

DRAGON BALL Z

ROLEPLAYING GAME



VERSION 0.3

SPECIAL THANKS!

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ALL OF THE FA/TG/HYS ON /TG/

ALL OF THE PEOPLE RESPONSIBLE FOR BEING AWESOME, BEING EXCITED
WITH US AND FOR US, AND FOR FUELING US WITH THE BURNING POWER OF
HOTBLOODED FRIENDSHIP

AND VIEWERS LIKE YOU! <3

WRITTEN BY *BASED REGALIA !DGEYRYGIVS* AND *EPICMASTERMIND*

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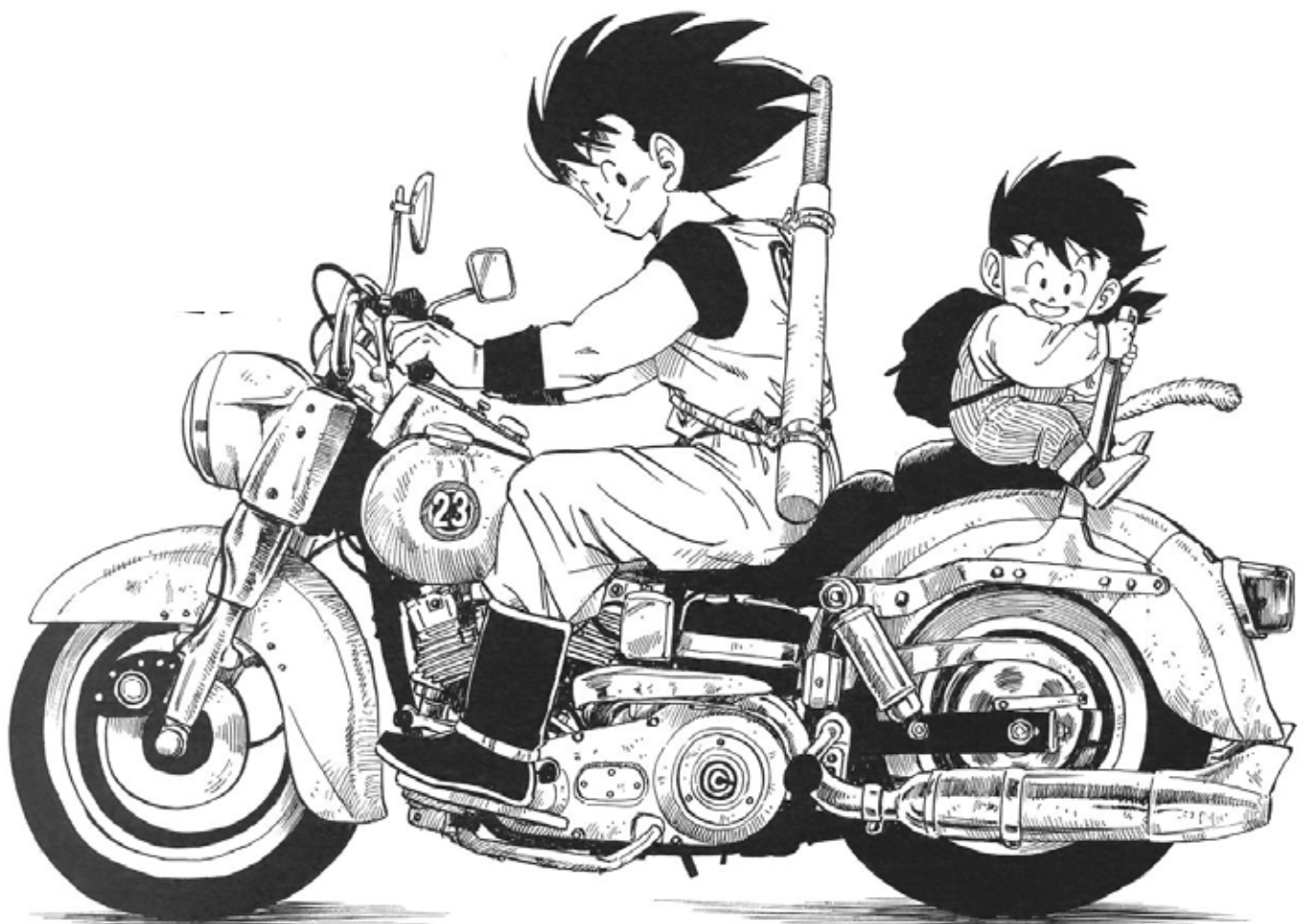
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CHAPTER 1

THE PROLOGUE TO BATTLE! WELCOME TO DRAGON WORLD

"LONG, LONG AGO, IN A DEEP, DARK FOREST FAR FROM CIVILIZATION, BEYOND A TOWERING RANGE OF... WELL, YOU GET THE IDEA. IT'S THE PLACE A STORY LIKE THIS HAS TO BEGIN..."





WELCOME TO THE WORLD OF DRAGON BALL Z!

Remember when you'd run home from school every day so that you could finish your homework in time to watch Toonami? Tenchi Muyo, Gundam Wing, Outlaw Star - it was the American golden age of Anime. Of all of the shows Toonami aired, the one that absolutely defined it was Dragon Ball Z. In this game you get to take on the role of a character in the Dragon Ball Z universe, one that you know or one of your own making, and fight through the stories you know or ones that are entirely original.

Grab some friends, con a guy in to GMing a campaign for you, and relive one of the coolest parts of your childhood.

WHAT YOU NEED TO PLAY

Here's what you'll need to start playing the Dragon Ball Z roleplaying game:

- This book, for one, which contains all of the rules in order to create a character and play the game
- A copy of the character sheet (found at the back of this book)
- A pencil and some scratch paper
- Lots of ten sided dice

DICE

The DBZ roleplaying game uses a dice pool system that uses ten sided dice to resolve actions

during gameplay. References to dice and pools refer to the ten sided dice (d10s) you're rolling. Roll 3d10, for instance, refers to rolling three ten sided dice.

MODIFIERS

Modifiers in the DBZ RPG typically refer to either **Bonus Dice** or **Penalty Dice**. A Bonus Die is a die that you add to your pool. A Penalty Die is a die that is removed from your pool. **Gobble Dice** or **Nullification Dice** refer to the same thing - the removal of successes after you've already made your roll. We'll expand upon this here in a minute.

USING THIS BOOK

The best way to read this book depends on whether or not you're going to be GMing a campaign or oneshot of Dragon Ball Z or if you're going to be a player in a campaign. If you're GMing you're going to want to read the entire book and maybe run a few combats using some of the pre-made characters just to get a feel for things. If you're a player, you really only need to read the introduction and character creation sections.

BEHIND THE SCENES

Throughout this book you'll find some **Behind the Scenes** boxes (like this one right here). These take a look at the logic behind some design decisions and rules as well as offer advice on how to handle common problems or issues that might show up. Be sure to take a look at these when they show up, especially if you're a GM.

THE BASICS

This game provides a framework of sorts that you can use to bring out that kick ass story you've had up in your imagination since you were like twelve years old. With it, you'll be able to tell amazing stories of heroes clashing with villains to save the world, the universe, or all of space and time itself. If you want to do it, you can do it.

THE MOST IMPORTANT RULE

Rule number one, the first and most important rule, is: **Do whatever is the most fun for your game.** While we've made a great deal of effort to ensure that this game and the systems within are as complete as possible, there's no way that we've covered every possible situation that you could encounter. In addition, some of the solutions provided may be ones that you don't like. In those situations, feel free to ignore our rules and substitute your own to maintain the spirit of your game. It's your game broheim, run it how you want to.

THE CORE MECHANIC

So you're a page in and probably wondering how in the hell to play this thing. It's okay, when we were a page and a half in we were wondering the same thing too, so we wrote the rest of the book so we could find out.

The DBZ RPG uses a single, standard mechanic to resolve nearly every single action. Whenever a character attempts to perform an action that has some chance of failure, this should happen:

- The player adds the values of the relevant Attribute and Skill
- Add any relevant modifiers (Bonus Dice and Penalty Dice).
- When under **Passive Opposition**, compare the number of successes to a number called a **Difficulty Number** (DN).

- When under **Active Opposition**, compare the number of successes to a the number of successes achieved by the opponent.

Passive Opposition means that the obstacle the players are attempting to overcome is static. These can be forces of nature (flying against strong winds or looking through fog) or otherwise unchanging obstacles (making a long jump or tossing a frog in the way of an oncoming beam). **Active Opposition** means that the obstacle is a threat that is actively rolling against a player, such as an enemy combatant.

SUCCESS

Oh man, what's a success? Success is a value by which you judge how well a character performed an action. When you roll a pool of dice, the following values correspond to successes and failures:

VALUE ROLLED	SUCCESS
10	Counts as a success and adds a bonus die to the pool.
9-6	Counts as a succes.
5-2	Is not a success.
1	Counts as a failure, gobbling or nullifying a success starting with the highest rolled die and working down. If a 10 is gobbled then you do not gain its bonus die. If you roll a 1 as a bonus, then it doesn't nullify. If you roll more failures than successes then you have failed.

"Well, how should I interpret these successes?" Well, it depends on the situation. When your players are overcoming passive opposition then you should reference the chart on the next page.

NUMBER OF SUCCESSES	FIGHTING GAME-ESQUE COMBO METER VALUE
10+	Absolutely Legendary!
10	Unstoppable!
9	Epic!
8	Amazing!
7	Incredible!
6	Wonderful!
5	Stylish!
4	Excellent!
3	Good!
2	Solid!
1	You did it exactly well enough to quantify having done it.
0	Nice one Yamcha.
<0	Go cry in to the shoulder of your disappointed mom, you failure.

When rolling against passive opposition the player must meet or succeed the DN of the obstacle.

FOR EXAMPLE

Turabaga has managed to find the approximate location of a Dragon Ball using a Dragon Radar. After searching the canyon for some time, he pinpoints the position to be just under some incredibly large boulders. The DN for lifting the boulders would be 4 (in Dragon Ball Z that'd be a relatively simple task). Turabaga adds his Brawling to his Strength, coming to 5 as his total. He rolls 5d10 and gets a 3, 5, 6, 8 and 10. The 10 grants him a bonus die, which comes out to 7. That makes four successes, so Turabaga just barely lifts the boulder over the Dragon Ball!

If the player fails to meet the proper number of successes then the action was a failure, and the outcome that the player desired doesn't occur. For particularly horrible failures it's recommended that the GM penalize the player in some way, such as rolling negative successes. That's not just a failure, it's a goddamned travesty. I mean, we'll run those numbers for you. Just believe us, it's bad.



With that example fresh in your mind, you're probably wondering how difficult these challenges should be. Luckily, we crunched those numbers for you homeboy.

Assuming that you manage to get 10d10 in your pool (the maximum), your probability of getting successes looks something like this:

<i>NUMBER OF SUCCESSES</i>	<i>PROBABILITY</i>	<i>SUGGESTED DIFFICULTY</i>
10+	0.09%	Almost Absolutely Impossible
9+	1.07%	Very Nearly Impossible
8+	5.46%	Absurdly Difficult
7+	17.18%	Very Difficult
6+	37.69%	Certainly Difficult
5+	62.30%	Probably Difficult
4+	82.81%	Potentially Difficult
3+	94.53%	Laughably Easy
2+	98.92%	Absurdly Easy
1+	99.90%	Absurdly Laughably Easy
0	0.09%	Why would you do this?

Of course, your players won't always have 10d10 at their disposal. Typically, players will have between four to seven dice in their pool for any given check. That doesn't account for bonus dice,

penalty dice, gobble dice or any other bonuses. That chart looks slightly different. Take a gander at the numbers for a pool of six dice:

<i>NUMBER OF SUCCESSES</i>	<i>PROBABILITY</i>	<i>SUGGESTED DIFFICULTY</i>
6+	1.56%	Very Nearly Impossible
5+	10.93%	Very Difficult
4+	34.37%	Certainly Difficult
3+	65.62%	Probably Difficult
2+	89.06%	Laughably Easy
1+	98.43%	Absurdly Easy
0	1.56%	Why would you do this?

With this information in mind the GM should plan on making most checks require between three to four successes depending on the build of the party. This, again, doesn't include bonus or penalty dice. Given all of the absurd bonuses that your players can accrue during their adventures, it's recommended that you make checks more challenging. On principle, a check or test shouldn't occur when the action in question

is mundane. There should only be a test when failure could not only potentially occur, but that failure matters to the events currently unfolding.

SITUATIONAL MODIFIERS

Sometimes the character in question is at an advantage or a disadvantage to complete an action or pass a test. Maybe the weather is rough, or the character prepared for this action way

ahead of time. In those situations the GM may grant penalties or bonuses in the following ways:

- Grant additional dice to the player, representing conditions improving performance.
- Remove dice from the player's pool, representing conditions hampering performance.
- Reduce the DN to represent circumstances making the task easier.
- Increase the DN to represent circumstances making the task harder.

Generally speaking adding or removing dice is representative of the performance of the character themselves (preparation, training, expertise, ect) whereas modifying the DN represents a change in the circumstances around the test or check (hurricane force winds, gravity increasing, the planet exploding).

OPPOSED TESTS

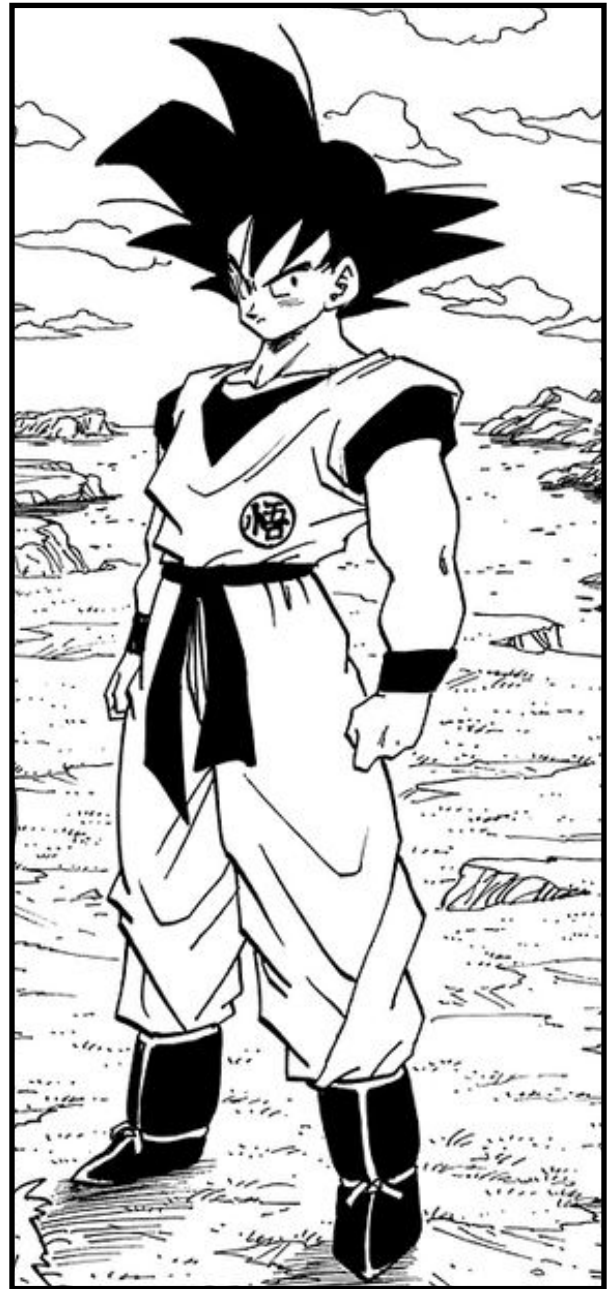
Opposed tests and checks result when your character is making a test against another character or active opponent. In these situations you don't test against a DN, but against the number of successes that the opponent rolls to ensure that your action fails.

