger your rage again.

Effect

Power Level	Current Power Level is multiplied by 1d10+1.
Boost	Add a +1 dice to all Might, Fighting, & Power rolls (including damage).
Limitations	The effects of Rage lasts only a short time, being a number of turns equal to the character's Ego score.

SUPPRESSED FORMS

Suppressed forms still do the same, providing an increase in power with each released form, but each form also coming with increased difficulty in controlling your powers. Remember, your first form (form 1) is the form from character creation.

Form 2 Effect

Power Level	Base Power Level is multiplied by 2.
Boost	Add a +1 dice to all Might & Power rolls (including damage).
Defense & Evasion	Add a +3 to Defense, & +1 die to Evasion.
Movement	Add a Static Bonus equal to your Power score.
Power Control	You suffer a -1 die penalty to all rolls you make regarding your powers.

Form 3 Effect

Power Level	Power Level multiplier from Form 2 increases by +1.
Boost	Add another +1 dice to all Might & Power rolls (including damage).
Defense & Evasion	Add another +3 to Defense, & +1 die to Evasion.
Movement	Add another Static Bonus equal to your Power score.
Power Control	You now suffer a -2 die penalty to all rolls you make regarding your powers.

Form 4 Effect

Power Level	Power Level multiplier from Form 1 & 2 increases by +1.
Boost	Add another +1 dice to all Might & Power rolls (including damage).
Defense & Evasion	Add another +3 to Defense, & +1 die to Evasion.
Movement	Add another Static Bonus equal to your Power score.
Power Control	You now suffer a -3 die penalty to all rolls you make regarding your powers.

SUPER SAIYAN

The staple power of the Saiyans. Each transformation amplifies the previous form, with some mid range steps in there as well. Saiyans still need to build up S-Cells before they can hope to awaken the first Super Saiyan form. (See Powers section on S-Cell Buildup.)

Super Saiyan 1 Effect

Power Level	Base Power Level is multiplied by 10.
Boost	Add a +5 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +15 to Defense, & +5 die to Evasion.
Movement	Add a Static Bonus equal to your Power score x5.

Super Saiyan (Power House) Super Saiyan Grade 2 Effect

Boost +	Increase the effects of Super Saiyan 1 Boost by your Might score.
Hindrance	Impose a penalty equal to your Might score to Agility rolls, Defense, Evasion rolls, and Initiative rolls.

Super Saiyan (Power House) Super Saiyan Grade 3 Effect

Boost +	Increase the effects of Super Saiyan 1 Boost by your Might score x2.
Hindrance	Impose a penalty equal to your Might score x2 to Agility rolls, Defense, Evasion rolls, and Initiative rolls.

Super Saiyan (Full Power) Effect

Always On	The Super Saiyan 1 form can remain active without the need to worry about loss of energy. You can revert back to normal if you want.

Super Saiyan 2 Effect

Power Level	Super Saiyan 1 Power Level is multiplied by 3.
Boost	Add a +3 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +9 to Defense, & +3 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x3.

Super Saiyan 3 Effect

Power Level	Super Saiyan 1 & 2 Power Level is multiplied by 4.
Boost	Add a +4 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +12 to Defense, & +4 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x4.

Super Saiyan 4 Effect (Optional)

Power Level	Super Saiyan 1, 2, & 3 Power Level is multiplied by 10.
Boost	Add a +5 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +30 to Defense, & +5 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x5.

NOTE: Super Saiyan (Power House) forms, and the (Full Power) form only apply to the Super Saiyan form and cannot be used with the other Super Saiyan forms.

Legendary Super Saiyan Effect (Berserker Rage) (Optional)

This is a form unleashed by unrelenting, and uncontrollable rage. Here, a Saiyans rage doesn't end, it just grows constantly & can trigger the Super Saiyan 1 form. But in doing so the Saiyan runs the risk of having of their power destroying them.

Power Level	Increase Power Level multiplier of Rage by 1d4 every 4 turns. This is at the cost of 10 + each Power Level increase in Health damage.
Boost	Increases the Boost benefits of Rage when Power Level increases.
Super Saiyan Trigger	Once a character's Power Level multiplier from their Rage and Berserker Rage reaches a x20, it will trigger the Super Saiyan transformation, so long as the resulting Power Level increase is over 1 million.

POWER OF GOD KI

As mentioned before, God Ki is it's own thing. It transforms the user's ki into something else, something that can only be sensed by others who have God Ki or have some connection to the Kai's and their order, like the chosen Guardian of a planet.

And like before, while there are a few transformations that grant access to God Ki, there may be other ways for a being to access it without transforming.

Basic Benefits

- **Ki Change:** Beings who have not trained to sense God Ki, or who do not possess God Ki cannot sense the Power level of anyone with God Ki.

- **Godly Power Level:** God Ki is denser than normal energy that characters possess. You always have advantage when using God Ki. When facing others with God Ki, both individuals have advantage.

- **Divine Durability:** When you would take an injury, you reduce the number of injuries you would take from a single source by 1.

- **Immune to Dark Magic:** You cannot be affected by magic that corrupts or alters who you are.

- **Powering Up to Godly Levels:** When you have unlocked a form that uses God Ki, or if you are taught to tap into it, all of the above benefits can be used in your normal form

SUPER SAIYAN GOD

The next stage for a Saiyan after Super Saiyan 3 (canonically speaking). It grants a Saiyan access to God Ki (initially) and enhances their base form into the divine Super Saiyan Red state.

It is best to mention that the method of acquiring the form is no different than has already been stated. However, as you will see, the benefits of the "God Ki" transformations will be functionally different from that of the other forms. No one can roll hundreds of dice, let alone are willing to apply too big of a multiplier.

Super Saiyan God (Red) Effect

Power Level	Base Power Level is multiplied by 1,200.
Boost	Add a +12 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +30 to Defense, & +12 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x12.
God Ki	Gain the use of God Ki.
Time Limit	The transformation lasts for around 10 minutes when used the first time. After that, the user can train to do away with this time limit.

SUPER SAIYAN GOD SUPER SAIYAN

This form is what you gain when a Super Saiyan God assumes the Super Saiyan form. This form shifts around the benefits of the Super Saiyan God form, going for more power at the cost of speed and agility.

Super Saiyan God (Blue) Effect

Power Level	Base Power Level is multiplied by 1,440.
Boost	Add a +16 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +24 to Defense, & +10 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x10.
God Ki	Gain the use of God Ki.
Time Limit	The transformation lasts for around 10 minutes when used the first time. After that, the user can train to do away with this time limit.

NOTE: These forms can serve as the basis for other transformations that could be attained by others. Similarities in how they function is on purpose and meant to keep things very simple.

As for large dice amounts, remember the 12 die limit and applying multipliers, (see the Rules & Combat section).

Super Saiyan Blue Vegeta

Super Saiyan God (Red/Blue – Evolved) Effect

Power Boost	An evolution in power, functioning like as if you were using the Kaio-ken x20 power. The only difference is that it's use doesn't come with the same drawback as the Kaio-ken.

Super Saiyan God (Red/Blue – Power Contained) Effect

Power Boost	Perfected use of the SS Blue form. The form no longer suffers from Power Bleed.

ULTRA EGO

The power of the Gods of Destruction it is a form few wish to attain as it transforms destruction into power, notably the damage you take and not the damage you deal. Note that so far as has been shown, the transformation cannot be used with other transformations.

Ultra Ego Effect

Power Level	Base Power Level is multiplied by 30,000.
Boost	Add a +15 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +30 to Defense, & +15 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x15.
God Ki	Gain the use of God Ki.
Hakai	Can use Hakai technique.

Taking the Hit	By willingly taking the "Off-Guard" condition, the character can convert harm into power. Each hit taken, regardless of damage, will increase the Power Level multiplier by 1. In general, the player should not apply any Power Level increase on the multiplier until they have reached 10pts.

ULTRA INSTINCT

The power of the Angels that attend the Gods of Destruction is that of Ultra Instinct. Some beings do learn to access this power, primarily those who have gained access to God Ki, but some normal beings have learned to access Ultra Instinct on some level not quite the same as that of those with God Ki. Like with the version mentioned before, Ultra Instinct has 2 levels of use requiring the first level to be achieved before the second is possible. One thing of note is that Ultra Instinct cannot be added to other transformations as it requires a calm mind (or mostly calm) in order to achieve the state.

Ultra Instinct -Sign- Effect

Power Level	Base Power Level is multiplied by 25,000.
Boost	Add a +12 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +21 to Defense, & +12 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x12.

God Ki	Gain the use of God Ki.
Instinctive Combat	At the start of your turn, you must decide on offensive or defensive modes. In offensive mode it is harder for you to defend yourself. While in defensive mode it is harder to attack. • **Offense:** +3 Dice all Might, Fighting, & Power rolls (including damage). But take a -9 Defense, & -3 dice Evasion. • **Defense:** -3 Dice all Might, Fighting, & Power rolls (including damage). But take a +9 Defense, & +3 dice Evasion.
Usage Swap	You can swap between offense & defense by either setting what you will use at the start of your turn, or by using your reaction to do so.
Emotional Control	The -Sign- form does not require emotional control, unlike the -Perfected- and -True- Ultra Instinct forms.

Ultra Instinct -Perfected- Effect

Power Level	Base Power Level is multiplied by 25,000.
Boost	Add a +12 dice to all Might, Fighting, & Power rolls (including damage).
Defense & Evasion	Add another +21 to Defense, & +12 dice to Evasion.
Movement	Add an additional Static Bonus equal to your Power score x12.
God Ki	Gain the use of God Ki.

Ultra Instinct -Perfected-

BULMA's NOTES
...Haki...

» Haki attacks can be learned by anyone who can use God Ki. They are more dangerous to opponents than normal attacks, but if one is not a God of Destruction then they can be taxing.

» Haki attacks can be made in any form like normal energy attacks. The difference is that in addition to damage they have the Haki usage. This means your roll for damage is directly opposed by a target's Might or Power roll, and if the target has God Ki they may add their God Ki level as a bonus to this roll (1 level equal a +2 bonus).

» If the opposed roll fails, there is a chance that the target will be destroyed instantly. A second roll is made by the target against the first attack. If successful, the target is not destroyed. But if they failed this roll twice then they are utterly destroyed and cannot be wished back to life or resurrected in any other way.

» Full Gods of Destruction have additional bonuses when using Haki to ensure that they do destroy what they target...unless the target has God Ki.