FOR EXAMPLE

Seleri suppresses her ki and attempts to tip-toe through the ship unseen. She deftly maneuvers her way through a few rooms, most of them littered with exposed piping where maintenance is being performed. She gingerly drops to a knee near a Planet Trade Organization rejuvenation chamber. She makes a Search check to find the maintenance panel and begins harvesting data. A worker happens by, forcing her to make a Stealth test. She has two dice in Sneak and two in Agility, bringing her to a total of four dice. The worker has three in Intelligence and two in Perception. Seleri rolls her dice, and

winds up with 1, 4, 6, 6. Her 1 gobbles her 6, leaving her with one success. The GM rolls for the worker, and he winds up with 2, 4, 4, 6, 10. The additional bonus die is a 7, leaving him with three successes. She tries to shrink in to the corner to hide her silhouette, but her movement gives her away. The worker sprints off screaming for help and raising the alarm.

Combat in this game is based almost entirely upon opposed tests, but typically you need to have characters to fight. So let's go ahead and do that.



CHAPTER 2

**BIRTH OF THE MIGHTIEST
WARRIOR!! THE STRONGEST UNDER
THE HEAVENS ARRIVES**





CHARACTER CREATION

Creating a character in the Dragon Ball Z RPG follows a series of relatively simple steps and the entire process can be done using the information presented in the next few chapters of this book. You'll need a copy of the character sheet and will almost certainly need some scratch paper.

1. CHARACTER CONCEPT

Before you get knee deep in lists and numbers you're going to want to consider what kind of character you want to create. What are your character's basic abilities? What are their awesome powers? Peruse a few of the next chapters. Anything jump out at you? Use that concept and run from there. Maybe you want to base a character off of your favorite character from another television show, comic book, anime or manga. Just jot down some notes and refer to them along the process.

2. CHECK WITH YOUR GM

After coming up with the character concept make sure to run it by your Game Master to see if it's appropriate for the game. Maybe you want to play as an alien but the campaign will be a pulp kung-fu affair. Maybe you're using powers that don't exist in the setting the GM has created. You might be sending Yamcha to Namek alone. Make sure that isn't happening, talk to your GM.

3. POWER LEVEL

Consult your GM to determine what the power level for the campaign should be. Generally GMs will want to start out at around 400 EXP (this is just around Piccolo and Goku's Power Level after removing their weighted clothes when fighting Raditz).

4. RACE AND APTITUDES

Your race will inform the traits and aptitudes of your character, your aptitudes in turn help determine how your character will develop by making some attributes and skills easier to purchase.

5. BASIC ATTRIBUTES

Determine what your character's basic attributes are. They're the framework for your character's actual abilities in-game, so be careful when you pick them!

6. SKILLS

Specialize your character by picking up some skills to fortify your attributes with.

7. Z-SOULS

Time for some abstract shenanigans. Pick a Z-Soul for your character, breathing some life in to them!

8. FINISHING TOUCHES

Determine your health points, Power Level, Ki Pool and Power Up stats.

POWER LEVEL

Power Level (*Sentō Ryoku*, literally “combat power” or “fighting strength”), also referred to as Battle Power, is an approximate measurement of the combat abilities of a character. In the world of Dragon Ball, Power Level can either be discovered through sensing ki or through the use of a Scouter, a sensory device used by Freeza’s Planet Trade Organization that converts that sense in to a numerical reading.

In the DBZ RPG Power Level is an approximate measurement of a character’s combat ability that is determined by the amount spent on their attributes, skills and feats.

Players are awarded **EXP/Experience** after every session that the GM deems necessary. For every point of experience spent the character’s Power Level increases.

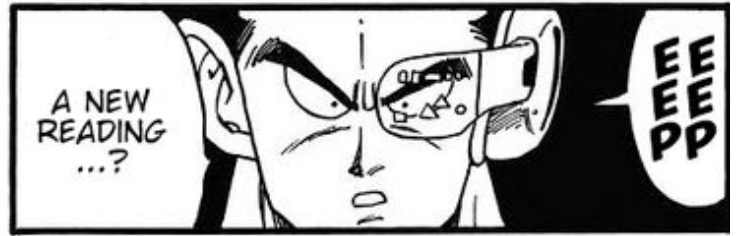
DETERMINING STARTING POWER LEVEL

The starting power level for a campaign is honestly up to the discretion of the GM. Obviously, the higher the power level the stronger everyone will be.

RACES

One of the largest factors that decides how your character interacts with the world around it is the race that you choose to give them.

Determining your race will determine how easy it will be for you to progress in certain areas through Aptitudes, which make purchasing some Attributes and Skills much easier. They also have specific racial traits which only they have access to that can affect how they play.



HUMANS

Earthlings are the main inhabitant of planet Earth. With the exception of some funky hair and whatever is happening to Tenshinhan and Chaotzu, they are completely identical to their real life counterparts. While Humans might not be the strongest race outright, they are certainly the most resilient and determined. Their sheer tenacity in some cases has been known to completely make up for their lack of raw strength.

APTITUDES

DEFENSE
CHARISMA

RACIAL TRAITS

GIFTED

- Humanity as a race has shown that they are incredibly talented. They have managed to become one of the most powerful races in the universe through their mastery of skills. When purchasing skills, humans may spend EXP as though they have one aptitude relevant to that skill if they would otherwise pay full price.

TOUGH AS NAILS

- Humans are incredibly resistant to damage. When burning a fate point to survive a fatal wound, roll 1d10. On a 10, the fate point returns to the character at the end of the session.



SAIYANS

Saiyans are a naturally aggressive warrior race that made their home on Planet Vegeta after wiping out the native Tuffles. They were eventually found by Freeza and employed by his Planet Trade Organization. Freeza used the Saiyans to conquer planets, subjugating or eliminating their native populations and then selling them to the highest bidder. Their natural strength is almost unrivaled.

Their Saiyan blood and warrior culture has molded them into some of the strongest fighters in the universe. The entire race was eventually wiped out by Freeza when he destroyed Planet Vegeta.



APTITUDES

STRENGTH OFFENSE

RACIAL TRAITS

SAIYAN BLOOD

- Saiyans get stronger every time they fight. For every level of fatigue induced by damage, this character gets additional experience.

SAIYAN TAIL

- Saiyans possess a tail that is instrumental to bringing out their full power. If a Saiyan has their tail they are able to transform by absorbing Blutz Waves - a form of light that is reflected by a planet's moon. When a Saiyan looks at a full moon or any other object capable of producing Blutz Waves they transform into an Oozaru - a Giant Ape with immense strength. This character also gains the feat **TRANSFORM: OOZARU**.

NAMEKIANs

Namekians are the predominant form of intelligent life on the planet Namek. They are among the most important race in the universe due to their apparently unique ability to create Dragon Balls and the dragons they summon, allowing for wishes to be made. They are traditionally a peaceful species, but due to the horrible strife that has plagued their planet since the discovery of the Dragon Balls they have had to adapt. Namekians have since created a cast of warriors whose sole duty is to protect the people of Namek and to ensure the Dragon Balls don't fall in to the wrong hands ever again.

APTITUDES

INTELLIGENCE

KI

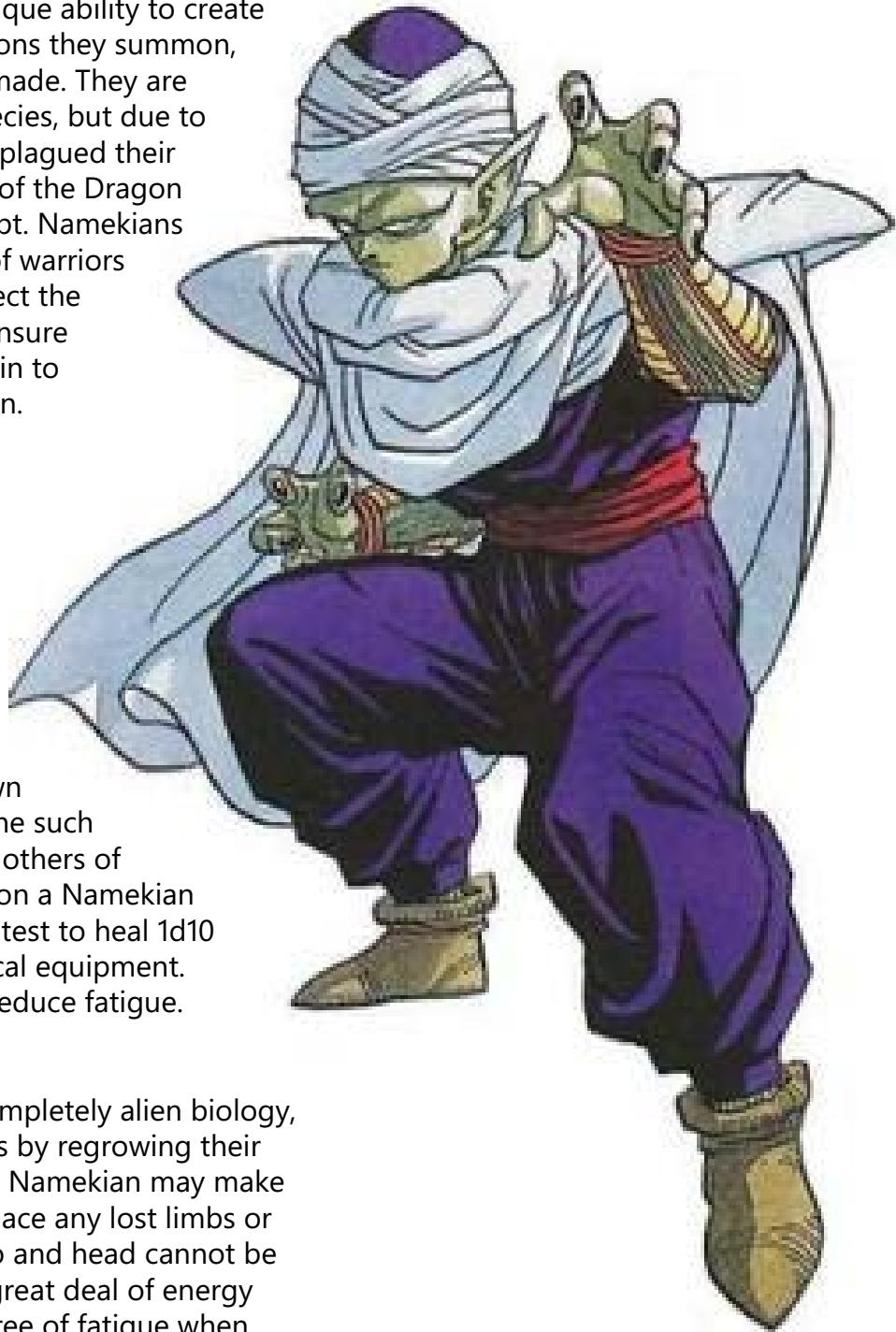
RACIAL TRAITS

HEALING

- Namekians have an acute ability to control mystical forces yet unknown to most of the universe. One such ability is the ability to heal others of their wounds. As a full action a Namekian may make a DN 4 Healing test to heal 1d10 wounds without any medical equipment. On a DN 6 they may also reduce fatigue.

REGENERATION

- Namekians, having a completely alien biology, are able to heal themselves by regrowing their limbs, much like reptiles. A Namekian may make a DN 5 Healing test to replace any lost limbs or non-vital organs. The torso and head cannot be regenerated. This takes a great deal of energy and, as such, inflicts a degree of fatigue when used.



ARCOSIANS

They have been called many things: Arcosians, Changelings, Frost Demons, Glaeris, Evil. No one for sure knows where they come from or what they are called, leading many to mistakenly call them by the name for the largest organized clan of their race in the known universe: Freeza Clansmen. Arcosians are a race that is simply naturally stronger than any other known race.

They are so powerful that they are forced to develop transformations to conceal their uncontrollable power. They own and operate the Planet Trade Organization, responsible for the subjugation and genocide of thousands of peoples.

APTITUDES

AGILITY
CHARISMA

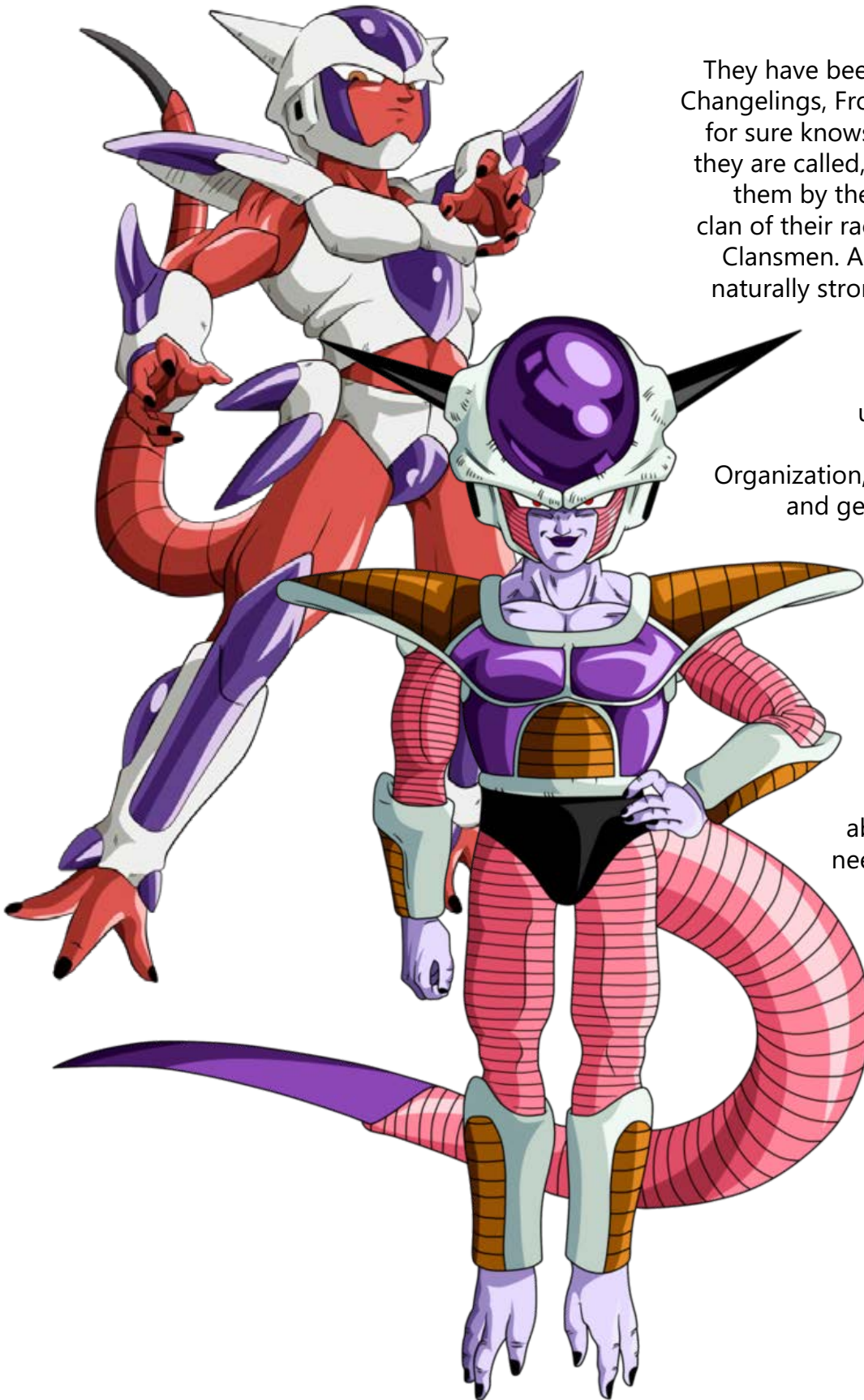
RACIAL TRAITS

PRODIGIOUS SKILL

- Arcosians are so absurdly strong that they have no need to train in order to hone their skills. When purchasing skills, pay as though you had one less aptitude than you actually have. When purchasing attributes or feats, pay as though you had one more.

SUPERIOR SURVIVAL

- Arcosians have evolved in order to deal with a myriad of harmful environments. Freeza Clansmen cannot suffocate in space and cannot be poisoned.



MAJINS

The Majins are a growing race of beings that coexist with humans on the planet Earth. They are easily distinguished by their unique amorphous bodies and bizarre morphology. A Majin can, temporarily, mold itself into almost any form and take on new physical aspects at will. With an elastic consistency that is able to absorb almost any blow and the ability to quickly regenerate lost mass, the average Majin is extremely resilient to damage. Though possessing a great deal of natural power, the Majins are a capricious race at heart who can find fun in almost anything, though it may be difficult to hold their attention for any longer than a few minutes at a time. Prone to releasing bursts of steam through small puncture-like vents that ride their arms and shoulders, especially during particularly intense moments of emotion.

APTITUDES

DEFENSE
KI

RACIAL TRAITS

AMORPHOUS BODY

- By spending a Fate Point, a Majin may temporarily redistribute the points invested in their physical Attributes: Strength, Toughness, and Agility. This change lasts for a number of minutes equal to the sum total of the physical Attribute Points they possess. Afterwards the Majin returns to their original Attribute Scores. A Majin may also choose to revert to their original Attribute scores at anytime before that limit is reached.

RAPID RESILIENCE

- Anytime a Majin takes damage, they may instead choose to incur a single point of fatigue in order to subtract that damage from their Ki Pool instead of their Health Pool. Any overflow of damage is also converted into fatigue.



ANDROIDS

Androids (or cyborgs or bio-androids) are a form of artificial fighter pioneered by the Red Ribbon Army's Dr. Gero. The programs have since been picked up and expanded upon by many black market organizations and defense contractors. They come in a wide variety of models, and for that reason players may only receive one of the Racial Traits listed below.

APTITUDES

OFFENSE
DEFENSE

RACIAL TRAITS

INORGANIC CONSTRUCT

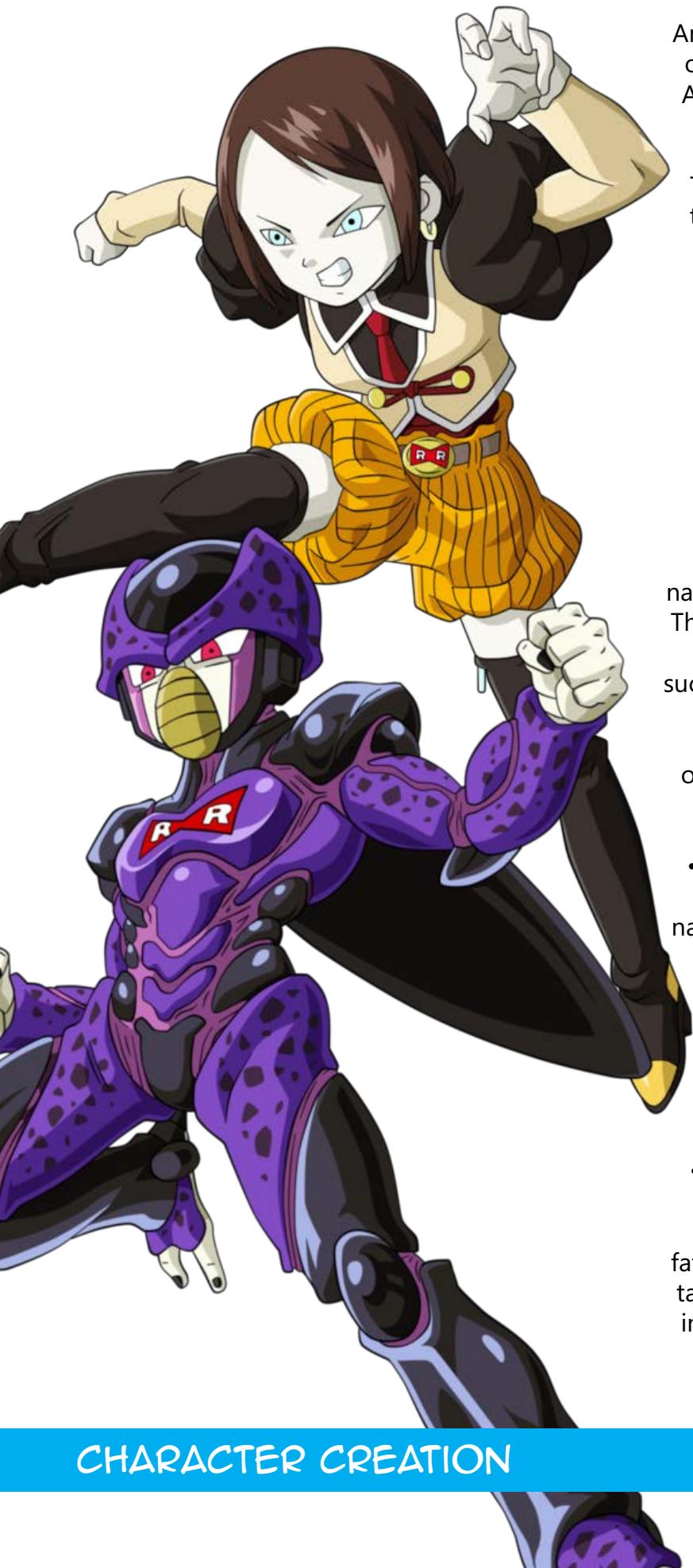
- These types of androids are made completely from artificial parts. Their purely mechanical nature means that they are unaffected by fatigue. They have no Ki, and as such they cannot use the "Charge Ki" action and cannot be sensed. On a successful grapple, inorganic androids may spend a fate point to use the "Charge Ki" action using the target's attributes and skills instead of their own, inflicting one level of fatigue on the target.

CYBORG

- Cyborgs are androids created by mechanically modifying a human. Their semi-mechanical nature means that they are unaffected by fatigue not directly related to the loss of health points. They have no Ki, and as such they cannot be sensed or use the "Charge Ki" action. Since they were once human, they may pick either of humanity's racial traits in addition to this one.

BIO-ANDROIDS

- Bio-Androids are synthetic fighters composed using the cells of organic materials. On a successful grapple, bio-androids may spend a fate point to use the "Charge Ki" action using the target's attributes and skills instead of their own, inflicting one level of fatigue on the target. They may also pick a racial trait of any other race in addition to this one, save for **Saiyan Tail**.



ALIENS

The world of Dragon Ball is home to hundreds of different sorts of alien races, many of which were mentioned once or twice in the series proper but never heard from again. What is Zarbon? Jeice? Burter? How can you play as a Kanassan? What about those creepy Arlian guys?

In the interest of simplicity, we won't supply you with the rules to play as each individual race. Rather, we've created a catch-all class that you can use to create any weird alien you'd like to play as.

Ask the GM which two aptitudes and which two Racial Feats your character should have. If you want to make a character of a race that was depicted in the show, see if they have a premade character in the back of the book and reference that.

APTITUDES

AGILITY
CHARISMA
DEFENSE
INTELLIGENCE
KI
OFFENSE
SOCIAL
STRENGTH
TOUGHNESS



RACIAL FEATS

ALIEN BIOLOGY

- As an alien your body may look similar to that of any other humanoid race, but its composition is anything but. When an attack brings you to the critical damage table, roll 1d5 and reduce the result by that amount.

ATMOSPHERIC ADAPTATION

- You're used to a wide variety of harmful atmospheres and planetary conditions. Thin atmospheres, poisonous atmospheres, lava planets, high gravity planets, radioactive planets, and the like. When the state of the planet or atmosphere would nullify or gobble your dice, reduce the penalty by 1.

BIOLOGICAL ARMOR

- Parts of your body are actually an armored carapace created from your own tissue. When the critical damage table calls for you to take additional damage or have some other penalty inflicted upon you, roll 1d10. On a 10, your character suffers no additional penalty thanks to the strength of your armor.

CELESTIAL

- You're not actually an extraterrestrial, but rather an agent of the Kaio. You're a divine being and as such begin the game with an additional die in Knowledge: Afterlife. Since your strength is derived from your divine status and not your Ki, your Ki cannot be sensed using the Ki Sense skill.

DEMONIC

- You're not actually an extraterrestrial, but a member of one of the numerous demon clans from the afterlife. The strength that being a demon provides you makes it so that you are immune to effects on the critical damage table. However, you cannot burn fate points to recover from fatal injuries. When killed, you return to the demon realm from whence you came.

EXTRAORDINARY SENSES

- One of your senses is far more sensitive than those found in most other races. Not even the slightest change goes unnoticed to your superior senses. Pick one of your senses. For any Perception test where that sense would prove useful, add 2 bonus dice.



ATTRIBUTES

In the Dragon Ball Z RPG, attributes form the foundation of your character's physical, mental and social capabilities. They are a quantifiable measurement of your character's inherent abilities. The six attributes are:

STRENGTH (STR)

APTITUDES: STRENGTH, OFFENSE

The physical might of your character. It determines how strong your character actually is - how much they can lift, how much they can push and, most importantly, how hard they can hit.

TOUGHNESS (TOU)

APTITUDES: TOUGHNESS, DEFENSE

How resistant your character is to both physical and energy attacks. With higher toughness you'll be more likely to block and parry attacks. When you do get hit, you'll take less damage.

AGILITY (AGI)

APTITUDES: AGILITY, DEFENSE

How quickly your character can move. Characters with higher agility can move faster than others,

allowing them to go first in combat and be more likely to dodge attacks.

KI (KI)

APTITUDES: KI, OFFENSE

The character's proficiency at using techniques that require Ki. This can be sensing someone else's ki, charging your ki, attacking with your ki, and the like.

INTELLIGENCE (INT)

APTITUDES: INTELLIGENCE, SOCIAL

The measurement of your character's knowledge and ability to think critically. Allows characters to more intelligently interact with the world around them.

CHARISMA (CHA)

APTITUDES: CHARISMA, SOCIAL

Traditionally charisma could be described as how well liked your character is, or how well your character interacts with others. Given the second definition, that doesn't entirely rule out the ability to manipulate through strength and terror.

PURCHASING ATTRIBUTES

MATCHING APTITUDES	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5
TWO	-	30	45	60	75
ONE	-	45	60	75	90
ZERO	-	60	75	90	105

Characters are able to purchase attributes using experience points during character creation and during their downtime. Consult your GM for how much experience you should start with and be sure to log how much you've had and how much you've spent either on a scratch piece of paper or on your character sheet. For each rank gained in that attribute the character adds a die to their pool when making a check that involves that attribute.

BEHIND THE SCENES

You'll notice that **RANK 1** for attributes doesn't have a cost in EXP listed here. That's because the first rank is entirely free and completely mandatory. Without at least one die in an attribute, the player would have no dice to roll and be completely unable to make any checks or tests related to that attribute.

SKILLS

Skills are a measurement of more specific abilities than those represented by attributes. Increasing a skill is a representation of training or practice in order to further your character's abilities in relation to that skill. Each skill is paired with the attribute that that skill is tested with. The skills are as follows:

ACROBATICS (AGI)

APTITUDES: AGILITY, GENERAL

Your character's ability to engage in physical activities and navigate physical obstacles.

BLOCK (TOU)

APTITUDES: TOUGHNESS, DEFENSE

Used to interrupt combo strings and to absorb damage. As a full round action the character may block any successful attack by testing block in addition to toughness when determining damage taken.

COMMAND (CHA)

APTITUDES: CHARISMA, SOCIAL

The ability of your character to proficiently organize and lead a group.

DECEPTION (CHA)

APTITUDES: CHARISMA, SOCIAL

Your character's ability to lie and otherwise mislead people.

DRIVE (AGI)

APTITUDES: AGILITY, SOCIAL

Your character's ability to operate vehicles such as space ships, flying scooters or hover cars.

EVADE (AGI)

APTITUDES: AGILITY, DEFENSE

Used to avoid incoming attacks and obstacles. As a reaction the character may make an evasion test in order to evade a number of attacks.

FLY (AGI)

APTITUDES: AGILITY, GENERAL

Your character's ability to fly through the sky.

HEALING (INT)

APTITUDES: INTELLIGENCE, KI

Used to heal minor wounds and stabilize more severe ones. A successful check heals 1d5 + number of successes.

INTIMIDATE (CHA)

APTITUDES: CHARISMA, SOCIAL

Appearing imposing or otherwise threatening to instill fear.

KI BLAST (KI)

APTITUDES: KI, OFFENSE

Your character's ability to use ki blast attacks such as the Kamehameha, Gallick Gun and Masenko.

KI CONTROL (KI)

APTITUDES: KI, DEFENSE

Your character's ability to manipulate ki in order to reinforce the character's abilities or to take defensive actions such as Ki Barriers and the Zanzoken.

KNOWLEDGE (INT)

APTITUDES: INTELLIGENCE, GENERAL

Representative of a formal or informal sort of education that has been received in specific subjects.

MARTIAL ARTS (STR)

APTITUDES: STRENGTH, OFFENSE

Your character's mastery of various forms of martial arts. Rolled with Strength when making unarmed attack tests and checks.

PARRY (STR)

APTITUDES: STRENGTH, DEFENSE

Your character's ability to deflect incoming attacks. Used to deflect various melee, ranged and ki attacks.

PERCEPTION (INT)

APTITUDES: INTELLIGENCE, GENERAL

Your character's awareness of the environment around them. Generally tested to see if the character manages to observe something.

SEARCH (INT)

APTITUDES: INTELLIGENCE, GENERAL

Your character's ability to actively look for a person, object or occurrence.

SENSE KI (KI)

APTITUDES: KI, INTELLIGENCE

Your character's ability to search or perceive through awareness of ki signatures.

STEALTH (AGI)

APTITUDES: AGILITY, DEFENSE

Your character's ability to remain unseen, unheard and undetected.

WEAPON/MELEE (STR)

APTITUDES: STRENGTH, OFFENSE

Training, be it formal or informal, in the art of combat using melee weapons such as swords, clubs and axes.

WEAPON/RANGED (AGI)

APTITUDES: AGILITY, OFFENSE

Training, be it formal or informal, in the practical use of firearms and other ranged weapons.



PURCHASING SKILLS

<i>MATCHING APTITUDES</i>	<i>RANK 1</i>	<i>RANK 2</i>	<i>RANK 3</i>	<i>RANK 4</i>	<i>RANK 5</i>
<i>TWO</i>	30	40	50	60	70
<i>ONE</i>	45	55	65	75	85
<i>ZERO</i>	60	70	80	90	100

Like attributes, characters are able to purchase skills using experience points during character creation and during their downtime. Consult your GM for how much experience you should start with and be sure to log how much you've had and how much you've spent either on a scratch piece of paper or on your character sheet. For each rank gained in that skill the character adds a die to their pool when making a check that involves that skill.

BEHIND THE SCENES

All else being equal skills are less expensive to acquire than attributes. Our reasoning is that players should have to work harder to increase their attributes seeing as attributes are used for more than one skill check while skills can only be used with one attribute. This way, players must specialize to some degree in order to compete with other players and enemies.