Autonomous Combat	If your Power Level is higher than your foes, when you are attacked there is a chance that the attack will miss. Like wise, if you miss an attack there is a chance it will actually hit. In either case, roll percentiles (2d10/1d100). On a roll of 40% or higher, the attack misses, or you may reroll your attack to hit. Now if your Power Level is lower than your foe's, then you must roll over 50%. Rolling under the % results in a failure. Talents could be gained that increase the percentage chance of success if the GM allows.
Autonomous Reactions	You gain 1 additional reaction per turn.
Emotional Control	Maintaining this form requires a balance of emotions, being calm, in control. This is an Ego roll, with a DS of 10 (to start) that is made at the start of each of your turns. This DS increases by 2 per turn that the form is active. When the check is failed, the form's use ends. And there is a chance the character may suffer from Power Backlash.

True Instinct Effect

Note	The effect of this is not unlike that of the Ultra Instinct -Sign- transformation. The only difference is that it does the following:
1	Provides the combined benefits of Offense & Defense, but without the penalties or need to swap between the two.
2	Grants Autonomous Combat, but the % needed to succeed is a flat 50%.
Learning to Use	This form is not unlike the character's base form. But learning to tap into it requires one to be at peace with their own self, accepting of who they are on a fundamental level that it awakens the ability to use this.

WORKING ON TRANSFORMATIONS

Transformations, for the most part, aren't meant to be improved on. But there are methods that a character can take to gain "Mastery" over the form.

Each form suffers from Power Bleed, like how the previous version did. Unless noted otherwise, a form uses 5% of your Power Level in energy each turn it is active (unless it instead has a time limit, which either the form normally has or if a custom form then it could have one as well - determined by the GM).

Mastering a form can be either an

increase in over all power output (increasing the benefits of the power of a form), and/or reducing the effect of the Power Bleed.

The first option doesn't exactly double everything. Rather, all the benefits increase by just 1 (+1 die, +1 static bonus, +1 to the multiplier). This is done until you reach essentially double the benefits of the transformation.

But the side effect is that each increase of this also increases the drain on your Power Level by 1%.

Now the additional benefit comes from reducing the Power Bleed. In some cases this is handled as a variant transformation. But aside from this, the cost can be reduce by 1% intervals.

But what about the costs?

Each improvement or mastery, is treated as a Talent pertaining to the transformation. The cost in CP is much higher than normal, being built like a normal talent, and figuring its CP cost as such, but with the end result being multiplied by 10.

One other noted limitation on this is that the Kaio-ken transformation, and similar other transformations cannot see their unique benefits being improved in this way.

Getting Transformations

Like it was previously noted, Transformations shouldn't cost CP. They are rewards for reaching milestones, methods of advancing a story, or ways to balance power between PCs and NPCs. The same can also be had with "Mastering" transformations.

Trunks has mastered Super Saiyan 2 form

NEW RULES

New ways of playing a game obviously need rules to support them.

Finishing Off Character Creation

Now that you have the basics of your character made, and have had a chance to look over powers and transformations, the GM will now need to give players an additional amount of CP that they feel is appropriate to where they want the game to start.

This amount can be as little as 50pts, or much more.

These points cannot be spent on your Attributes. They can be spent on talents, Power Level, or Powers.

After character creation, CP earned can be spent to improve any aspect of the character, but Attributes have limits.

- **Attributes** cost an amount of CP equal to the new score x 100. You are limited to no more than the score x2 in increases. So if you have a score of 4 (4 dice) then the upper limit you can have here is 8 dice.
- **Stats** can be increased via talents.
- **Power Levels** can be increased by spending CP. 10 CP will increase your Power Level by 10pts. Then when a character's Power Level reaches 100pts (or more), the amount of points for an increase becomes 50pts. At 1,000pts the spending of 1 CP will add 100pts.

Power Level Improvement	
Power Level Range	**Points Improved By**
1 - 100	10
100 - 1,000	50
1,000 - 10,000	100
10,000 - 100,000	1,000
100,000 - 1,000,000	10,000
1,000,000 - 10,000,000	100,000
10,000,000 - 100,000,000	1,000,000
100,000,000 - 1,000,000,000	10,000,000

Dice Pools

To reiterate, the maximum amount of dice that you may roll at a time is 12 dice. Now once you hit the 12 die cap, you may halve the dice you may physically roll, and apply a x2 multiplier to the result. Every time you hit a 12 die increment the multiplier increases by 1.

So, right at 12 dice you can choose to roll all 12, or you may roll 6 dice and multiply the result by 2.

At 24 dice, you roll 6 dice again, but now multiply the result by x3.

With GM permission, you can further reduce the number of dice rolled to apply a higher multiplier. So the 12 die base could be reduce to rolling 4 dice and have the result multiplied by 3.

Any dice in excess of the multiplier break (12 dice), can still be apart of the multiplier. For example, 14 dice would be 7 dice x2. But 15 dice would

break down into 7 dice x2 + 1 die. The odd die out being rolled separately and added in with no multiplier applied to that lone die.
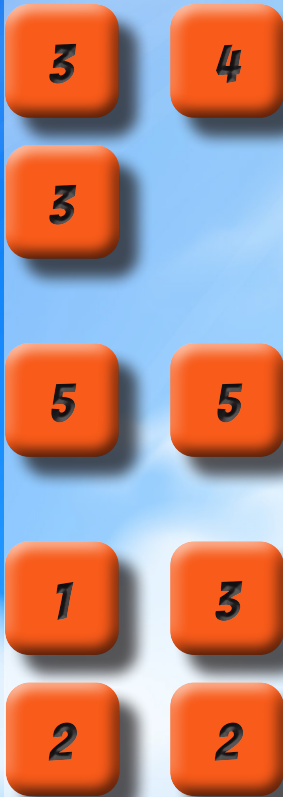
As an example, to the left you see 10 dice, that have been divided into 3 groups. Two of these groups total up to 10, with the remaining group only totaling up to 8.

Now to this you add other static bonuses and other modifiers that you may have.

In this example, lets say that we had a dice pool limit of 10. Now lets also say that my actual pool for a roll was 13. As we're using d6s in this example that would mean that my 3 spare dice automatically convert into a +3 for each die, or a total of a +9 to my roll.

Making Rolls

Your GM will usually decide which ability score is appropriate to a task you want to accomplish. On the other hand, you may have another idea on how to use an ability score to accomplish a task.

If a roll is vs. a task like hacking

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+

a computer, parkouring around, researching, searching for hidden passages and so forth. But in some cases a player may wish to use a different skill, in which case the player should describe how they want to accomplish the task with a different skill. In other cases they roll is opposed by another roll.

And some Abilities are used for specific tasks, though sometimes you can substitute another if the GM allows.

The DS's for these rolls are either "roll vs. roll" or "vs. a DS."

A critical success or failure is still 10pts above what is needed to succeed or fail.

Here a critical success will grant 1 Wish Point for the player. However, a critical failure will grant 1 Dark Wish Point to the GM.

Actions

In trying to refine the rules for this, players will have only 4 actions that they can take on their turn. The things that a character can do will be noted as either an action or reaction. Actions you do not use on your turn become reactions.

- **Attacks [Action]:** These are made using your Fighting ability score. You roll your Fighting score in dice vs. the target's Defense score. This is used regardless if one is making a melee attack or ranged attack. An attack can imply a barrage of punches/kicks or even multiple blasts, or a single powerful attack.

  - **Range Attacks:** Ranged attacks are made with various range increments based on the power/attack. A -2 penalty is given to attack rolls beyond the first increment, doubling the penalty per additional increment (-2, -4, -8, -16, ect.). Alternatively, you can use Range Bands instead work in more generalized terms, operating under the same application of penalties, but with a more free flowing method of determining distances. Here the GM sets what is close, short, medium, long, and so forth for ranges, applying the before noted penalties where appropriate.

- **Grappling [Action]:** When you grapple you are still attacking, but it's functionally different. Here You make a normal Fighting roll to grab the target if you hit. Then a Might or Agility roll is made if you succeed, rolling vs. the targets opposed roll. Once succeeded, a target is grappled, imposing any applicable conditions to the target.

- **Charge Attack [2 Actions]:** An option for melee attacks where you move up, applying momentum, to your attacks. Every meter of movement that you move toward an opponent before you make a melee attack allows you to deal an additional 1d6 damage per 3 meters of movement used. Using this requires 2 actions to be used. Using more actions to move does not add anything more to damage you deal.

- **Counter Attack [Reaction]:** A counter attack is possible when an opponent (or yourself) makes a critical miss, or has otherwise left themselves off-guard during their turn. This is a normal attack, and one that can use a power so long as it only uses 1 action. It can use more than one action so long as you have more than 1 action reserved to be used as a reaction.

- **Evade [Reaction]:** If you are going to be hit with an attack that affects an area you can attempt to Evade the attack by making an Agility roll vs. the opponents Attack roll. Succeeding allows you to move outside the area of effect. This is only effective against 1 attack at a time.

- **Guard/Dodge [Action]:** You can spend an action to guard or

dodge against all attacks made against you. Here you reduce the dice that an opponent rolls to make an attack against you by 1 die. Expending more actions to Guard/Dodge further reduces the opponents dice.

- **Manipulate Object [Action]:** When you want to manipulate an object it will cost you an action. Now this covers drawing a weapon and attacking with it, pulling out a healing potion and drinking it, as well as performing similar activities. More complex activities, like hacking a computer, hot wiring a car will use all of your actions and may require you to devote more actions on subsequent turns in order to use.

- **Movement [Action]:** An action is used when you want to move. 1 action allows you to move up to your full movement. Using more than one action to move is also permitted. The exception to this is if a power uses half or all of your actions.

- **Powers [Action or All Actions]:** Some powers use an action to activate/use, or all of your actions.

- **Gather Energy [All Actions]:** Gathering Energy is an action that allows you to regain 1/10 of your current Power Level.

Broly gathering energy

Dealing Damage

Damage from attacks is typically based off your Might (melee attacks), Ego (Psychic attacks), Power (Ki/Magic attacks), and Tech (Tech Attacks). Your first level in a power gives you the Attribute score in dice. From there each level adds dice to the attack.

- **Damage Type:** Attacks deal certain types of damage.

  - **Kinetic** - This covers nearly all forms of damage. It is physical in nature to some degree. Punches, kicks, bullets, swords, telekinesis, all of these are kinetic attacks. Blunt attacks (like punches) can inflict "knock-back" which when an attack does more

than 2x damage than the character's Endurance, each point over is 1 meter they are knocked-back. If they are knocked into something, they take additional damage as if they had fallen. This can be resisted with a Might, Agility, or Power roll vs. the damage taken (reduced by Endurance). On a success the knock-back is negated. On a failure they are moved. Knocking a target prone is optional instead of doing knock-back. If it is a cutting or piercing attack, it will inflict 1 additional minor injury.