Z-SOULS

Sure, characters in Dragon Ball Z are able to fly around, shoot lasers and punch really hard, but what's their essence? What makes a Dragon Ball Z character a Dragon Ball Z character? The answer is their soul - their Z-Soul. **Z-Souls** are traits that generally offer both a benefit and a penalty depending on the context in which they come up. They can be famous character quotes, personality types, fighting styles or other abstract concept that fosters character personality. **Each character must have three Z-Souls.**

The easiest way to make up your own Z-Soul is to just ask yourself how to describe your character in three short words or phrases.

FOR EXAMPLE

Vuvuz is a mighty Namekian demonic clansman that, at one point, attempted to enslave an entire Namekian continent before being exiled and sent in to the depths of space. One could give Vuvuz the Z-Souls "Demonic Aura" (because he's a demon), "Genocidal Tyrant" and "Forsaken Son of Namek."

Each of these three phrases embodies some key trait of the character, so they're good Z-Souls.

A more familiar example would probably be Son Goku. You know that guy, right? Here are some Z-Souls he'd probably have:

"Saiyan from Earth."
"Pure of Heart, Awoken by Rage."
"If I don't, who will?"
"A World you'll Never Understand."
"Stop Enjoying Destruction!"
"Heroic Soul"

There are dozens more we could pick, but here are some you should probably know.

FUNCTION OF Z-SOULS

You're probably wondering what Z-Souls can actually do mechanically. They have two primary functions that they fulfill - first of all, they establish some abstract character traits that define your character in some way. It's important to have that framework to work from to ensure that your character is something that isn't just a piece of paper full of bubbled circles. Second, they give players an incentive to properly roleplay their characters. In an event where a player's Z-Soul would come in to play they will get either a bonus die added to their pool or a penalty die removed from their pool.

Is your character a horrible dictator that is attempting to convince a small village of farmers that he's a good man? Take a penalty die. Is your character known for being the Team Dad, and attempts to intercept an attack meant for another player? Give that player a bonus die. It gives the characters character, and gives incentives for the players to give their characters character as well.



FINISHING TOUCHES

HEALTH POINTS

Health points (HP) are very important, given that they determine the physical status of your character. For every rank of Strength or Toughness that your character has your character gains **5 HP**.

POWER LEVEL

Your Power Level doesn't mean much mechanically but they're iconic to the setting. Your character's powerlevel is equal to the sum of all of your Attribute and Skill ranks times a multiple dependent on your **Tier of Power**, a concept we'll get in to later. If you're seeing this for the first time, assume that you are 1st Tier.

TIER OF POWER	MULTIPLIER
FIRST	x100
SECOND	x1,000
THIRD	x10,000
FOURTH	x20,000
FIFTH	x50,000

FOR EXAMPLE

Glaicair, an Arcosian currently in his Final Form, has a total of 36 ranks in all of his attributes and skills. His Final Form boosts him to the third tier of power, meaning that his power level is hovering at just around 360,000.

If Glaicair powered up to 100% of his power, that would boost him to the fourth tier, pushing his power level to 720,000.

KI POOL

Your character's Ki Pool is a representation to the total amount of Ki they can draw from in order to use Ki attacks and techniques. To find your character's Ki Pool you simply need to find the sum of all of their Ranks in all Ki related attributes and skills and double it. **Ki Pool = 2x (Ki + Ki Blast + Ki Control + Sense Ki)**.

POWER UP

A character's Power Up stat determines how much Ki they generate without actually attempting to generate it. For every turn that passes in combat, your character's Ki Pool increases by their Power Up stat to a maximum of their Ki Pool's maximum. Your character's Power Up stat is identical to their Ki attribute's rank.

FOR EXAMPLE

Amond is a human fighter with 2 ranks in his Ki attribute, 3 ranks in Ki Blast, 2 ranks in Ki Control, and 1 rank in Sense Ki. This brings his Ki Pool to 16.

His Power Up would be 2, equal to his rank in his Ki attribute. When he spends ki, it will increase by 2 every turn to a maximum of 16.

FATE POINTS

Fate Points are points that may be spent or burnt in order to change destiny in your favor. Spending a Fate Point allows you to add successes to your rolls, add bonus dice or reroll a test entirely. You may also heal 2d5 wounds or recover one level of fatigue through spending Fate Points. When spent, Fate Points return during the next session.

Burning Fate Points, however, do not return them, and are typically done to prevent players from sustaining fatal damage or to allow them to die with dignity and honor. What exactly a burnt Fate Point may do is up to the discretion of the GM.

To determine your starting Fate Points roll 1d10. On a success, you have 3 Fate Points. On a non-success, you have 2 Fate Points.

CHAPTER 3

**THE WARRIOR OF LEGEND AWAKENS!
I'LL SHOW YOU A WORLD YOU WILL
NEVER UNDERSTAND**



TRANSFORMATIONS

Perhaps the single most iconic image in all of Dragon Ball Z is the legendary transformation, the pinnacle of strength for the entire Saiyan race - the Super Saiyan. The Super Saiyan is but one of many transformations that were featured throughout the run of Dragon Ball Z. There were so many transformations and advancements that Dragon Ball Z is considered the trope codifier for Super Modes and Super Forms and their depiction in anime and manga.

It goes without saying that as your campaign runs on that your players will eventually encounter and obtain several transformations. You're going to want to know how to handle that when it happens. We've got your back.

OBTAINING TRANSFORMATIONS

Aside from Arcosians (and maybe Namekians or Aliens, if the GM is kind enough), no race starts with transformations at the start of a campaign. Transformations should always be either the climax of a story arc or the main reward that that arc gives the players. Be creative! Need Kaioken? Total party kill. It's not like they can't come back.





TIERS OF POWER

One of the main features of transformations is that they modify a mechanic called a Tier of Power. Tiers of Power are this game's answer to the show's constant power creep. To prevent increasing the size of the dice pool to unmanageable levels, Tiers of Power change what constitutes a success.

Tiers of power broaden the gap of what is considered a success and what is considered a bonus. This is to allow for progress at higher levels to be concentrated on maximizing success without necessarily increasing the size of your dice pool.

For instance, at Tier 1 (base starting power), a character with five dice in any pool has a 50% chance of getting at least 3 successes. That same character at Tier 2 would have a 68% chance of getting at least 3 successes. At Tier 3? 83%. This, of course, doesn't include bonus dice or penalty dice, but you get the idea. Increasing the breadth of success greatly increases a player's chance of success.

Some transformations may have specific prerequisites that are necessary before it can be used, such as currently possessing the previous form of that transformation. In addition, transformations may confer additional bonuses such as bonus dice or special abilities. They may also impose additional penalties, such as incurring fatigue.

Ki Drain is the amount of Ki Pool that a transformation drains per turn it is active. When using a transformation the user must have at least one turn worth of Ki to use, or else they cannot transform. A turn of transforming is a full action, and being interrupted breaks the transformation.

Similarly, each transformation takes a certain amount of time to transform, represented in combat turns. Transformations may be completed earlier, but for each turn early that a transformation is completed the character transforming suffers a level of fatigue.

TIERS OF POWER MODIFIERS

<i>TIERS OF POWER</i>	<i>BONUS</i>	<i>SUCCESS</i>	<i>NON-SUCCESS</i>	<i>FAILURE</i>
<i>TIER 1</i>	10	9-6	5-2	1
<i>TIER 2</i>	10	9-5	4-2	1
<i>TIER 3</i>	10	9-4	3-2	1
<i>TIER 4</i>	10-9	8-4	3-1	X*
<i>TIER 5</i>	10-8	7-4	3-1	X*

*At tiers this high it's actually impossible to fail a basic roll, only possible to not pass a test or check.

ARCOSIAN TRANSFORMATIONS

SECOND FORM

TIER 2 TRANSFORMATION

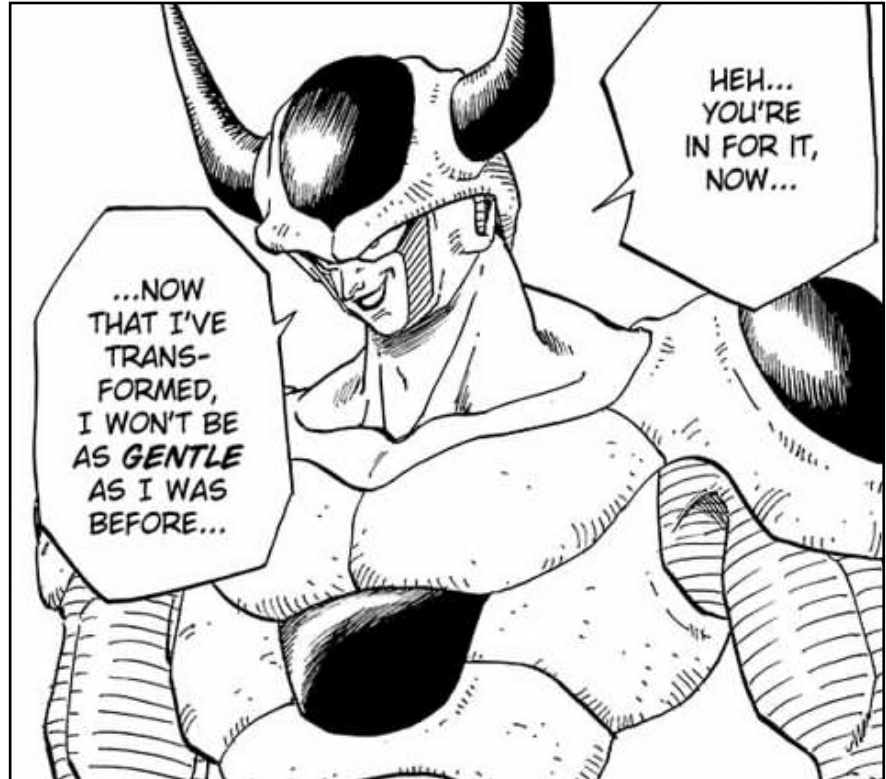
ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 3 turns to transform.



THIRD FORM

TIER 2 TRANSFORMATION

ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

Gain one bonus die to all physical tests. When making multiple actions in combat, remove one die less than the penalty would normally call for.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 3 turns to transform.

FINAL FORM

TIER 3 TRANSFORMATION

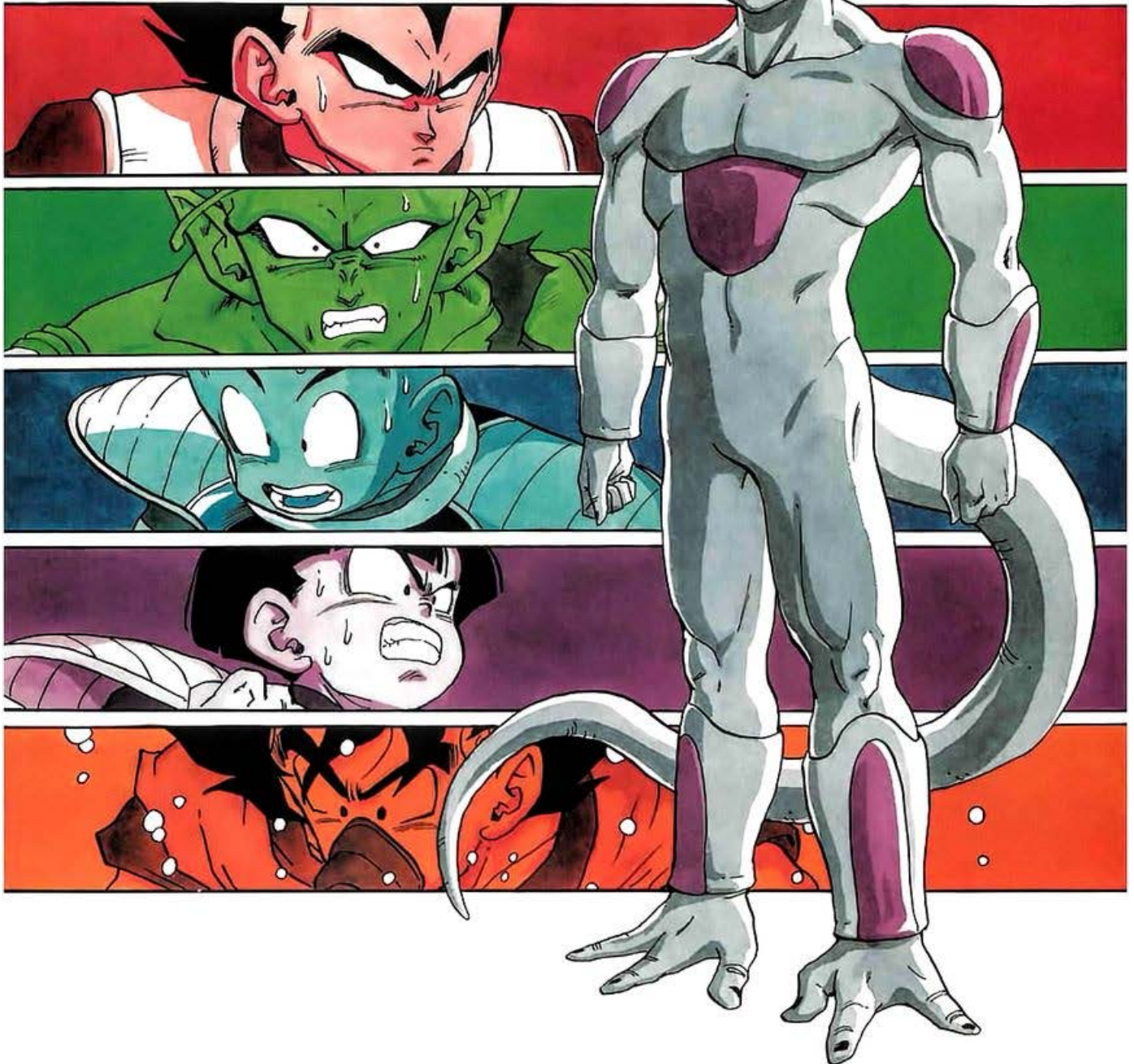
ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 3 turns to transform.



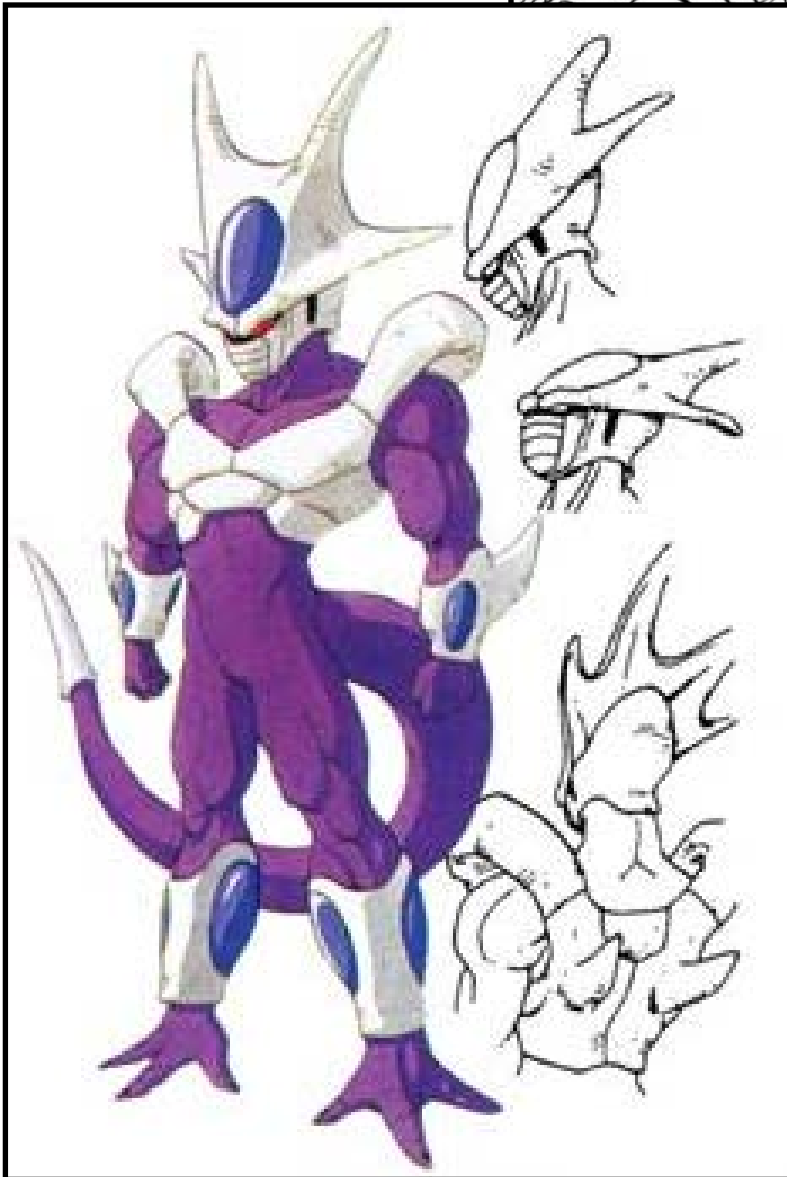
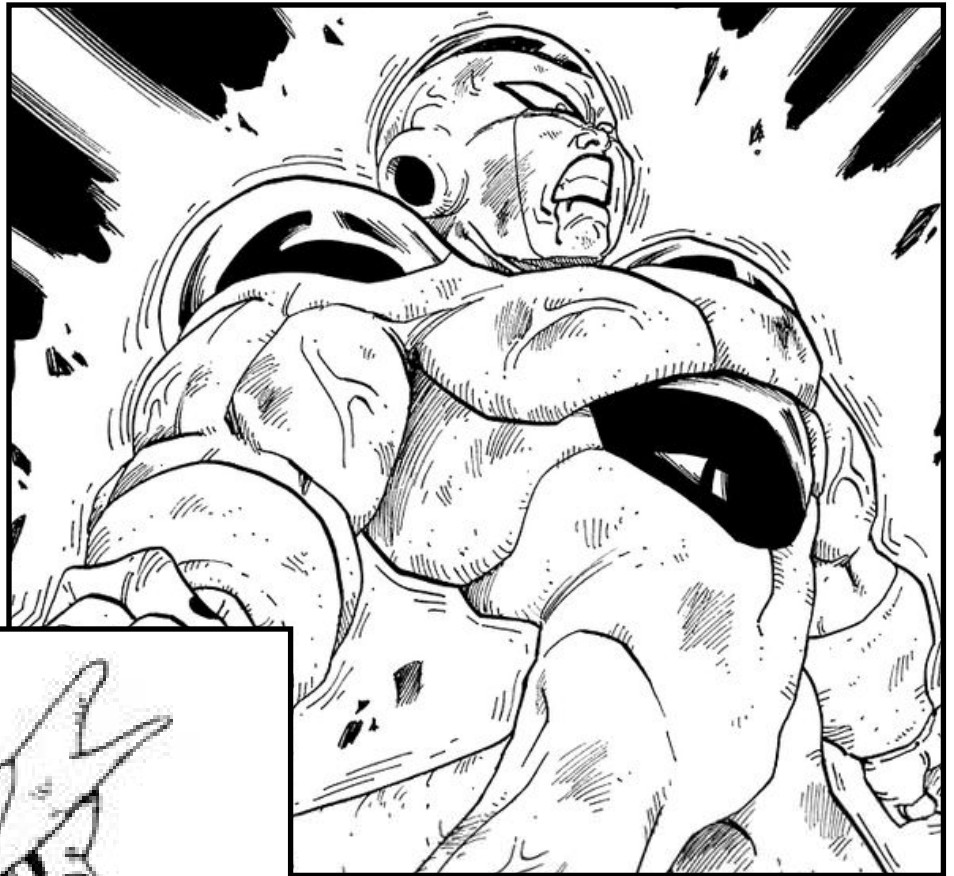
100% POWER

TIER 4 TRANSFORMATION

KI DRAIN: 10

ADDITIONAL PENALTIES:

Takes 1 turn to transform.



FIFTH FORM

TIER 4 TRANSFORMATION

PREREQUISITES:

Only Cooler has ever been known to use this form and thus far no one has discovered the secret to unlocking it.

ADDITIONAL BONUSES:

Physical damage healed upon full transformation completion.

KI DRAIN: 0

ADDITIONAL PENALTIES:

Takes 3 turns to transform.

GOLDEN FORM

TIER 5 TRANSFORMATION

PREREQUISITES:

Only Freeza has ever been known to use this form and thus far no one has discovered the secret to unlocking it.

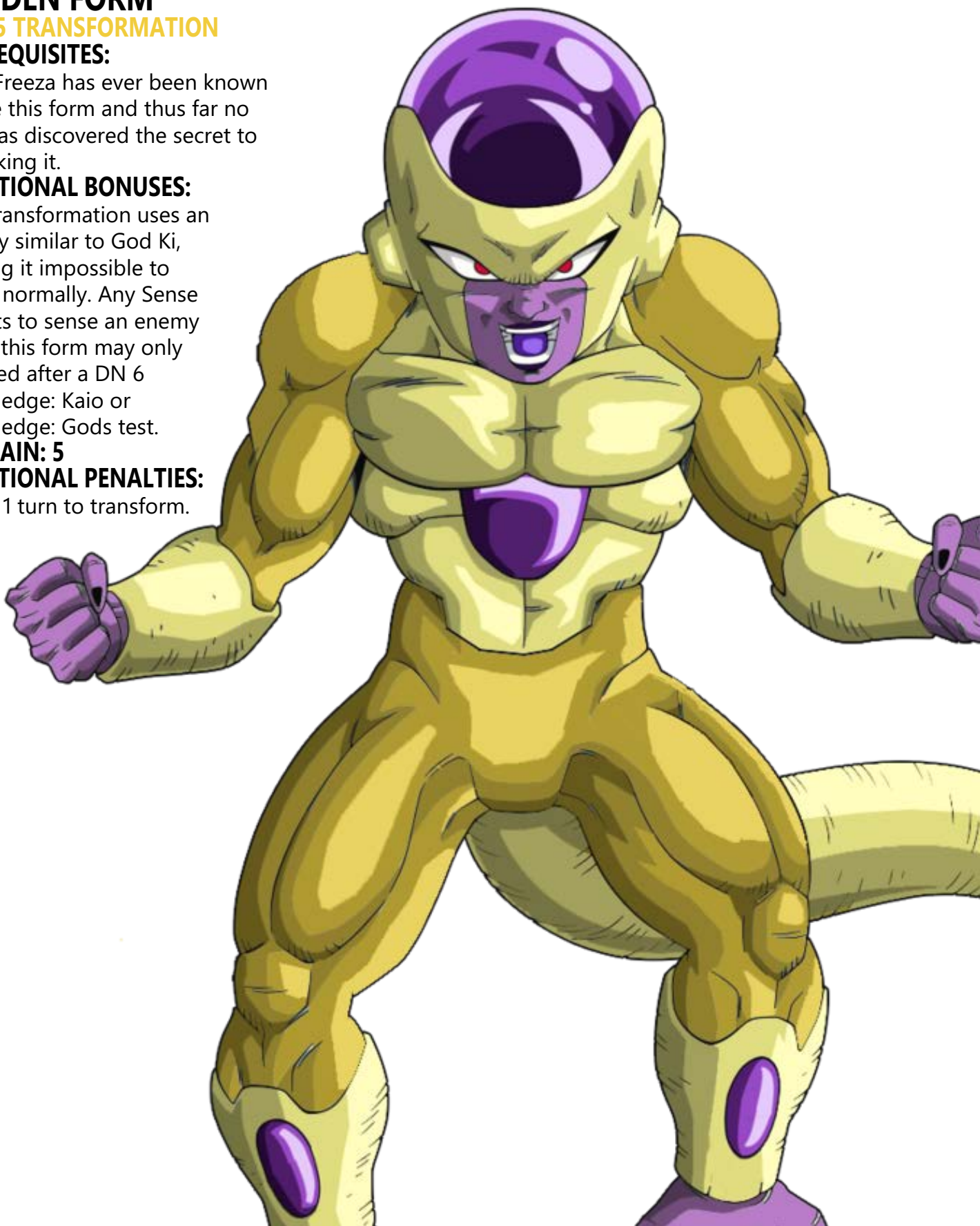
ADDITIONAL BONUSES:

This transformation uses an energy similar to God Ki, making it impossible to sense normally. Any Sense Ki tests to sense an enemy using this form may only succeed after a DN 6 Knowledge: Kaio or Knowledge: Gods test.

KI DRAIN: 5

ADDITIONAL PENALTIES:

Takes 1 turn to transform.



SAIYAN TRANSFORMATIONS

OOZARU

TIER 1 TRANSFORMATION

PREREQUISITES:

Saiyan Tail

ADDITIONAL BONUSES:

On an Intelligence test, take the number of successes as the number of bonus dice to your pool for non-agility physical tests, or take 5 successes and automatically fail the test, losing control of yourself*

KI DRAIN: 0

ADDITIONAL PENALTIES:

Dice do not grant bonuses on 10s. If the tail is removed, the transformation ends.

*Control in this case is given to the GM, who treats your character like a wild animal.

Takes 3 turns to transform.



SUPER SAIYAN

TIER 3 TRANSFORMATION

KI DRAIN: 5

ADDITIONAL PENALTIES:

Takes 2 turns to transform.

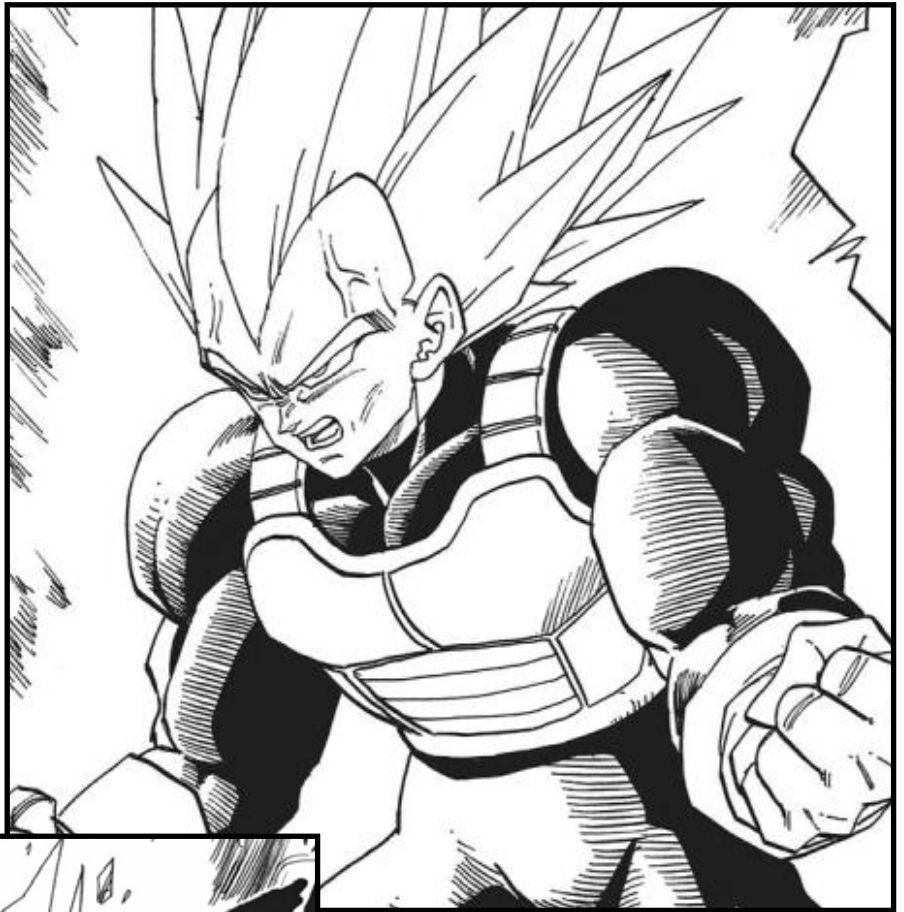
ULTRA SUPER SAIYAN

TIER 4 TRANSFORMATION

KI DRAIN: 10

ADDITIONAL PENALTIES:

Takes 3 turns to transform.



SUPER SAIYAN 2

TIER 4 TRANSFORMATION

KI DRAIN: 7

ADDITIONAL PENALTIES:

Takes 2 turns to transform.

SUPER SAIYAN 3

TIER 5 TRANSFORMATION

KI DRAIN: 10

ADDITIONAL PENALTIES:

Takes 5 turns to transform.



LEGENDARY SUPER SAIYAN

TIER 4 TRANSFORMATION

PREREQUISITES:

Only Broly has ever been known to use this form and thus far no one has discovered the secret to unlocking it.

ADDITIONAL BONUSES:

This transformation grants Ki and increases the maximum Ki Pool rather than draining it.

KI DRAIN: -2

ADDITIONAL PENALTIES:

Takes 4 turns to transform.



SUPER SAIYAN GOD

TIER X TRANSFORMATION

PREREQUISITES:

Five pure hearted Super Saiyans must make a DN 5 Ki Control test to transfer their ki to a single Super Saiyan, creating a Super Saiyan God.

ADDITIONAL BONUSES:

This transformation has incalculable strength. This transformation uses God Ki, making it impossible to sense normally. Any Sense Ki tests to sense an enemy using this form may only succeed after a DN 6 Knowledge: Kaio or Knowledge: Gods test.

KI DRAIN: 10

ADDITIONAL PENALTIES:

Takes 2 turns to transform.

OTHER TRANSFORMATIONS

KAIOKEN

TIER 1 TRANSFORMATION

ADDITIONAL BONUSES:

Users may add an additional bonus die to their pool while using Kaioken by increasing fatigue gained per turn by the number of dice added.

KI DRAIN: 0

ADDITIONAL PENALTIES:

1 fatigue per turn per level used inflicted on exit.

SHIN KAIOKEN

TIER 2 TRANSFORMATION

ADDITIONAL BONUSES:

Users may add an additional bonus die to their pool while using Kaioken by increasing fatigue gained per turn by the number of dice added.

KI DRAIN: 0

ADDITIONAL PENALTIES:

1 fatigue per turn per level used inflicted on exit.

PERFECT KAIOKEN

TIER 3 TRANSFORMATION

ADDITIONAL BONUSES:

Users may add an additional bonus die to their pool while using Kaioken by increasing fatigue gained per turn by the number of dice added.

KI DRAIN: 0

ADDITIONAL PENALTIES:

1 fatigue per turn per level used inflicted on exit.



GREAT NAMEK

TIER 1 TRANSFORMATION

PREREQUISITES:

Namekian Race

ADDITIONAL BONUSES:

The user may choose to increase their strength pool by sacrificing Agility for the duration of the transformation. For each penalty die in Agility, gain a bonus die in Strength.

KI DRAIN: 5

ADDITIONAL PENALTIES:

Takes 2 turns to transform.

Take 2 fatigue, inflicted on exit.



SUPER NAMEKIAN

TIER X TRANSFORMATION

PREREQUISITES:

Namekian Race

A willing Namekian to fuse with.

ADDITIONAL BONUSES:

The user permanently increases their Tier of Power.

KI DRAIN: 0

ALIEN TRANSFORMATION 1

TIER 2 TRANSFORMATION

KI DRAIN: 3

ADDITIONAL PENALTIES:

Takes 2 turns to transform.