- **Energy** - This covers most other forms of damage that you would describe as being of an energy. This may be something like a laser, or ki blast. It may even have some things in common with kinetic attacks, like an sword made from solidified energy. In this regard it too can do knock-back, or if a cutting/piercing attack it will do the same as well.

- **Electricity** - This is damage that can affect a person's nervous system. When hit by an attack that deals electric damage, the target get the "Shocked" condition.

- **Fire** - This is damage that burns. Powers that are noted as being fire based have the potential to ignite substances, or to give the "Burning" condition to a target.

- **Poison** - This damage is one that imposes the "Poisoned" condition.

- **Cold** - This damage will impose the "Freezing" condition on the target.

- **Psychic:** Psychic attacks target a person's Mental Defense. Psychic attacks cannot be detected with normal senses, except for the after effects of a person being hit with such an attack, (like a bleeding nose, being dizzy or reeling as if they had been struck).

Conditions will be explained shortly.

Taking Damage

Damage taken is first reduced by your Physical Resistance score if the damage is physical in nature (harming your body), or Mental Resistance score (harming your mind). The remaining amount is then applied to the character's Health. Being hurt after Health is reduced to zero imposes 1 level of Injury, but only if damage is taken. Cutting/Piercing types of attacks always inflict 1 injury when damage is taken.

Injuries: Injuries are only sustained when a character is out of Health or takes damage from an attack that has damage that is cutting/piercing based.

Damage from attacks, when you have no health, inflict 1 injury per die rolled, or 2 injuries if the maximum result is rolled for a die. A single injury inflicts the "Injured" condition, with the

resulting injuries only adding levels to this condition. In some cases, too many injuries elevates the injury to the "Severe Injury" condition.

To many severe injuries can then push the character into the "Dying" condition.

Naturally Healing

Healing is a slow process when you don't have any special means of healing yourself. Healing powers are technically not common, but in a game it can be important for someone to have some healing capability.

- **Conditions:** Take 1 month to heal from a single on-going condition, generally (some may take longer or never heal at all). Other conditions may heal much faster. The GM should base this off of common sense in regards to how people normally recover from some conditions. With assistance, the time taken can be halved. Assisted healing can take a degree of time, requiring an Intellect roll vs. a DS equal to the number of injuries & conditions the character has, x2, +10. Only one condition can be treated at a time, with each treated condition reducing the DS of further rolls. Failing a roll only means that it will take longer to heal.

- **Health:** Health heals normally at a rate of the character's Might score x2 per half hour. Remember, Health isn't necessarily a gauge of a character's physical condition, so much as their over all resilience and

ability to not just take a hit but to roll with the punches and endure pain.

Assisted Healing

This does not involve the use of a power, but of techniques like First Aid, Surgery, or care of some other sort by another (or one's self if you're desperate or there's no one else there). Assisted healing can be attempted once per condition per day (or per application of the condition in some cases), or once per 5 minutes to try and restore some Health. The ability score often used for treating others is typically Intellect, though Tech can also be applicable as well.

- **Conditions:** A roll is made vs. a DS of 10 + (the conditions level x 2), or +10 if there's no level. On success you reduce the condition level by 1, or remove the condition.

- **Health:** This recovers naturally fairly fast. Assisting in this involves using things like smelling salts, adrenaline, or something similar. An Intellect or Tech roll (depending on what you do) is made with the roll being the amount of Health that is returned.

Conditions

The conditions here are either singular or stack as levels. This is in addition to the conditions that damage types can impose.

- **Injured [Leveled]:** These are incurred if a Health is depleted to zero or if the attack is cutting/piercing forms of damage. An

Even those with God-Ki can be brought down when their off their guard.

injury is physical harm to your body beyond just bruises and pain. You can gain up to 10 levels in increments. Once at 10 levels, they transfer to being 1 severe injury (below). Each injury imposes a -1 penalty per level to all rolls you make.

- **Severe Injury:** Like before, severe Injuries are an accumulation of injuries, or if the character receives enough injuries from 1 attack to that add up to 10 injuries. A severe injury imposes a -10 penalty to all rolls. Your maximum Health & Power Level are also reduced by 10% per severe injury. 6 severe injuries (or more) puts you into the Dying condition (below).

- **Dying:** Once the character gets the Dying condition, they must make a Physical Resistance roll. The roll is vs. a DS equal to half the total result of your Physical Resistance roll. No penalties or bonuses are applied to this roll. Succeeding allows the character to remain conscious and act to try and stabilize themselves from dying (or get help). On the following turn you repeat this check. Succeeding again allows you to stabilize, but you do fall unconscious now. However, if you fail your first roll you fall unconscious. Failing the second roll after this results in death. Succeeding on the second roll will instead stabilize the character, but they will still be unconscious. If attacked at all while in the dying state, the character is killed.

- **Helpless:** The character is in a state where they cannot defend themselves. They cannot move, or take any actions. Essentially, the character is unconscious. A character who is helpless takes 2x the damage if they still have health. If they have no health, the attack inflicts 1 additional injury.

- **Diseased/Illness (Leveled):** Diseases/illnesses make a person ill, sapping them of their strength. A Might roll is needed to resist a disease, with the roll being vs. a DS if it is a naturally occurring one, or vs. an opposed roll if it's from a power. Unlike other things, diseases/illnesses require treatments in order to remove the condition. Cures take time, often days, to take effect. In some cases, diseases/illnesses are semipermanent, they cannot not typically be removed, but treatments can serve to mitigate or reduce the effects. Diseases/illnesses, for simplicity sake are classed by certain severities that can impose 1 or more penalties on a character. The table that follows will outline the severity (setting the base DS & number of penalties that can be applied), the penalties that can be applied. When making the initial roll to resist the disease/illnesses, succeeding does mean that you don't contract it at that time, while failing obviously means otherwise. Also contracting a disease does not mean it's effects occur right away. Once affected, the disease/illnesses needs 24 hours to take effect. The exception to this is if a power were to inflict a disease/illnesses that has the effect occur instantly, in which case the disease lasts until it is

Diseases/Illnesses		
Severity	DS	Description
Low	10	A low severity is nothing serious. It can be over come with a few days of rest. Rolls to resist occur once per 24 hours, on success the disease/illness goes away. Only 1 penalty is applied.
Mild	15	A mild severity is stronger, and can typically be something that can keep a person down for days or even a week. Rolls to resist occur once per 48 hours, on success the disease/illness goes away. Up to 3 penalties can be applied.
Strong	20	A strong severity is not something that can go away on it's own. Medical assistance is often needed, along with medicine in order to treat things. Once a treatment is started, a roll to resist the disease/illness is made every 48 hours. On a success, the severity of the disease/illness is reduced to mild, and then again to low before it is gone. Up to 5 penalties can be applied.
Severe	30	This is the same as a Strong severity, but the only difference is that the disease/illness does not go away once reduced past Low severity. Instead it goes into intermission and has the potential to return. Through great effort, a wish, or medicine that doesn't exist in a particular timeline, can the disease/illness be permanently removed. Up to 7 penalties can be applied.
Deadly	40	Again, this is the same as Strong and Severe severities. The main difference here is that up to 9 penalties can be applied. However, one massive draw back is that failing to reduce the severity from Deadly after 1 week will result in the character's over all health deteriorating.

Penalty	DS Increase	Description
Reduced Strength	+0	The level of the disease/illness imposes a -1 Static Penalty to all Might based rolls.
Aches & Pains	+0	The body hurts, with the level of the disease/illness reducing the character's Health each hour.
Stiffness	+0	The level of the disease/illness imposes a -1 Static Penalty to all Agility based rolls.
Muzzy	+1 per level	The level of the disease/illness imposes a -1 Static Penalty to all Intellect & Awareness based rolls.
Dizzy	+1 per level	Each level of the disease/illness imposes a -1 Static penalty to your Awareness roll, and an Awareness roll is needed in order to move normally (using the disease/illness DS). Failing this roll results in the character not being able to move.
Weakened	+2 per level	Each level of the disease/illness reduces the dice you roll for Might and/or Agility (can be one or both if enough levels apply).
Drained	+2 per level	Each level of the disease/illness reduces the character's Energy pool by 5%. At 0 Energy the character can still move and take actions, but their movement is halved as are their actions.
Sapped	+3 per level	Each level of the disease/illness reduces the character's Health by 5%. At 0 Health the character can no longer do anything and is essentially helpless but not dying. Health drained like this cannot go below the characters normal maximum.
Hallucinations	+3 per level	Due to fever or other reasons, each level of the disease/illness imposes a -1 die to Awareness rolls. Whenever you take an action or move you may see an illusion or falsity that affects one or more of your senses. To know if it is real or not the character has to make an Awareness roll. If they fail then they believe the illusion to be real.
Deadly	+4 per level	An disease/illness that is deadly is one that will kill the victim after a time. Each level is the number of days that the disease/illness affects the user. In addition to this the user must make ongoing checks to resist the effect each day. Failure or succeeding adds up for better or worse. A majority of successes results in the disease/illness being overcome. But if the failures are in the majority then at the end of the final day, the disease wins and kills the character.

successfully resisted.

- **Restrained:** A restrained character is one who is held in place. The method in which they are restrained my simply keep them from moving away, or keeping someone from making attacks. When the restrained condition is applied, you must decide if it's against movement or actions. If this is via grappling, then the two engaged cannot move from where they are, but can either release or break free from the grapple (using an action to roll against each other if opposed). While restrained via a grapple you can still make melee attacks against each participant. Ranged attacks or attacks with weapons suffer a -10 penalty.