ALIEN TRANSFORMATION 2

TIER 3 TRANSFORMATION

KI DRAIN: 5

ADDITIONAL PENALTIES:

Takes 3 turns to transform.

ALIEN TRANSFORMATION 3

TIER 4 TRANSFORMATION

KI DRAIN: 7

ADDITIONAL PENALTIES:

Takes 3 turns to transform.

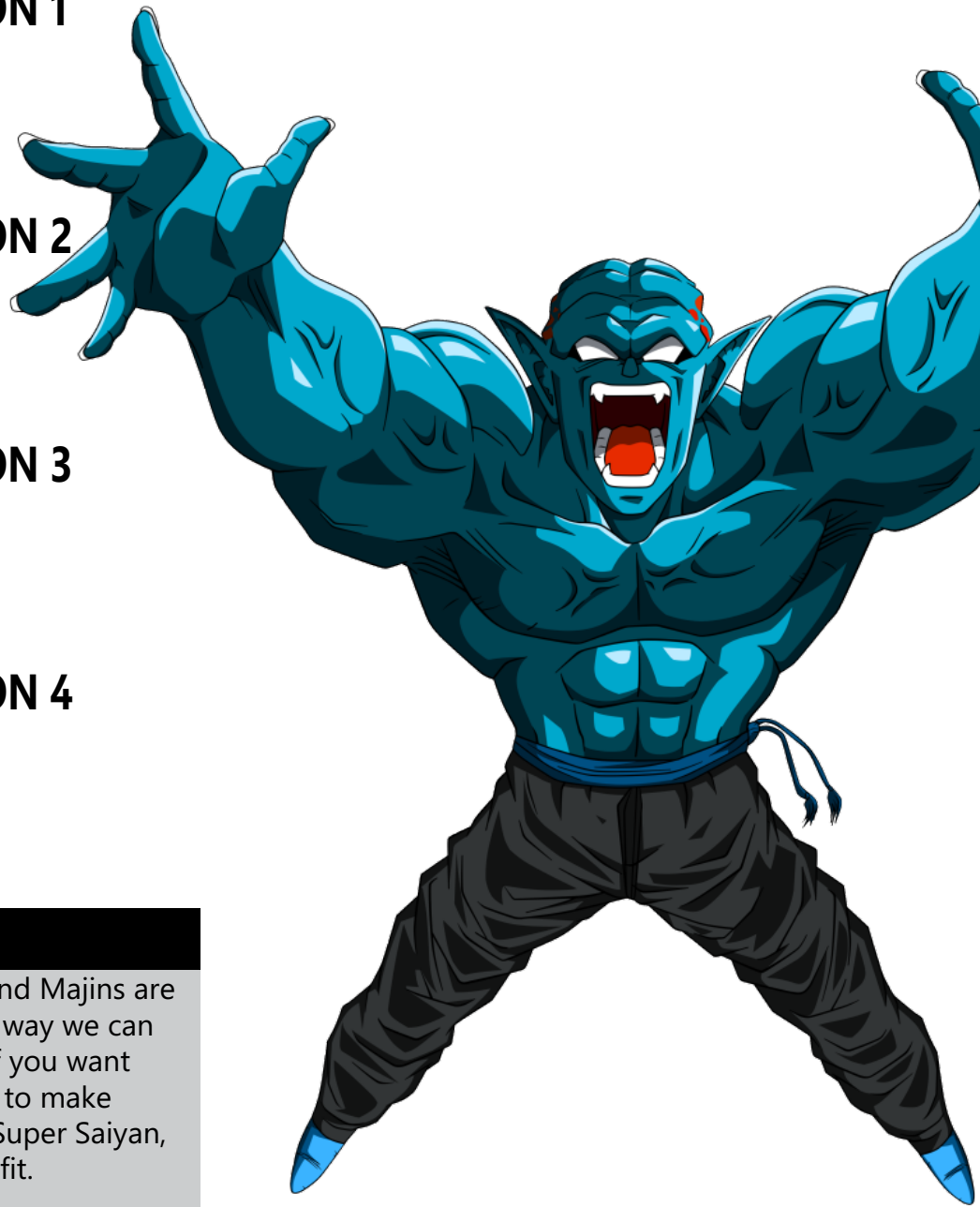
ALIEN TRANSFORMATION 4

TIER 5 TRANSFORMATION

KI DRAIN: 10

ADDITIONAL PENALTIES:

Takes 5 turns to transform.



BEHIND THE SCENES

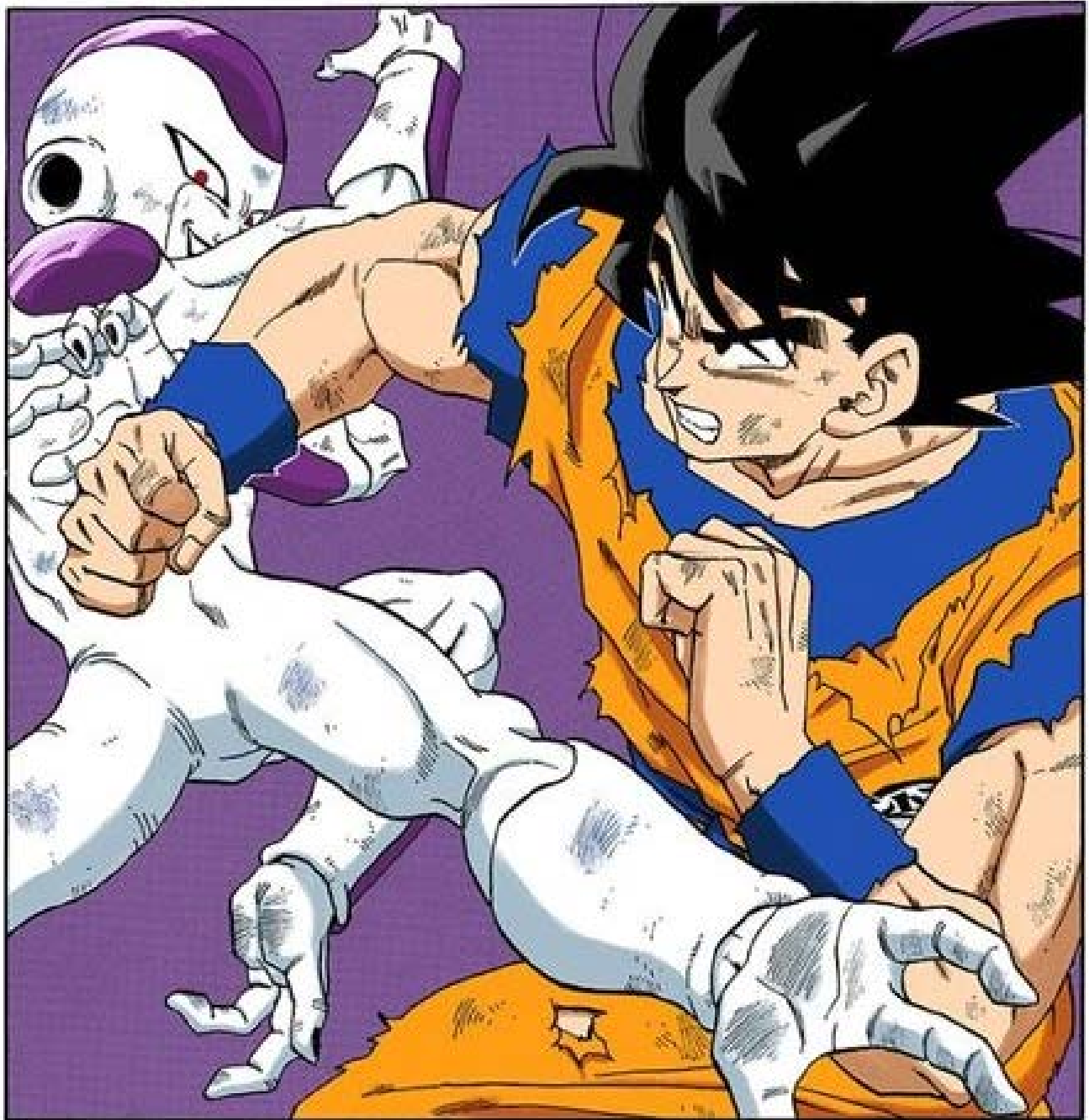
Really, because Aliens, Androids and Majins are so flexible, there isn't much in the way we can supply for their transformations. If you want something more creative feel free to make some combination of Kaioken or Super Saiyan, modifying them however you see fit.

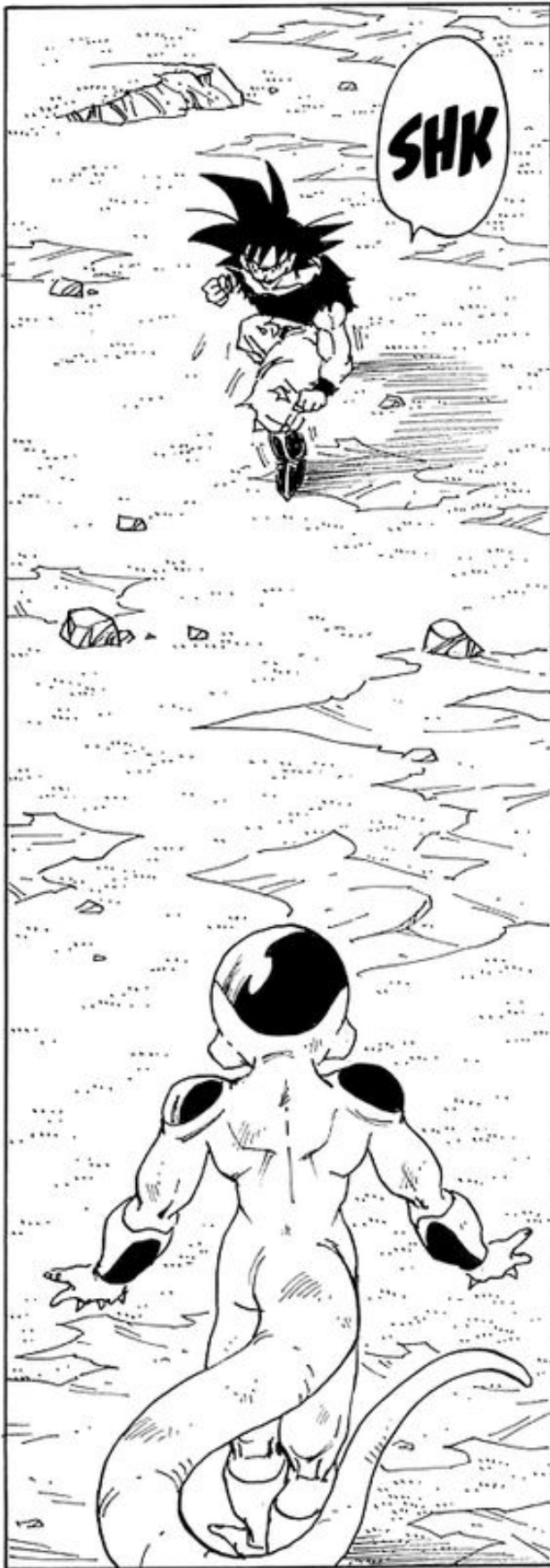
If there's a specific race with a transformation you're trying to emulate, then check the back to see if they've been created as a pre-made character and use that as a reference.

Just remember that you should keep every player on just about an even level - if you see a player lagging behind, feel free to make your own transformation for them. Unlocked Potential or something.

CHAPTER 4

**A FINAL, DESPERATE ATTACK!! I'LL
PUT THE HOPES AND DREAMS OF
EVERYONE INTO THIS FIST**





COMBAT

Dragon Ball is all about the fantastic fights that take place between monumental powers - the earth shaking ki charges, the blows so strong that they shatter the world around the impact, the flurries of attacks so fast that they can't be seen by the naked eye.

Combat in the Dragon Ball Z RPG is all about making a series of **Opposed Tests**. Back in the introduction we mentioned opposed tests as being tests whose successes are compared to a comparable test of an active opponent.

ORDER OF COMBAT

Combat in the Dragon Ball Z RPG is a cyclical series of events. Everyone acts in turn in a regular cycle called a Round of Combat, or a **Round**. Combat typically goes something like this:

1. The GM determines which of the characters are actually aware of their opponents at the beginning of the battle. If some but not all of the combatants are aware of their opponents then a surprise round happens before standard combat begins. During this round, all aware combatants roll initiative (**Agility + Agility Test Successes**) and act in order from highest initiative to lowest, performing either a standard combat action or a move action. Unaware combatants are unable to act during this time.
2. Remaining combatants roll initiative and regular rounds of combat begin.
3. Combatants act in initiative order, taking their normal number of actions.
4. When everyone has had a turn, the combatant with the highest initiative acts again, repeating steps 3 and 4 until combat ends.

ACTIONS

Things characters can do in combat are broken down into types of actions. These different types of actions are necessary because they're either intrinsically mechanically different or take up a different duration of time.

COMBAT ROUND

A combat round in most games is given a definite length of time. Most d20 systems tend to make a round of combat around 6 seconds long, but some games go as far as 10 seconds or even full minutes. The Dragon Ball Z RPG has no set amount of time that a round lasts. The characters are moving so fast that assigning a definite length of time would prove fruitless anyway due to how quickly characters act - the last 5 minutes of Namek lasted for 10 episodes, each of those episodes lasting for roughly 22 minutes for a total of around 220 minutes. This means that the actions that we can observe occurring in 220 minutes only took Goku and Freeza 5 minutes.

Using d20's logic, Freeza and Goku fought for 50 rounds of combat and in that length of time they actually made around 2200 rounds of combat worth of actions.

So that you're not fighting for literally thousands of rounds feel free to express different rounds as having different lengths of time.

Regardless, a round of combat should have a length that allows for each player to complete one **Standard Action** and one **Movement Action**. They may choose to replace these actions with one **Full Action**. When attacked or otherwise acted against, players may make a **Reaction**.

TYPES OF ACTIONS

All of the actions that your character takes can be broken down to one of five kinds of actions depending on the nature of the action and its duration.

STANDARD ACTIONS
AID
ATTACK
COMBINED ATTACK
COVER
FEINT
GRAPPLE
PREPARE ACTION
MOVE ACTIONS
AFTERIMAGE TECHNIQUE
MANIPULATE OBJECT
MOVE
FULL ACTIONS
AIM
BLOCK
CHARGE KI
RUSH
TRANSFORM
REACTIONS
EVAD
PARRY
FREE ACTIONS
STANDARD TESTS*

*Check the Free Actions section for further clarification.

STANDARD ACTIONS

Standard actions are actions that allow you to do something, most commonly make or assist in an attack in some way.

AID

If you're in a position to attack an opponent, you can instead aid an ally in melee combat with that opponent. Make a standard Martial Arts test - if your successes exceed the successes the opponent has to dodge, then the ally you're assisting may gain a bonus die to hit the enemy or a bonus die to dodging the enemy's attack. Multiple aid bonuses stack.

ATTACK

Make a melee or ranged attack on an enemy. Make a:

- Martial Arts test for a hand-to-hand attack.
- Ki Blast test for a ki attack.
- Melee Weapon test for a melee weapon attack.
- Ranged Weapon test for a ranged weapon attack.

To calculate damage, add the number of successes you got in order to hit the opponent to the ranks you possess in the relevant attribute used in the test.

FOR EXAMPLE

Turabaga has been fighting off Amond for a few rounds, trading powerful blows. With every hit that connects the Earth trembles below them. Turabaga, with 3 dice in Strength and 3 dice in Martial Arts, bringing his total pool for this test to 6 dice. He goes in for the punch and gets a startling 10 successes. His 10 successes and 3 in Strength mean that Turabaga deals a massive 13 damage to Amond with the next hit.

COMBINED ATTACK

Multiple attackers may attempt to combine and synchronise their attacks to overwhelm an opponent's defenses. The attackers must both delay their turn to the same point in the initiative order (the end). When the attackers attack they must both be making the same type of attack (ie: a martial arts test or a ki attack test, but not both). If the tests of all attackers are successful, take the largest amount of successes between the attackers and subtract the amount of successes of the least successful. The defender takes this many penalty dice to their roll to block, evade or parry. This bonus does not stack.

COVER

A variation on preparing an action, the attacker uses a standard action to make a Ki Blast or Ranged Weapon test against an opponent, as if they were attacking. However, instead of attacking, the attacker holds the attack until they choose to release it. If the attacker is later attacked, the coverage is lost.

FEINT

On a successful deception test, the attacker completely bypasses the opponent's defenses, rendering them unable to block, evade or parry the next attack that hits them. The attacker may spend a fate point to use this as a move action instead.

GRAPPLE

The attacker makes an opposed martial arts test on the target. If the target fails, the attacker grapples them, rendering them each unable to make standard attacks, block, or parry. If airborne you may move or evade attacks through opposed Fly tests. While grappled the target may make opposed martial arts tests or acrobatics tests in an attempt to escape.

PREPARE ACTION

The user may prepare an action to be taken later, after they would normally act but before their next turn. The user may prepare any standard or move action. If the character doesn't take their action before their next turn they lose the prepared action, but may prepare that action again.

MOVE ACTIONS

Move actions are actions that involve the movement of the character in some way and are rather straight forward to that end.

AFTERIMAGE TECHNIQUE

On a successful deception test versus the target's perception or search, the opponent loses awareness of the user. The target may only attack the user on a successful perception or search test. The user gives up their reactions this turn in order to use this technique.

MANIPULATE OBJECT

In most cases, manipulating an object (using a Scouter, holstering a weapon, lifting a dinosaur) would be a movement action. In the event that the action requires a test, it would be a standard action.

MOVE

The simplest move action - just moving around. Includes walking, flying, ect. Moving over large distances or performing extremely complex movement manuevers may be considered a full action and require additional tests.

FULL ACTIONS

Full actions are complicated manuevers that require an entire turn to complete.

AIM

Similar to prepare action, this action allows the user to take a full turn to carefully aim their

attack. After performing this action, the user gains a number of bonus dice equal to their perception or search skill rank to hit a target.

BLOCK

During a turn, a player may perform a Block test and add their successes to their ranks in toughness for the purpose of calculating damage. If the player does not move or act outside of blocking, they may continue to block until they are actually attacked.

CHARGE KI

The user of this action takes a turn to concentrate and increase their ki. Make a Ki Control test and add the number of successes to your Power Up value for this turn.

RUSH

After a movement action (and only after) the user may attempt a standard attack. Rushing in to the opponent and successfully hitting them sends them reeling backwards and out of melee range. If in the air, they are sent flying. This attack is easy to defend against, seeing as the attacker must by flying in nearly a straight line in order to build up enough force. The defender gets two bonus dice to defend against the attack, but if they're hit then their Toughness is treated as though it is at half value for the purpose of calculating damage.

TRANSFORM

Transformations take full turns worth of time in order to complete, and that being the case no other action can be taken without either cancelling the transformation or incurring a level of fatigue equal to the number of turns left until the transformation would have been completed. This action includes attempts to fuse.

REACTIONS

Reactions are actions that are performed in reaction to an opposed action, such as an attack.

EVADE

When attacked, a player may perform an evade test. If the successes to evade are greater than the successes the opponent rolled to attack, then the user dodges the attack, taking no damage.

PARRY

When attacked, a player may perform a martial arts test. If the successes to the test are greater than the successes the opponent rolled to attack, then the user deflects the attack completely, taking no damage.

FREE ACTIONS

Free actions, unlike the other types of actions, may be taken at any time. Free actions consume a very small amount of time or effort and include things such as Ki Sense tests or Perception tests. While they take little effort there are still reasonable limits to what you could really do in the space of a turn with free actions.

ATTACKING AND DEFENDING

When the opportunity presents itself players may choose to attempt to attack their target. Wonderful! This is what we wanted. Now, you must be wondering how exactly you do that or how you should handle it. Well, that's easy.

PHYSICAL ATTACKS

Physical attacks are made by using any of the actions that result in actual punches, kicks or grapples. When making a physical attack, make the following test:

(Strength + Martial Arts)

If this test is successful, then your attack hits your opponent. If this test fails, you miss completely. If you hit, you need to calculate the damage of your attack using this formula:

(Successes to Attack + Strength)

This damage is then removed from the opponent's health value.

MULTIPLE ACTIONS

Sometimes you just need to hit a lot of guys at once or one guy a million times. In the manga and anime proper this is represented by a flurry of rapid attacks all occurring in a short period of time.

First, to determine the dice pool you roll, use the dice value of the lowest stat combination for the associated tests (ie: if you want to fire a ki blast and throw a punch in the same turn, but have a total of six dice in the Ki + Ki Blast pool and four in the Strength + Martial Arts pool, you would use the Strength + Martial Arts pool), and for every additional action you take you must remove a die from your dice pool.

For example, if you would normally have 6d10 in a pool for making standard melee attacks, you may remove 2d10 from that pool in order to perform three total attacks.

The results from these modified pools are then split evenly among the actions being made. In the event of an uneven pool, the first actions are to be granted more successes than later actions. This means that if you attack three times with a total of six successes, each individual attack then has two successes. A character must be able to have at least a single success per action in order to perform those actions, with later actions being the first to fail.

DEFENDING FROM PHYSICAL ATTACKS

When you get punched in the face, even if it's really hard, it's not the end of the world (though

there are attacks that do that, we're assuming you didn't just get hit in the face by one). It's completely possible for you to reduce the damage you take or completely avoid damage altogether!

The first thing to note is that when you take damage **you reduce the amount of damage you take by your Toughness value**. This means that if you take damage from an attack that doesn't even exceed your Toughness, you take no damage at all! You also have reactions that you can use in order to reduce damage. Evading an attack (**Agility + Evade**) will let your character completely dodge an attack while parrying an attack (**Strength + Parry**) will allow you to deflect an attack completely. However, you only have one reaction per turn, so use it wisely!

In addition to these actions, a character may also attempt to block an attack. Using a full turn you may make a basic Toughness test and add those successes to your Toughness value for the purpose of damage calculation that turn.

When defending against multiple attacks, make tests as you normally would. Since each die you get to defend nullifies a success your opponent got to attack, that very well may mean that you outright nullify multiple blows. If your opponent gets six successes to hit you three times and you get four successes to dodge, that means that two punches miss you, since the successes are spread evenly between the actions.

FATIGUE

For every 10 points worth of damage your character takes they incur one point of fatigue. **Fatigue** is a representation of the physical and mental toll that constant combat and damage is taking on them. It results in slower reaction time, slowness of thought, and general exhaustion. This is represented in-game by **removing a die from all pools a character has for every level of fatigue that they are suffering**. In the event that your character is unable to attack or defend due to the amount of fatigue they have, then

that character is rendered unconscious, and may not regain consciousness until they have had their fatigue removed.

Fatigue can be removed by resting, being healed or eating a senzu.

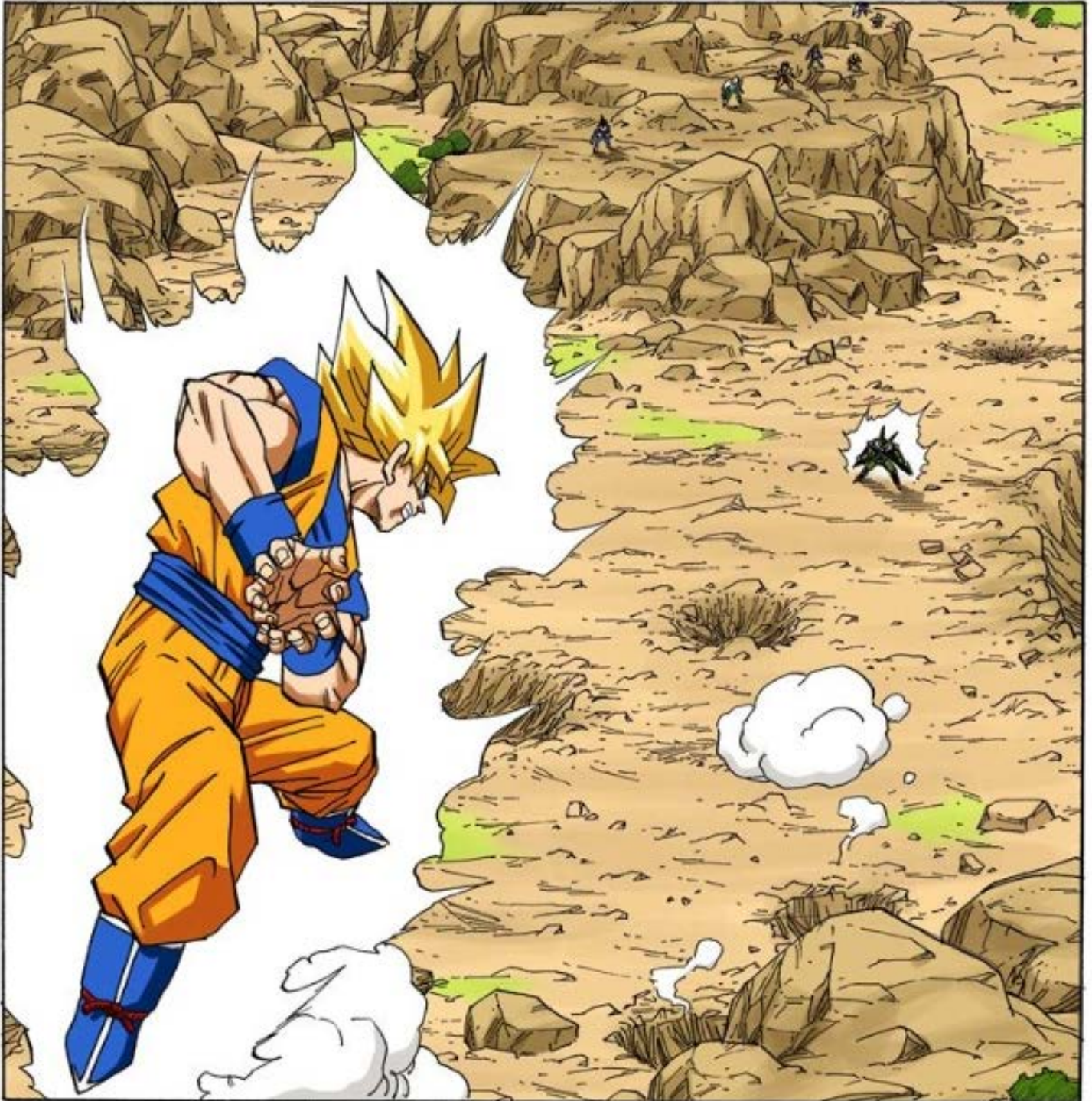
DAMAGE

You can expect to get hit by attacks that will mean the end of the world. If an attack deals more damage than you have Toughness, and if you fail to evade or parry it, you have no choice but to take it on the chin.

Aside from incurring fatigue, other bad things can happen to you upon getting punched really hard in the face. When an attack reduces your health to 0, your character automatically takes a level of fatigue. For every additional damage below 0 that your character takes, they incur yet another level of fatigue. If your character somehow manages to reach a negative number equal to one half of their total health, they die, and must burn a Fate Point in order to survive.

CHAPTER 5

BEYOND THE LIMIT!! AN ATTACK TO SURPASS ALL!



KI

According to Akira Toriyama, Ki is made of three components: Genki ("Energy"), Yūki ("Courage"), and Shōki ("Mind"). These aspects come together to form a sort of latent energy or fighting power, that has come to be known as Ki (in the anime), Chi (in the Viz translation of the manga) and Energy (in the Funimation Dub).

It's a force of tangible energy inside of every being that the most skilled of fighters are able to draw out through intense training. This energy can then be controlled to form new attacks, power up normal attacks or to increase one's own latent abilities.

BEHIND THE SCENES

I hope you're ready to math out of control.

This part of the game is really the only part that gets really numbers intensive. It's entirely possible to make new Ki techniques off the top of your head and to perfectly execute them, but for the sake of ease we've placed an area on the character sheet to track your character's signature moves, that way you can immediately reference how much ki they use and what properties they have.

That way you can have the Kamehameha on there and still occasionally fire like, I dunno, a fireball or something on a whim.



KI ATTACKS

There are an almost limitless number of attacks that a character could make and then use in the DragonBall universe. They run the gamut from laser beams to shockwaves to fire blasts to barriers and on and on.

MAKING A TECHNIQUE

Making a Ki attack is a rather simple process that involves the player picking out a foundation and then adding modifiers to it that manipulate how the attack functions. It's like going to an ice-cream parlor. You'll see what I mean in a second.

STEP ONE: FOUNDATION

The first step to creating an attack is to decide on what basic form of attack it's going to be. Running with the ice cream parlor metaphor, this is picking the flavor of ice cream where the rest of the steps are picking out toppings. Like there are three cardinal flavors of ice cream (Vanilla, Chocolate, Strawberry), there are three core types of Ki attacks: Ball, Blast and Beam.

Ball attacks are attacks that take the form of a small orb. They may be dodged, blocked or parried. **Blast** attacks take the form of a surge of explosive energy. They can be dodged or blocked, but not parried. **Beam** attacks take the form of a concentrated beam of energy. They may be dodged, blocked or parried but uses **Magnitudes** instead of **Burst Value**.

STEP TWO: MODIFIERS

The next step involves choosing modifiers that directly effect the quality of the attack. This includes **Ki Usage**, **Damage Amplification**, the length of time it takes to **Charge** the attack, the **Size** of the attack as well as the **Magnitude** or **Burst Value** of the attack.

STEP THREE: PROPERTIES

The third step in the process of making an attack is to choose properties that change the fundamental behavior of the attack. These are things like **Homing**, **Piercing**, **Stunning**, and the like. Each one makes the attack act completely separately from the others.

STEP FOUR: CALCULATION

The final step to creating an attack is figuring out how much experience it costs to create. Each attack type, modifier and property has a specific value that informs how much more or less an attack costs with those properties and modifiers. Examples will follow, of course.



KI ATTACK TYPE

<i>ATTACK TYPE</i>	<i>COST</i>	<i>DESCRIPTION</i>
BALL	x0.5	Consists of a single ki orb. They are able to be dodged, blocked or parried.
BLAST	x1	A surge of raw ki that explodes forth from the user. Due to the nature of the attack it cannot be parried, but can be blocked or dodged.
BEAM	x2.5	A wave of ki that is fired as a constant beam of energy. It can be dodged, blocked or parried. These attacks use the Magnitude modifier rather than Burst Value.

KI ATTACK MODIFIERS

*These descriptions are abbreviated. Full descriptions may be found after these tables.