- **Stunned (Leveled):** A Stunned character is one that is temporarily out of sorts. The degree of this is based on the level of Stunned applied. The condition imposes a -1 static penalty per level of Stunned that a character suffers. The condition ends at the end of the victims following turn. Resisting the condition is typically determined by the power that imposes it. Melee attacks can also be called to try to stun an opponent. In doing this the attacker takes a penalty to their attack roll equal to the levels of Stun that they want to impose. On a successful hit, the target makes a Might roll vs. your attack roll. If they succeed then they resist being stunned, but if they fail then the condition is imposed at the level you set for your attempt. Additional stuns on a target do not add to the
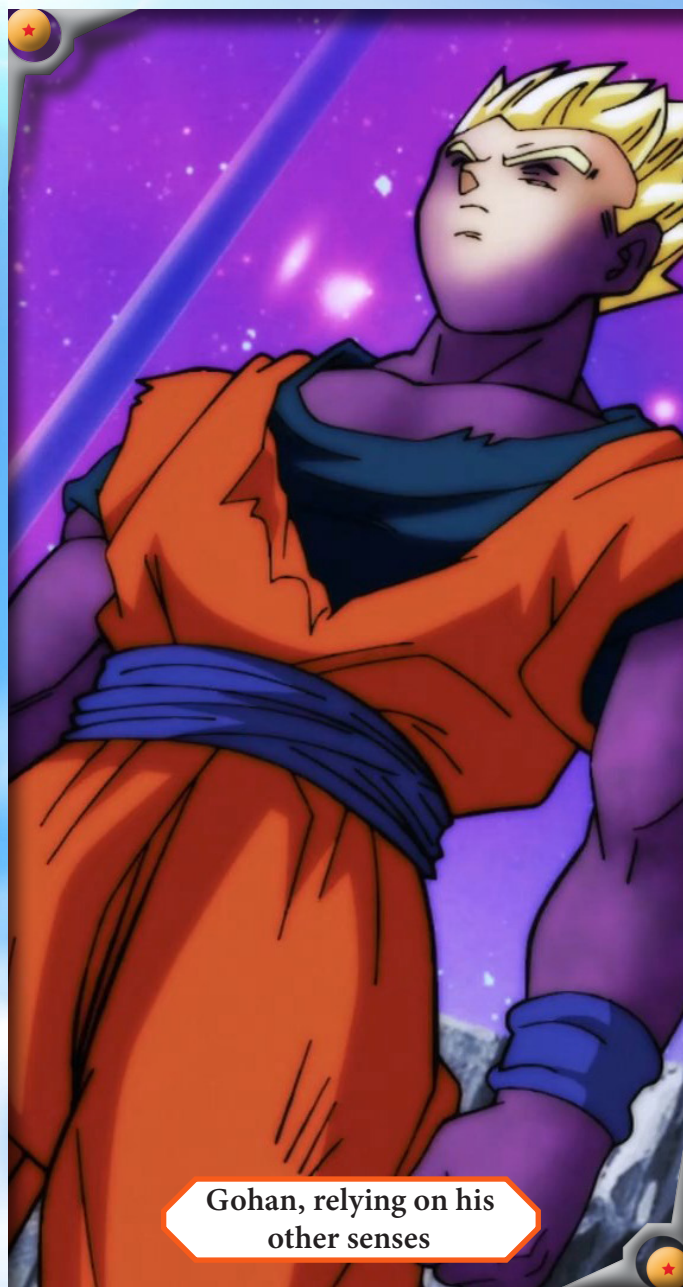
Gohan, relying on his other senses

effect unless the new stun penalty is higher than the previous one.

- **Paralyzed:** A paralyzed target is one that cannot move or defend themselves, but is aware of what is going on around them. As such a paralyzed target is considered off-guard when they are attacked. The condition ends when the target of it makes a successful roll to resist it.

- **Mind Controlled:** This is a general condition that reflects a character who is not fully in control of their actions. A character who is mind controlled is still controlled by the player, but will take cues from the GM as to what their character should do. Mind Control effects require an Ego roll to resist, and a roll is made at the end of each of the character's turns in order to break free. Doing something that the character is morally opposed to will lower the DS of the Mind Control effect by 10. Out of combat Mind Control allows the roll to break free only once per hour instead of per turn, unless the target is directed to do something they are morally opposed to (then they make an immediate roll to break free).

- **Charmed (Leveled):** To be charmed isn't exactly mind control, but is in the same area. It must be resisted by an Ego roll, vs. the roll for the power (the power imposes 1 level for a success, +1 level per 2pts by which you exceed your opponents roll). Once charmed, a roll is made when ever you are asked or instructed to do a task, while you are charmed, you make a roll to break free immediately when ever you are asked or ordered to perform a task (with the power's penalty to the roll). If you succeed the effect ends.

- **Blinded:** The term "blinded" here applies to not just sight, but to any sense that the character has. A blinded sense requires the character to use what ever other senses they have in order to do things. When a sense is blinded, an Awareness roll with the other senses is needed as an action. But because other senses are less applicable to deal with what the blinded sense allowed, the roll is made with a reduction in half it's dice unless the sense is also applicable for the situation.

- **Petrified:** This is when a being is turned to stone. A petrified being is no longer alive and is just a lump of stone. However, if the petrification ends the person is restored to life.

- **Entangled:** A being who is entangled cannot move on their own. Entanglements can be loose or tight. Being tied up with rope or chains is a tight entanglement, while a net thrown over a target is a loose entanglement. Entanglements can be broken with a Might roll vs. what ever material it is that they were made from. Or it can be escaped from (instead of breaking it) using what the GM may feel is an applicable roll. A light entanglement means the character can still fight back but cannot typically move from there they are (unless they can fly). A Tight entanglement also means that the character cannot move and cannot fight back, at least not very well (they may be able to roll, fly, or squirm about at the very least) and are treated as if they are Off-Guard.

- **Prone:** A prone character is one who has been knocked down. When knocked down, opponents get a 2d6 bonus to attack rolls against you

with melee attacks, and while prone you reduce your dice for melee attack rolls by 2.

- **Off Guard**: When a character has the Off Guard condition, they are in a state where they are less aware of danger and the harm that they can take. Their Defense is halved. Damage taken while off guard is multiplied by 2.

A Turn at a Time

Characters, during a combat encounter, each get to take a turn that allows them to use their actions. Determining who goes first during a turn requires an Initiative Roll. This involves making either an Agility roll or an Awareness roll, which ever is better or applicable for the situation.

The highest roll acts first. Players who get matching numbers may decide between each other who will act first. If an opponent and a player get matching numbers then the player goes first.

A round is the time it takes for all participants in an encounter to take their actions. One round is considered to be roughly 5 seconds of time.

Narratively speaking, the turns that all participants take during the round are considered to occur concurrently (all at the same time).

Players can delay or hold their turn to take it out of sequence or when another player would take their turn.

Wish Points

Wish points still serve their original purpose. They can be used to add story elements to the game, or perform feats of power that normally aren't possible, like blowing up a moon.

Players should still start with 2-3 points.

The main change is the bonus given when used to enhance rolls. A Wish Point can do 1 of 2 enhancements.

- 7 Increases: By spending 1 Wish Point you can, for a single roll, increase the die type of up to 7 dice by 1 step. Alternatively, if you are already rolling the maximum die type (d12's) then the additional dice factor into determining a multiplier.
- Gain a second wind, recovering half of your lost Health and Power Level.

Power Level Shield (Optional)

As an alternative use of Power Levels, you can allow players to use their Power Level as a buffer against damage, so long as they are not "Off Guard." Using this should require that the GM make increasing Health more expensive (double it's CP cost for talents that increase it). Or refiguring starting Health by instead multiplying by 50 instead of 100.

Endurance should still be used, as it is an additional buffer to keep characters from dying from powerful attacks.

FOES AND ALLIES ANEW

As you can expect, foes and other NPCs that the players may face will need to be handled differently. The earlier types of NPC's that players will encounter are still relevant.

NORMIES

Again, normies are just normal beings. While they will possess the same abilities, and species traits, they often develop talents more slowly, typically only having a handful. Ability scores range between 1 and 3 normally, though capable individuals may have scores of around 4 or 5. Dice types rolled are often only d4 and d6.

Aside from species benefits, normies start with a 2 in each ability score, though you may reduce one score and increase another if desired. Two or three more points may then be added to pad things out as you see fit. You may then also add 1 talent per ability score of 3 or higher that they have.

Normies don't have powers, and their Power Level is often only equal to their Power Score.

MINIONS

As has been mentioned before, minions are typically just better equipped normies. They make use of the same rules for being made, but can have powers as well. The levels in powers are never more than what the player characters possess, and should be at least half of what they possess. This also goes for talents.

Animals typically fall into this area and will have Intellects and Ego scores of 1 or 2 dice that are never above a d4 in dice type. Might for animals is often better than that of humans for many animals. A Deer, for example, while not much different than a person in terms of mass, is physically more powerful than most humans.

WARRIORS

Now we come to opponents that are of a near similar level of strength as that of the players. Ability scores for these foes should be 2 points less than the group average. Total talents and powers should also follow a similar rule, being roughly half to 3/4th what the group has. Remember that they are a threat, but shouldn't be unbeatable. Another valid option is that you can build them like the PC's but they have half the Health and Energy, and half the Power Level.

LIEUTENANTS

Once again we come back to lieutenants. As before, they are made exactly like the PCs and should be an even match, or close enough of an even match for any PC to face. Typically they can have a Power Level that is a little higher than the PCs but this should be used sparingly since. Otherwise increasing Health and/ or Energy to be a bit higher than the

players is an option for slightly more challenging encounters.

Finally we are back to the villain. A villain is made by taking the group average for all ability scores, talents, and powers and then using that as your base for making the villain. From there, increase the levels in talents and powers by a number of levels equal to 1 per player.

The defining thing about villians can then be in a few other areas. The ability to transform being one of them. You have to be careful with this as a villain transforming can quickly outstrip the PC's, so you may want to have their base form actually start out as a bit weaker than the PC's, which then forces them to transform and start becoming a real threat.

Another is Power Level. Villians should always be at an advantage against the PCs up until the climax of a battle where they should be on equal footing or the PC's have at just a narrow enough advantage on the villain that it allows them to finally turn the tide.

VEHICLES, BUILDINGS, AND OBJECTS

For the most part, vehicles serve only as a means of getting from point A to point B with out needing to spend any energy. While the previous rules are just as applicable here as they are for the main adventuring rules, we can

The Frieza Force are mostly minions & warriors

further simply things.

Once again, Vehicles, Buildings and Objects have their own rating - Structure. This is again given as a Percentage.

Now from here things once again have a Durability. Damage that exceeds this reduces the Structure Percentage.

As the target takes damage the loss of Structure can impact how characters interact with it. Every loss of 10% should impose some sort of -1 die to certain rolls if a situation calls for it regarding its operation or its use.

Note that buildings and certain vehicles and such may have assigned other Health to represent specific parts being damaged like a window, a wall, a car door. In the grand scheme, these may only represent a small part of an over all build /objects structure, requiring far more to be done in order to actually inflict significant harm to it.