<i>DAMAGE AMPLIFICATION</i>	<i>DESCRIPTION</i>										
	Modifies how much additional damage the ki attack inflicts.										
DAMAGE	0	1	2	3	4	5	6	7	8	9	10
COST	1	3	6	9	12	15	18	21	24	27	30

<i>KI USE</i>	<i>DESCRIPTION</i>									
	Modifies how much Ki from the Ki Pool the attack uses.									
KI USED	1	2	3	4	5	6	7	8	9	10
COST	x5	x4.5	x4	x3.5	x3	x2.5	x2	x1.5	x1	x0.75

<i>BURST VALUE</i>	<i>DESCRIPTION</i>				
	Modifies the number of attacks made in a single action.				
BURST VALUE	1	2	3	4	5
COST	x1	x1.5	x2	x2.5	x3

<i>CHARGE</i>	<i>DESCRIPTION</i>					
	Modifies how many turns the attack must be charged in order to use.					
TURNS	0	1	2	3	4	5
COST	x1.25	x1	x0.8	x0.5	x0.3	x0.25

MAGNITUDE	DESCRIPTION				
	Modifies the strength of beam based attacks.				
MAGNITUDE	1	2	3	4	5
COST	x1	x1.5	x2	x2.5	x3

PIERCING	DESCRIPTION					
	Modifies how much armor the attack negates.					
PIERCING	0	1	2	3	4	5
COST	x1	x1.5	x2	x3	x4	x5

SIZE	DESCRIPTION				
	Modifies how large the attack is and how easy it is to dodge.				
SIZE	Small	Standard	Large	Massive	Engulfing
COST	x0.75	x1	x2	x5	x10

DAMAGE AMPLIFICATION

Amplifying the damage of a Ki attack further increases the amount of damage it does in addition to the standard **Successes to Attack + Ki Attribute**.

KI USE

This determines how much Ki from your Ki Pool your attack uses. If you do not have enough Ki in your Ki Pool to meet the necessary amount, you may not use the attack. Naturally, the less ki the attack uses the more expensive it is.

BURST VALUE

This determines how many times any single target may be damaged by this attack. For each success the attacker gets to attack over the successes the defender gets to defend then this attack does additional damage. An attack may only do damage a number of times equal to its burst value. Narratively speaking, if a player attempts to dodge or parry an attack with a high burst value, each success they get parries or dodges an individual attack in the burst.

CHARGE

This property determines how many full rounds must be taken in order to prepare the attack. If a character takes damage (the damage taken exceeds the character's toughness) while charging the attack, then the process is interrupted and all progress made charging is lost. The character may not parry as a reaction while charging.

MAGNITUDE

This determines how many times any single target may be damaged by this attack. Unlike burst value attacks, attacks with magnitude have all damage inflicted at once. In order to be dodged or parried, the defender must completely exceed the attacker's successes to attack. An attack with BV3 means that at most three individual attacks are made, each of which can be individually evaded through a single roll. An attack with magnitude 3 is a single attack that does the damage of three attacks.

PIERCING

This determines how much armor the attack being used negates. For every additional level in piercing, an attack negates one more armor or toughness for the purpose of calculating damage.

SIZE

This determines how large the attack being generated is. Its size determines how difficult the attack is to dodge. **Small** attacks are easier to dodge, adding an extra die to the defender's pool. **Standard** attacks do not add or remove dice from the defender's pool. **Large** attacks remove 1d10, **Massive** 2d10, **Engulfing** 3d10.

KI ATTACK PROPERTIES

<i>AREA OF EFFECT</i>		<i>COST</i>
		x
DESCRIPTION		
An attack with this property is able to strike multiple users within a certain radius. It may only be used with Blast type attacks.		
Radius	Cost	
5 Meters	x1.25	
25 Meters	x2	
50 Meters	x3	
100 Meters	x5	

<i>BARRIER</i>	<i>COST</i>
	x1.5
DESCRIPTION	
An attack with this property doesn't actually inflict damage. Instead, it soaks an amount of damage from non-melee attacks equal to the amount of damage it amplifies. Using Area of Effect with this property extends its property to everyone within its radius. This attack lasts for a number of turns equal to its achieved Burst Value. This attack may not be stacked.	

<i>ARMOR BREAKER</i>	<i>COST</i>
	x10
DESCRIPTION	
An attack with this property is able to completely pierce armor. For the purpose of calculating damage, this attack ignores Toughness and physical armor.	

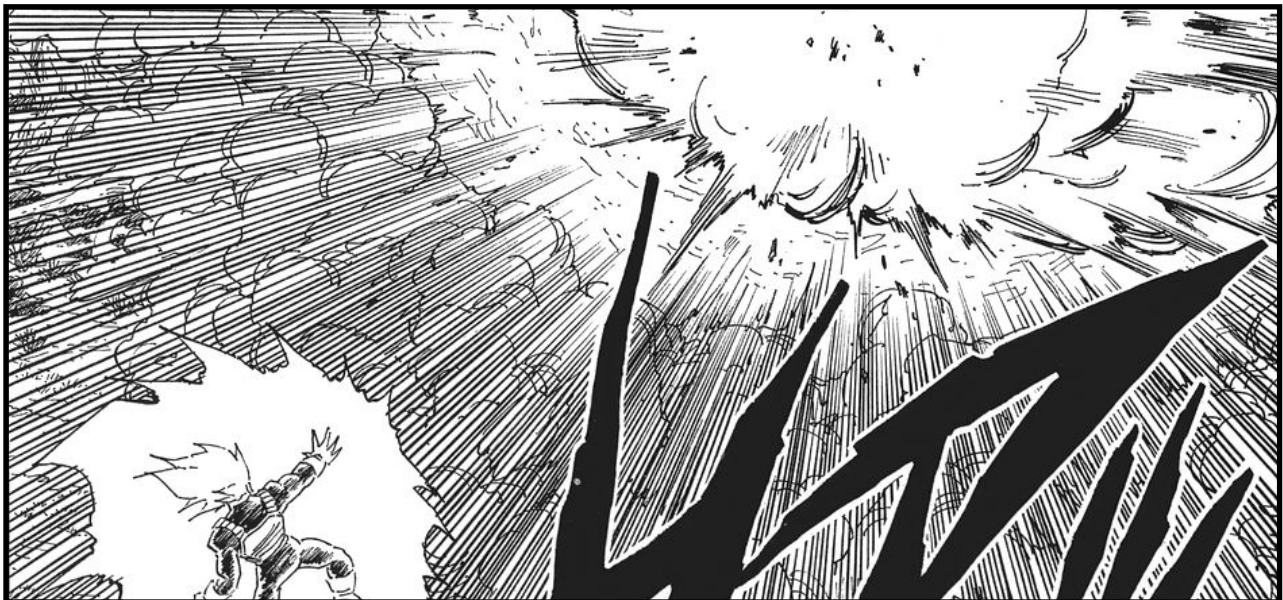
<i>BLINDING</i>	<i>COST</i>
	x2
DESCRIPTION	
An attack with this property doesn't actually inflict damage. Instead of rolling to hit, targets must make a DN 4 Perception test. If they pass, they may spend a reaction to block their eyes. If they do not succeed, they are stunned for 1d5 turns and take a number of levels of fatigue equal to the damage amplification of the attack for that duration.	

BURNING	COST
	x1.25
DESCRIPTION	
<p>An attack with this property lights its target on fire when successfully hit. Not only does it inflict standard damage, but it also inflicts an additional damage per turn until extinguished. A burning character must make a DN 3 Intelligence test not to panic, doing nothing but running around swatting at flames.</p>	

CONTROLLED EFFECT	COST
	x1.5
DESCRIPTION	
<p>An attack with this property allows the attacker to be completely selective in who it affects. The attacker may choose to attack specific targets and omit others.</p>	

ELECTRICAL	COST
	x1.25
DESCRIPTION	
<p>An attack with this property begins electricuting this target when successfully hit. Not only does it inflict standard damage, but it also inflicts an additional damage per turn the character is being electrocuted. A character being electrocuted may break free of a sustained electrical attack on a Toughness test with a DN equal to the attacker's Ki attribute.</p>	

EXPLOSIVE	COST
	X
DESCRIPTION	
<p>An attack with this property is able detonates on contact with the target. When calculating damage, this attack may get bonus dice earlier than standard attacks.</p>	
Bonus	Cost
On 9	x2.5
On 8	x5
On 7	x7.5
On 6	x10



FREEZING	COST
	x1.5
DESCRIPTION	
<p>An attack with this property begins freezing the target when successfully hit. Not only does it inflict standard damage, but it also inflicts an additional damage per turn the character is frozen. A character being attacked by a freezing attack must make a toughness check with a DN equal to the attacker's Ki attribute. If this test fails, the defender gains 1 Fatigue per turn they take freezing damage, until they find warmth. If the attacker deals at least twice as much damage as the defender has toughness, they are frozen for a number of turns equal to the attacker's Ki attribute and may not act.</p>	

MELEE BUFFER	COST
	x2
DESCRIPTION	
<p>An attack with this property doesn't have any range but, instead, acts as a melee attack buff. The user reinforces an attack by channeling ki in to their limb for the purpose of a single attack.</p>	



HOMING	COST
	x2
DESCRIPTION	
<p>An attack with this property has limited tracking ability. If this attack misses, the attacker has the option to reroll their attack with a number of penalty dice equal to half the number of failures and non-successes they had last attack, to a minimum of 1.</p>	

HANDS FREE	COST
	x1.5
DESCRIPTION	
<p>An attack with this property can be used without making a physical effort to do so - no channeling the ki through the hands or making a cute fighting pose. It leaves your hands free to do other important things like punching or grappling.</p>	



QUICKSHOT		COST
		X
DESCRIPTION		
An attack with this property is performed incredibly quickly. For each level taken in Quickshot the attacker temporarily moves up in the turn order by that number of characters for the purpose of making this attack.		
Level	Cost	
1	x2	
2	x3	
3	x5	
4	x8	
5	x10	

SUICIDAL		COST
		X
DESCRIPTION		
An attack with this property attacks at the cost of inflicting heavy damage on the body of the user. For each level of Suicidal on an attack, the attacker gains a level of fatigue and takes x3 the level of Suicidal in damage ignoring toughness.		
Level	Cost	
1	x0.8	
2	x0.7	
3	x0.6	
4	x0.5	
5	x0.25	

REMOTE CONTROLLED		COST
		x3
DESCRIPTION		
An attack with this property is actively controlled by the user. If this attack misses, the attacker has the option to reroll their attack. If the defender attempts to dodge the attack the attacker may make a Search test and have the defender oppose that test rather than the initial attack test.		

SHOCKWAVE		COST
		x0.5
DESCRIPTION		
An attack with this property doesn't actually inflict damage. Instead of rolling to hit, targets must make an Acrobatics test. If they do not succeed then next turn they may only make a Standard Action or Movement Action, but not both.		

CALCULATING COST

Actually calculating the cost of an attack is rather easy, assuming that you have a calculator handy. It's just a bit of multiplication with decimals!

First, you have to look at the type of attack you have. We'll say for this example that you're making a **Beam** attack. That puts you at a beginning modifier of **x2.5**

$$2.5 * (n)$$

Okay, next you have to look at the modifiers you placed on the attack. The most important modifier for how this math is going to work out is **Damage Amplification**, as that provides us with the number by which everything else is going to be multiplied. Let's go with **Damage Amplification 2**, which has a cost of **6 EXP**.

$$2.5 * (6)$$

Nice. Now we need to add the remaining modifiers. For **Ki use**, we'll say that it uses **5 Ki** from the **Ki Pool (Cost is x3)**. It's a beam type attack, so we ignore **Burst Value**. We'll say that we **Charge** it for **3 turns (Cost is x0.5)**. We'll settle for **Magnitude 2 (Cost is x1.5)**, **0 Piercing (Cost is x1)** and **Standard Size (Cost is x1)**.

The equation for that cost comes out to this:

$$2.5 * (6*3*0.5*1.5*1) = 33.75$$

For ease of use, we'll round that up to a cool **34 EXP** to learn this beam attack. That's pretty solid, all things considered. This is before using any properties to further customize the move. We want this attack to light peeps on fire - give it the Burning property. $34 * 1.25 = 42.5$ (We'll call it 43) EXP. Your laser beams now make fire. Congratulations, you monster.

BEHIND THE SCENES

I'm sure you guys understand by now, but this stuff is all extremely early and hasn't undergone much playtesting. In a game where it can cost hundreds of points to make a decent starting character, being able to make an attack that does Standard Damage + 10 that completely ignores armor and toughness that can be fired instantly and costs less than 50 EXP is probably bad - and you're probably right. It is bad. But a great deal of this has yet to be playtested.

These are preliminary numbers that we're rushing out there just to see if the system itself is mechanically sound. Once we're sure that the system is both viable and enjoyable we will continue to flesh it out and balance it.

Please, if you have suggestions for how to better the system feel free to post it to the devblog!

USING KI TECHNIQUES

Using a Ki Attack or Technique is done much in the same way that making physical attacks are. Ki Attacks are Standard Actions to be performed during a player's turn using one of two tests:

(Ki + Ki Blast)

For offensive actions, such as firing a ki blast.

(Ki + Ki Control)

For non-offensive actions, such as creating a barrier.

Calculations for damage are carried out in an identical fashion to physical attacks. Use **(Successes to Attack + Ki + Amplified Damage)**. Ki blasts, by type, can similarly be dodged, blocked and parried using the same checks as physical attacks.

THE KI POOL AND YOU

So then, now that you've done all of this math, it's important to figure out how that math figures in to the other math - namely the turn-to-turn math.

The Ki Pool, as has already been described, is the total amount of Ki that a character can draw from. A character's Ki Pool can be calculated thusly:

$$2x (\text{Ki} + \text{Ki Blast} + \text{Ki Control} + \text{Sense Ki})$$

In standard play, a character has a resting Ki Pool of about half of their total Ki. When the situation is tense, that increases to full.

The **Power Up** rating of a character is identical to their Ki attribute. A character's Ki Pool increases by the value of their Power Up rating at the top of every round of combat, ensuring that they always have some ki to use. A character's total ki cannot surpass their Ki Pool's maximum.

This is all incredibly important in Ki based combat, as you have to carefully manage your ki pool.

WAIT, IT'S NOT OVER YET, RIGHT?!

NOPE, NOT OVER YET! I THINK WE FINALLY HIT A POINT WHERE THE GAME IS ACTUALLY PLAYABLE. EVERYTHING STILL NEEDS TO BE TESTED, AND THERE'S STILL A GREAT DEAL OF WORK AHEAD OF US, BUT WE FIGURED YOU'D LIKE TO TAKE A LOOK AT WHAT WE'VE GOT. REMEMBER TO CHECK OUT THE DEVBLOG IF YOU HAVE SUGGESTIONS.

WE LOVE YOU GUYS.

THINGS TO DO:

- POTENTIAL REVAMP OF RACES (BEASTMEN, NEKO MAJIN?)
- COMPLETELY REVAMP THE FORMAT OF THE TRANSFORMATIONS
- REBALANCING OF TRANSFORMATIONS
- IMPLEMENTATION OF SUPER SAIYAN GOD SUPER SAIYAN
- IMPLEMENTATION OF A CUSTOM TRANSFORMATION SYSTEM
- EXPAND COMBAT (MOB COMBAT, ENVIRONMENTAL DAMAGE IE DROWNING, FREEZING, ECT)
- REBALANCING OF KI ATTACKS
- ADD ADDITIONAL MODIFIERS AND PROPERTIES FOR KI ATTACKS
- CREATE AN ITEMS/EQUIPMENT/VEHICLE CHAPTER
- CREATE A PROPER SETTING CHAPTER, DETAILING HOW THE DBZ UNIVERSE FUNCTIONS IN THE CONTEXT OF A TABLETOP RPG
- IMPLEMENTATION OF THE VILLAIN CREATION SYSTEM
- A SHITLOAD OF PREMADES THAT RUN THE GAMUT.
- COMBAT EXAMPLES THAT USE A SERIES OF MANGA PANELS OR ANIME SCREENSHOTS
- A NEW CHARACTER SHEET

THANKS FOR KEEPING UP WITH US! KEEP IN TOUCH WITH US. ARE YOU PLAYTESTING THIS? LET US KNOW HOW IT GOES!



IT RISES
THE CREAM
GAMES
TO THE TOP