BODY SWAPPING & POWER MIMICKING

Something not covered here is the power that some villians possess, the ability to swap bodies or mimic the powers of others. For the most part, these powers are not common placed and aren't something that PC's should have access to.

Body Swapping is typically a permanent thing, requiring all of an opponents actions to perform. Opponents hit by this ranged attack are frozen in place as the spirits of both fly out of their mouths along the trajectory of the beam fired and re-enter the others bodies.

Some things with the technique is that it cannot be resisted, only dodged. Another is that the user will not be completely in control of all of the powers that previous user had, nor will they be able to use any techniques that the other knew. But biological powers like transformations (not the Kaio-ken though) will be usable.

Power Mimicking, on the other hand is a cheat where the user, via some means, can copy or other wise mimic the powers of others as if they were that person. Villians like Cell, Majin Buu, and Moro all have mimicry powers after a fashion. Even Goku has some mimicry, but this is put down as a player just spending CP spontaneously to learn a power while in a fight.

Ginyu Body Swapping

Playing By Fewer Rules

So you want something that is faster to play, down and dirty rules maybe? Say maybe a 1 page game where much of what is done is up to interpretation, description, and general story telling?

Don't worry, I got you covered here.

Here we will be largely doing away with what came before, but we'll be keeping a few notable things, and further simply things like conditions.

To start here, lets go over what a 1-page Game is.

And that is just what you think it is, a game that fits onto 1 page of paper, using both sides of the page. One side contains all you need for your character, and the GM uses this side for their characters too. The other side contains more pertinent rules.

One downside to these game rules is that they lack fine detail in rules, leaving much to GMs and their groups to interpret. Another is that these games often use small font sizes to cram as much detail as one can onto a single page, which can be hard for some people to read. It is one of the reasons why I chose a larger, 14pt font for this book, so as to accommodate those who have some difficulty reading smaller prints.

Gohan studying

But, one page games can be fun, and the right sort of group can draw out a lot from the simple rules.

Across the next two pages you will find the 1 page rules for a game to run. The font will be much smaller in places, and I do apologize for that. But I will be striving to simplify so much into as compact a space as I can. You will still need an array of dice types though as that will be one consistent thing across all the different game rules I've presented.

The main rule to keep in mind with 1-page rules is that common sense and discussion is important. If you are using armor or a weapon, then it can be damaged, or taken away, so describing a power as such should allow such activities to be possible to temporarily deprive you of a power.

DRAGONBALL
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**

DRAGON BALL
A -1- PAGE RPG

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 villians) 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.

CHAPTER 09
Tools for Play

"Alright, since you've made it this far, then that means your ready for the fights ahead!"

"The only thing missing are the right tools for the challenges ahead. Even Vegeta knows that every fight should include some preparation...if we have time."

"But since you're new then lets get going so we can have a fight. I wanna see just how strong you are."

CHARACTER SHEETS AND MORE

This section of the book will provide you with all the tools you need to play the game. Character Sheets, power cards, and so forth can be found here.]

Up First will be the standard character sheet, power cards for printing off. These will be full color sheets, with an alternative colored sheet as well as a black and white sheet following on it's heels to save on ink.

After this you will find a character sheet for the Alternative Rules character sheet.

You will also find a number of other potential things here that I've felt would be helpful for players to have.

Hopefully this will be all that you need.

Of course, for miniatures, I can't really help you with that. If you are a 3D printing enthusiast then you have ways around this.
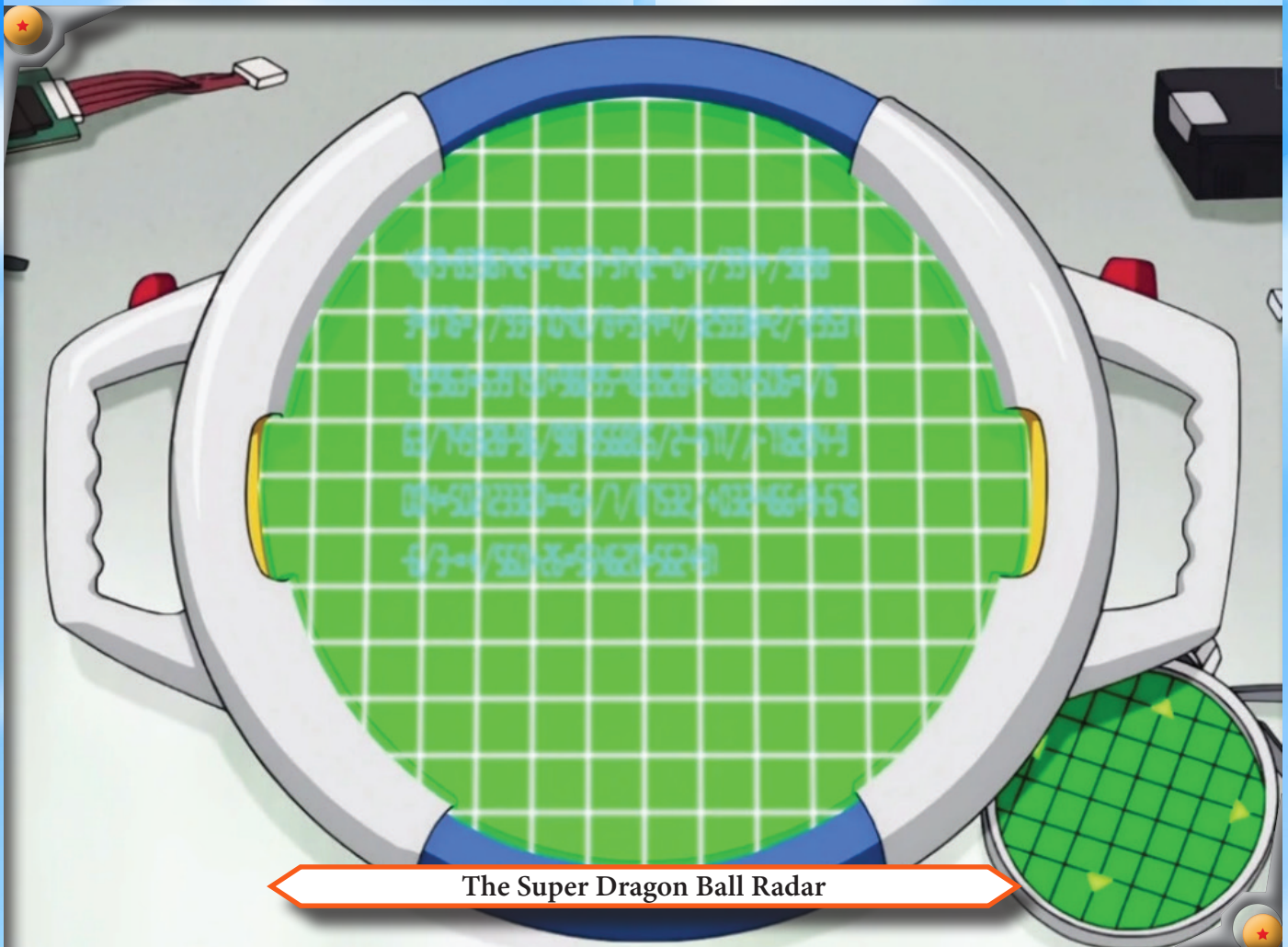
The Super Dragon Ball Radar

NAME

GENDER/PRONOUNS

ATTRIBUTES

AGILITY   SCORE

Skill Name	Dice #	Die Type	Levels
Acrobatics			
Close Combat			
Ranged Combat			
Sleight of Hand			
Stealth			

MIGHT   SCORE

Skill Name	Dice #	Die Type	Levels
Athletics			

Lifting/Carry Weight

Base Melee Damage

INTELLECT   SCORE

Skill Name	Dice #	Die Type	Levels
Awareness			
Computers			
Craft			
Engineer			
History			
Investigation			
Knowledge			
Lore			
Machinery			
Medicine			
Science			

EGO   SCORE

Skill Name	Dice #	Die Type	Levels
Converse			
Deceive			
Entertain			
Instinct			
Intimidate			
Mental Combat			

POWER   SCORE

Skill Name	Dice #	Die Type	Levels
Control Ki			
Spellcasting			

Base Energy Pool

Base Gather Energy

POWER LEVEL

TRANSFORMED PL

ENERGY POOL

Gather Energy

Energy (Current)

Bonus Energy

HEALTH (Base)

Recovery

Current Health

Stamina (Total)

Endurance

Stamina (Current)

DEFENSE   **Evasion**

WILLPOWER   **Phys. Resist.**

A.P.   **Mental Resist.**

Movement	Base	Bonus	Penalty
Ground			

ACTION POINT TRACKING

INJURIES

Minor

Severe

Deadly

NAME

CURRENT SAGA

APPEARANCE

SPECIES TRAITS

TALENTS

BACKGROUND

EQUIPMENT

CP TRACKING

Starting CP

Current Total CP

Unspent CP

Wealth

POWERS

POWER _____ LEVEL _____ DICE/EFFECT _____ SKILL ROLL _____ ENERGY COST ____ PNT COST PER LEVEL ____

DESCRIPTION

TARGET _____ RANGE _____ TYPE _____ ACTIVATE _____ DURATION _____

ENHANCERS/DRAWBACKS

POWER _____ LEVEL _____ DICE/EFFECT _____ SKILL ROLL _____ ENERGY COST ____ PNT COST PER LEVEL ____

DESCRIPTION

TARGET _____ RANGE _____ TYPE _____ ACTIVATE _____ DURATION _____

ENHANCERS/DRAWBACKS

POWER _____ LEVEL _____ DICE/EFFECT _____ SKILL ROLL _____ ENERGY COST ____ PNT COST PER LEVEL ____

DESCRIPTION

TARGET _____ RANGE _____ TYPE _____ ACTIVATE _____ DURATION _____

ENHANCERS/DRAWBACKS

POWER _____ LEVEL _____ DICE/EFFECT _____ SKILL ROLL _____ ENERGY COST ____ PNT COST PER LEVEL ____

DESCRIPTION

TARGET _____ RANGE _____ TYPE _____ ACTIVATE _____ DURATION _____

ENHANCERS/DRAWBACKS

NOTES

TRANSFORMATIONS

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

POWER | PNT COST PER LEVEL

DESCRIPTION

LEVEL | ACTIVATE
DICE/EFFECT
RANGE | DURATION
TARGET
TYPE
SKILL ROLL
ENHANCERS/DRAWBACKS

ENERGY COST

POWER | PNT COST PER LEVEL

DESCRIPTION

LEVEL | ACTIVATE
DICE/EFFECT
RANGE | DURATION
TARGET
TYPE
SKILL ROLL
ENHANCERS/DRAWBACKS

ENERGY COST

POWER | PNT COST PER LEVEL

DESCRIPTION

LEVEL | ACTIVATE
DICE/EFFECT
RANGE | DURATION
TARGET
TYPE
SKILL ROLL
ENHANCERS/DRAWBACKS

ENERGY COST

POWER | PNT COST PER LEVEL

DESCRIPTION

LEVEL | ACTIVATE
DICE/EFFECT
RANGE | DURATION
TARGET
TYPE
SKILL ROLL
ENHANCERS/DRAWBACKS

ENERGY COST

POWER | PNT COST PER LEVEL

DESCRIPTION

LEVEL | ACTIVATE
DICE/EFFECT
RANGE | DURATION
TARGET
TYPE
SKILL ROLL
ENHANCERS/DRAWBACKS

ENERGY COST

POWER | PNT COST PER LEVEL

DESCRIPTION

LEVEL | ACTIVATE
DICE/EFFECT
RANGE | DURATION
TARGET
TYPE
SKILL ROLL
ENHANCERS/DRAWBACKS

ENERGY COST

Power Cards are an optional way for players to track their powers.

This side is for filling out.

Dashes are in place to help with cutting out the cards.

Obviously, print as many of these as you need.

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This side is optional and can be used if you need more room for notes or other information on your card.

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Each of the six cards shows the following template:

FORM NAME

POWER LEVEL MULTIPLIER

DESCRIPTION

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

POWER BLEED

Form Cards are an optional way for players to track their transformations.

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FORM NAME · POWER LEVEL MULTIPLIER
DESCRIPTION
FORM'S POWER LEVEL
FORM'S ENERGY POOL
FORM'S GATHER ENERGY · POWER BLEED

FORM NAME · POWER LEVEL MULTIPLIER
DESCRIPTION
FORM'S POWER LEVEL
FORM'S ENERGY POOL
FORM'S GATHER ENERGY · POWER BLEED

FORM NAME · POWER LEVEL MULTIPLIER
DESCRIPTION
FORM'S POWER LEVEL
FORM'S ENERGY POOL
FORM'S GATHER ENERGY · POWER BLEED

FORM NAME · POWER LEVEL MULTIPLIER
DESCRIPTION
FORM'S POWER LEVEL
FORM'S ENERGY POOL
FORM'S GATHER ENERGY · POWER BLEED

FORM NAME · POWER LEVEL MULTIPLIER
DESCRIPTION
FORM'S POWER LEVEL
FORM'S ENERGY POOL
FORM'S GATHER ENERGY · POWER BLEED

FORM NAME · POWER LEVEL MULTIPLIER
DESCRIPTION
FORM'S POWER LEVEL
FORM'S ENERGY POOL
FORM'S GATHER ENERGY · POWER BLEED

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POWER _____ **PNT COST PER LEVEL** ____

DESCRIPTION

LEVEL ____ **ACTIVATE**

DICE/EFFECT ____

RANGE ____ **DURATION**

TARGET ____

TYPE ____

SKILL ROLL ____

ENHANCERS/DRAWBACKS

ENERGY COST ____

POWER _____ **PNT COST PER LEVEL** ____

DESCRIPTION

LEVEL ____ **ACTIVATE**

DICE/EFFECT ____

RANGE ____ **DURATION**

TARGET ____

TYPE ____

SKILL ROLL ____

ENHANCERS/DRAWBACKS

ENERGY COST ____

POWER _____ **PNT COST PER LEVEL** ____

DESCRIPTION

LEVEL ____ **ACTIVATE**

DICE/EFFECT ____

RANGE ____ **DURATION**

TARGET ____

TYPE ____

SKILL ROLL ____

ENHANCERS/DRAWBACKS

ENERGY COST ____

POWER _____ **PNT COST PER LEVEL** ____

DESCRIPTION

LEVEL ____ **ACTIVATE**

DICE/EFFECT ____

RANGE ____ **DURATION**

TARGET ____

TYPE ____

SKILL ROLL ____

ENHANCERS/DRAWBACKS

ENERGY COST ____

POWER _____ **PNT COST PER LEVEL** ____

DESCRIPTION

LEVEL ____ **ACTIVATE**

DICE/EFFECT ____

RANGE ____ **DURATION**

TARGET ____

TYPE ____

SKILL ROLL ____

ENHANCERS/DRAWBACKS

ENERGY COST ____

POWER _____ **PNT COST PER LEVEL** ____

DESCRIPTION

LEVEL ____ **ACTIVATE**

DICE/EFFECT ____

RANGE ____ **DURATION**

TARGET ____

TYPE ____

SKILL ROLL ____

ENHANCERS/DRAWBACKS

ENERGY COST ____

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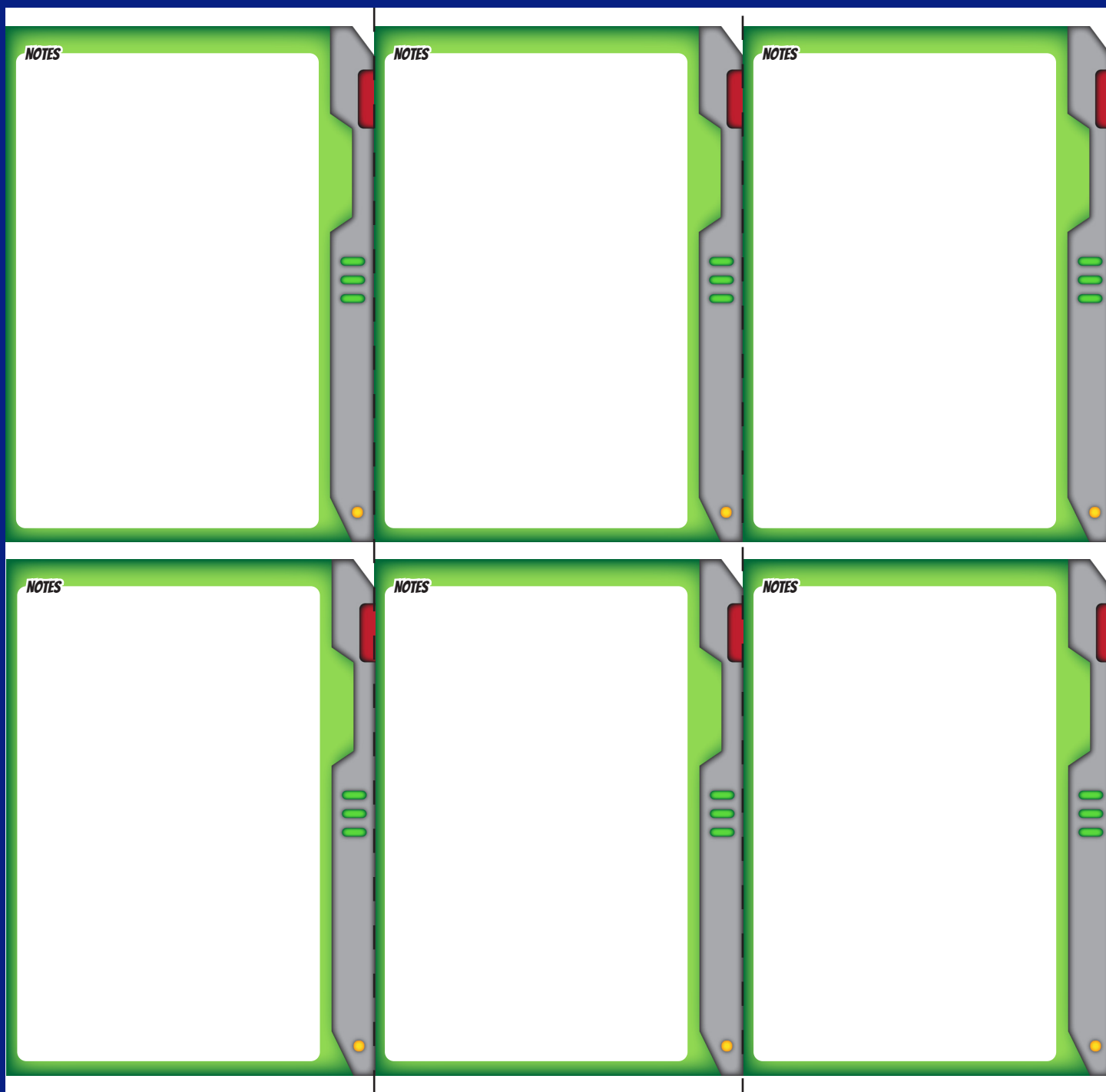Obviously, print as many of these as you need.

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NAME

GENDER/PRONOUNS
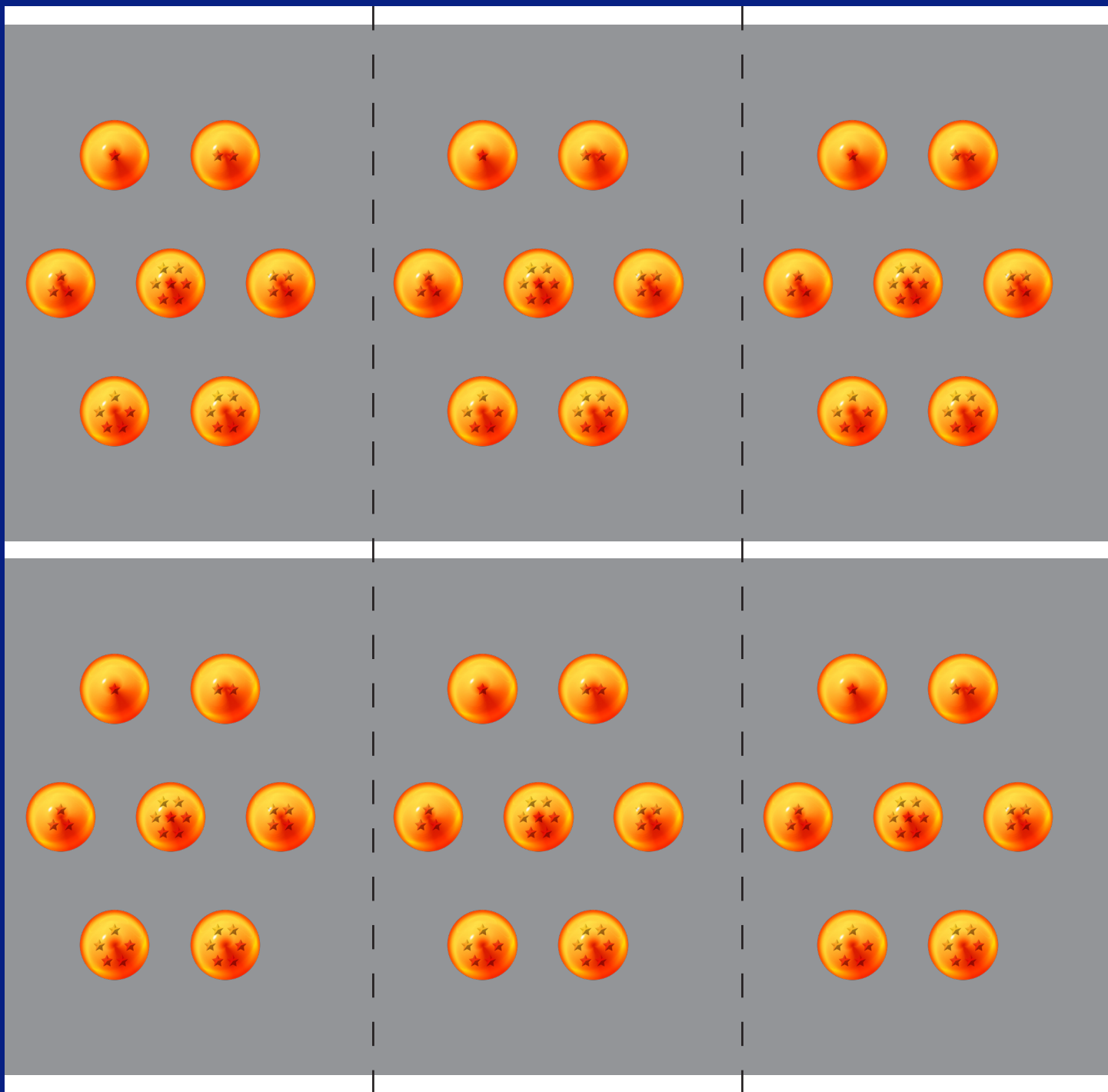
ATTRIBUTES

AGILITY   SCORE

Skill Name	Dice #	Die Type	Levels
Acrobatics			
Close Combat			
Ranged Combat			
Sleight of Hand			
Stealth			

MIGHT   SCORE

Skill Name	Dice #	Die Type	Levels
Athletics			

Lifting/Carry Weight

Base Melee Damage

INTELLECT   SCORE

Skill Name	Dice #	Die Type	Levels
Awareness			
Computers			
Craft			
Engineer			
History			
Investigation			
Knowledge			
Lore			
Machinery			
Medicine			
Science			

EGO   SCORE

Skill Name	Dice #	Die Type	Levels
Converse			
Deceive			
Entertain			
Instinct			
Intimidate			
Mental Combat			

POWER   SCORE

Skill Name	Dice #	Die Type	Levels
Control Ki			
Spellcasting			

Base Energy Pool

Base Gather Energy

POWER LEVEL

TRANSFORMED PL

ENERGY POOL   **Gather Energy**

Energy (Current)

Bonus Energy

HEALTH (Base)   **Recovery**

Current Health

Stamina (Total)   **Endurance**

Stamina (Current)

DEFENSE   **Evasion**

WILLPOWER   **Phys. Resist.**

A.P.   **Mental Resist.**

Movement	Base	Bonus	Penalty
Ground			

ACTION POINT TRACKING

INJURIES

Minor

Severe

Deadly

NAME

CURRENT SAGA

APPEARANCE

BACKGROUND

SPECIES TRAITS

TALENTS

EQUIPMENT

CP TRACKING

Starting CP

Current Total CP

Unspent CP

Wealth

POWERS

POWER _____ **LEVEL** _____ **DICE/EFFECT** _____ **SKILL ROLL** _____ **ENERGY COST** ____ **PNT COST PER LEVEL** ____

DESCRIPTION

TARGET _____ **RANGE** _____ **TYPE** _____ **ACTIVATE** _____ **DURATION** _____

ENHANCERS/DRAWBACKS

POWER _____ **LEVEL** _____ **DICE/EFFECT** _____ **SKILL ROLL** _____ **ENERGY COST** ____ **PNT COST PER LEVEL** ____

DESCRIPTION

TARGET _____ **RANGE** _____ **TYPE** _____ **ACTIVATE** _____ **DURATION** _____

ENHANCERS/DRAWBACKS

POWER _____ **LEVEL** _____ **DICE/EFFECT** _____ **SKILL ROLL** _____ **ENERGY COST** ____ **PNT COST PER LEVEL** ____

DESCRIPTION

TARGET _____ **RANGE** _____ **TYPE** _____ **ACTIVATE** _____ **DURATION** _____

ENHANCERS/DRAWBACKS

POWER _____ **LEVEL** _____ **DICE/EFFECT** _____ **SKILL ROLL** _____ **ENERGY COST** ____ **PNT COST PER LEVEL** ____

DESCRIPTION

TARGET _____ **RANGE** _____ **TYPE** _____ **ACTIVATE** _____ **DURATION** _____

ENHANCERS/DRAWBACKS

NOTES

TRANSFORMATIONS

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

FORM NAME

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FORM'S GATHER ENERGY

FORM NAME

POWER BLEED

PL MULTIPLIER

DESCRIPTION/EFFECT

FORM'S POWER LEVEL

FORM'S ENERGY POOL

FORM'S GATHER ENERGY

NAME

GENDER/PRONOUNS

DESCRIPTION

An Unofficial **DRAGON BALL** Role Playing Game

POWER LEVEL

TRANSFORMED PL

ATTRIBUTES

AGILITY   SCORE   DIE TYPE

MIGHT   SCORE   DIE TYPE

FIGHTING   SCORE   DIE TYPE

AWARENESS   SCORE   DIE TYPE

INTELLECT   SCORE   DIE TYPE

EGO   SCORE   DIE TYPE

TECH   SCORE   DIE TYPE

POWER   SCORE   DIE TYPE

HEALTH (Base)   Current Health

DEFENSE   Endurance

MENTAL DEF.   Movement

SPECIES TRAITS

TALENTS

CP TRACKING

Starting CP   Current Total CP

Unspent CP

NAME

CURRENT SAGA

BACKGROUND

POWERS

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWERS

POWER NAME _____ **PNT COST PER LEVEL** ____ **LEVEL** ____ **ACTIONS** ____ **POWER TYPE** ____

DESCRIPTION

POWER NAME _____ **PNT COST PER LEVEL** ____ **LEVEL** ____ **ACTIONS** ____ **POWER TYPE** ____

DESCRIPTION

POWER NAME _____ **PNT COST PER LEVEL** ____ **LEVEL** ____ **ACTIONS** ____ **POWER TYPE** ____

DESCRIPTION

TRANSFORMATIONS

FORM NAME _____ **POWER BLEED** ____ **PL MULTIPLIER** ____ **FORM'S POWER LEVEL** ____

DESCRIPTION/EFFECT

FORM NAME _____ **POWER BLEED** ____ **PL MULTIPLIER** ____ **FORM'S POWER LEVEL** ____

DESCRIPTION/EFFECT

FORM NAME _____ **POWER BLEED** ____ **PL MULTIPLIER** ____ **FORM'S POWER LEVEL** ____

DESCRIPTION/EFFECT

FORM NAME _____ **POWER BLEED** ____ **PL MULTIPLIER** ____ **FORM'S POWER LEVEL** ____

DESCRIPTION/EFFECT

NAME

GENDER/PRONOUNS

DESCRIPTION

An Unofficial **DRAGONBALL** Role Playing Game

POWER LEVEL

TRANSFORMED PL

ATTRIBUTES

AGILITY — SCORE — DIE-TYPE

MIGHT — SCORE — DIE-TYPE

FIGHTING — SCORE — DIE-TYPE

AWARENESS — SCORE — DIE-TYPE

INTELLECT — SCORE — DIE-TYPE

EGO — SCORE — DIE-TYPE

TECH — SCORE — DIE-TYPE

POWER — SCORE — DIE-TYPE

HEALTH (Base) — Current Health

DEFENSE

MENTAL DEF.

Endurance

Movement

SPECIES TRAITS

TALENTS

CP TRACKING

Starting CP

Current Total CP

Unspent CP

NAME

CURRENT SAGA

BACKGROUND

POWERS

POWER-NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER-NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER-NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER-NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWERS

POWER NAME [ ] **PNT COST PER LEVEL** [ ] **LEVEL** [ ] **ACTIONS** [ ] **POWER TYPE** [ ]

DESCRIPTION

[ ]

POWER NAME [ ] **PNT COST PER LEVEL** [ ] **LEVEL** [ ] **ACTIONS** [ ] **POWER TYPE** [ ]

DESCRIPTION

[ ]

POWER NAME [ ] **PNT COST PER LEVEL** [ ] **LEVEL** [ ] **ACTIONS** [ ] **POWER TYPE** [ ]

DESCRIPTION

[ ]

TRANSFORMATIONS

FORM NAME [ ] **POWER BLEED** [ ] **PL MULTIPLIER** [ ] **FORM'S POWER LEVEL** [ ]

DESCRIPTION/EFFECT

[ ]

FORM NAME [ ] **POWER BLEED** [ ] **PL MULTIPLIER** [ ] **FORM'S POWER LEVEL** [ ]

DESCRIPTION/EFFECT

[ ]

FORM NAME [ ] **POWER BLEED** [ ] **PL MULTIPLIER** [ ] **FORM'S POWER LEVEL** [ ]

DESCRIPTION/EFFECT

[ ]

FORM NAME [ ] **POWER BLEED** [ ] **PL MULTIPLIER** [ ] **FORM'S POWER LEVEL** [ ]

DESCRIPTION/EFFECT

[ ]

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

PNT COST PER LEVEL

LEVEL

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POWER TYPE

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POWER NAME

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LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

Power Cards are an optional way for players to track their powers.

This side is for filling out.

Dashes are in place to help with cutting out the cards.

Obviously, print as many of these as you need.

Power Cards are an optional way for players to track their powers.

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FORM NAME

POWER BLEED

PL MULTIPLIER

FORM POWER LEVEL

DESCRIPTION

FORM NAME

POWER BLEED

PL MULTIPLIER

FORM POWER LEVEL

DESCRIPTION

FORM NAME

POWER BLEED

PL MULTIPLIER

FORM POWER LEVEL

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FORM POWER LEVEL

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POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

PNT COST PER LEVEL

LEVEL

ACTIONS

POWER TYPE

DESCRIPTION

POWER NAME

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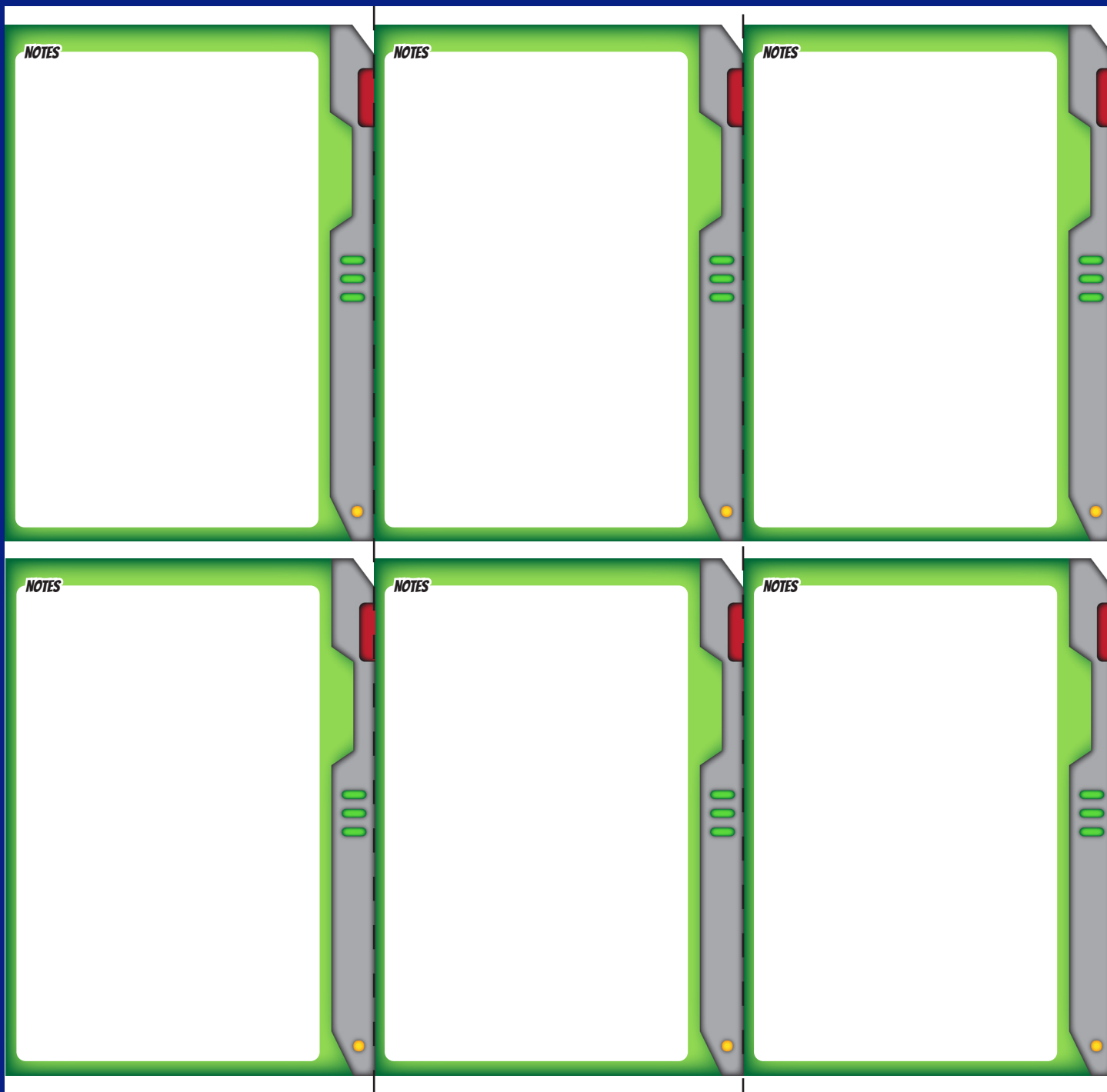Obviously, print as many of these as you need.

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PL MULTIPLIER

FORM POWER LEVEL

DESCRIPTION

FORM NAME

POWER BLEED

PL MULTIPLIER

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FORM POWER LEVEL

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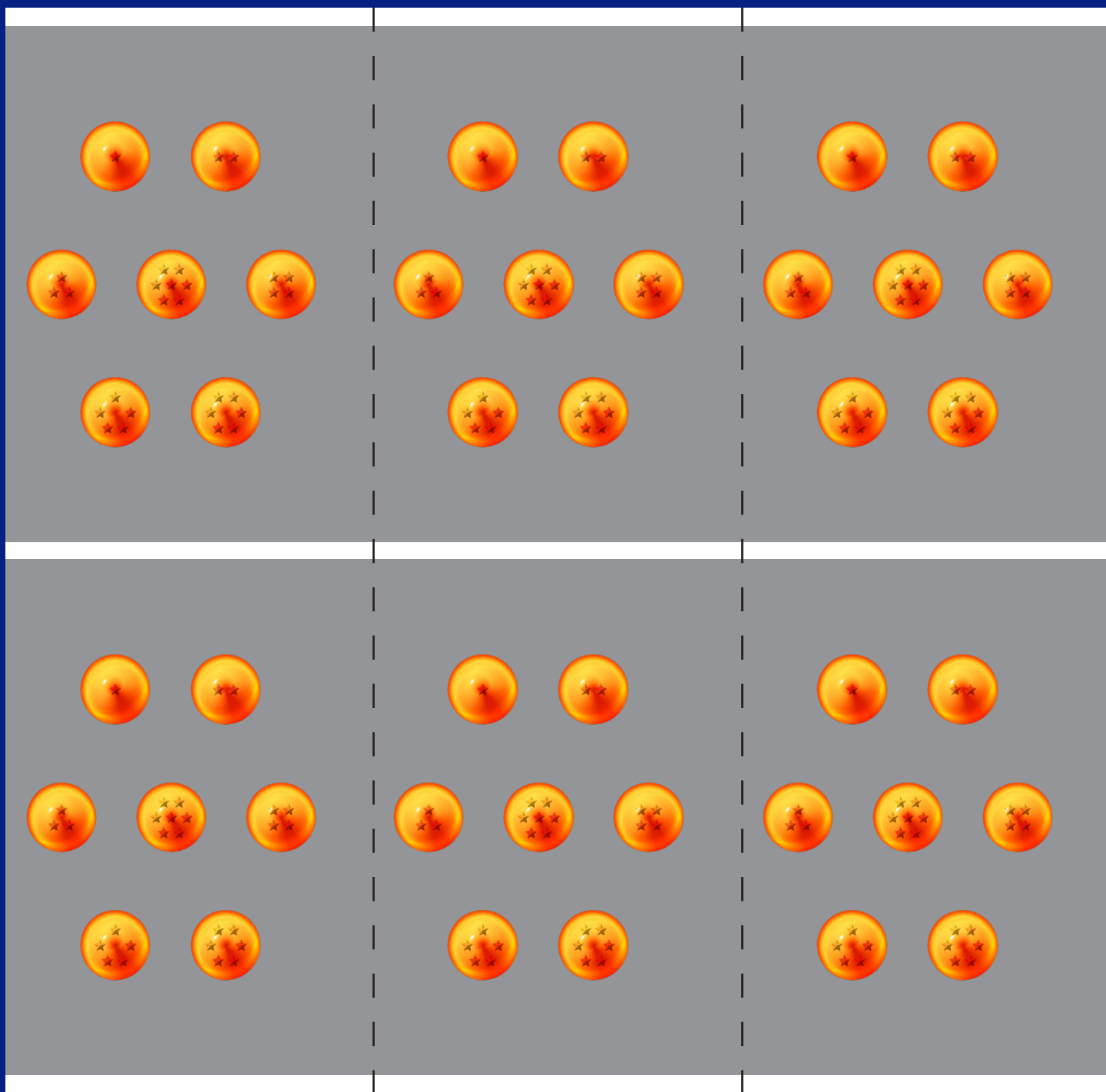Obviously, print as many of these as you need.

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 character is trained (A d6) in the skill.

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+

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.

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. • 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. • 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. • 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. • 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.

Name:

NPC Type/Species:

	SCORE	Die Type
AGILITY		
MIGHTY		
INTELLECT		
EGO		
POWER		

Health

Stamina

END.

RESIS.

REC.

Melee Dmg

DEF.

EVA.

SPEED

WILL.

Energy

Gather

Fold on Line

NOTES

This is an **NPC card** that is 3x5 in size. This can be printed off and cut out to be used as is. However, you can also use the "Snipping Tool" to grab a copy of each side. If your printer is able to print 3x5 index cards then using a 3x5 index card template. Unlike the previous version in Chapter 6, this one has no background colors.

The next page makes use of a full sheet instead for your NPC's. It also has room for additional information. Keep in mind that these are for normal or slightly unique NPC's. They aren't meant to have a lot in skills or powers.

For more powerful NPC it's best to just use a normal character sheet.

Name:

NPC Type/Species:

:Species Talents:

Movement

Health

Stamina

END.	DEF.
RESIS.	EVA.
REC.	SPEED
Melee Dmg	WILL.

Energy

Gather

AGILITY	SCORE	Die Type
MIGHTY	SCORE	Die Type
INTELLECT	SCORE	Die Type
EGO	SCORE	Die Type
POWER	SCORE	Die Type

:Talents:

:Notes:

GM TRACKING SHEET

Series
_____

Saga
_____

Easy Clock

Average Clock

Tough Clock

Player Characters	Initiative	Initiative	NPCs & Foes

Notes

WORLD INFO SHEET

Planet Name

Population

Gravity

Unique Environments

Noteable Locations

Important People/Groups

Native Species/Animals

Notes

VEHICLE

SIZE	
STRUCTURE	
RESILIENCE	
DEFENSE	
OPERATING SPEED	
MANEUVERING	
CARGO	

OPERATORS

PASSENGERS

NOTES

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SIZE	
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PASSENGERS

NOTES

Thanks for Playing!

Get ready for adventures in your own Dragon World!

In this book you'll find an attempt at rules for creating your own characters and adventures.

This book is, of course, far from perfect.

With feedback this game can be made better with time.

With in it's pages you will find rules for 3 ways to play the game. Hopefully one of these rules will meet the needs of your group.

Game Created by:

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