



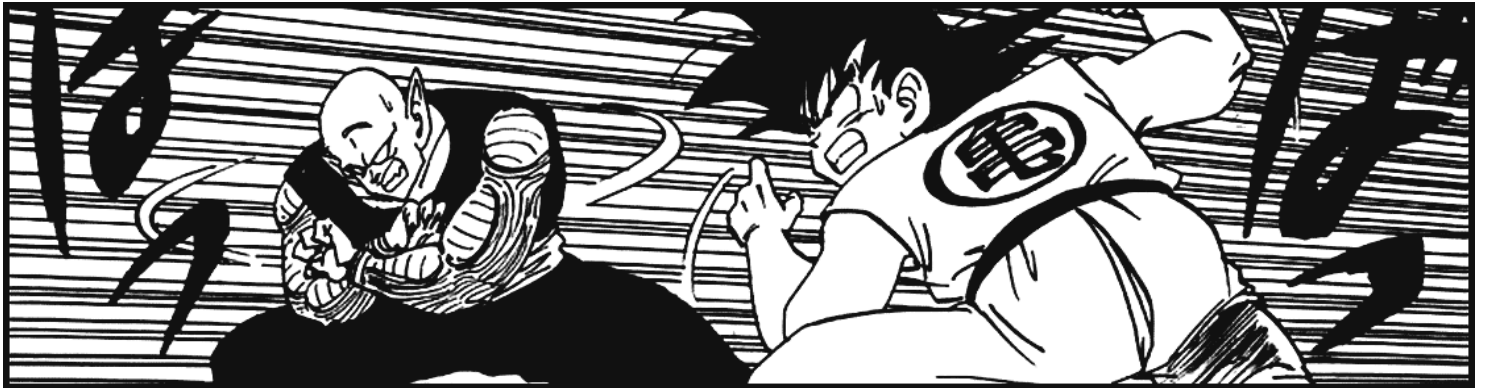
DRAGON BALL

ドラゴンボール

RPG

ROLE PLAYING GAME

This rule book is a non-profit
Fan-Based
(RPG) Role-Playing Game



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This is not a supplement for, nor is this publication based on, "Dragon Ball Z: The Anime Adventure Game" created by R. Talsorian Games.

The Dragon Ball Pen & Paper Role-Playing Game was written by Andreavnn and created with the assistance of his closest and dearest friends.

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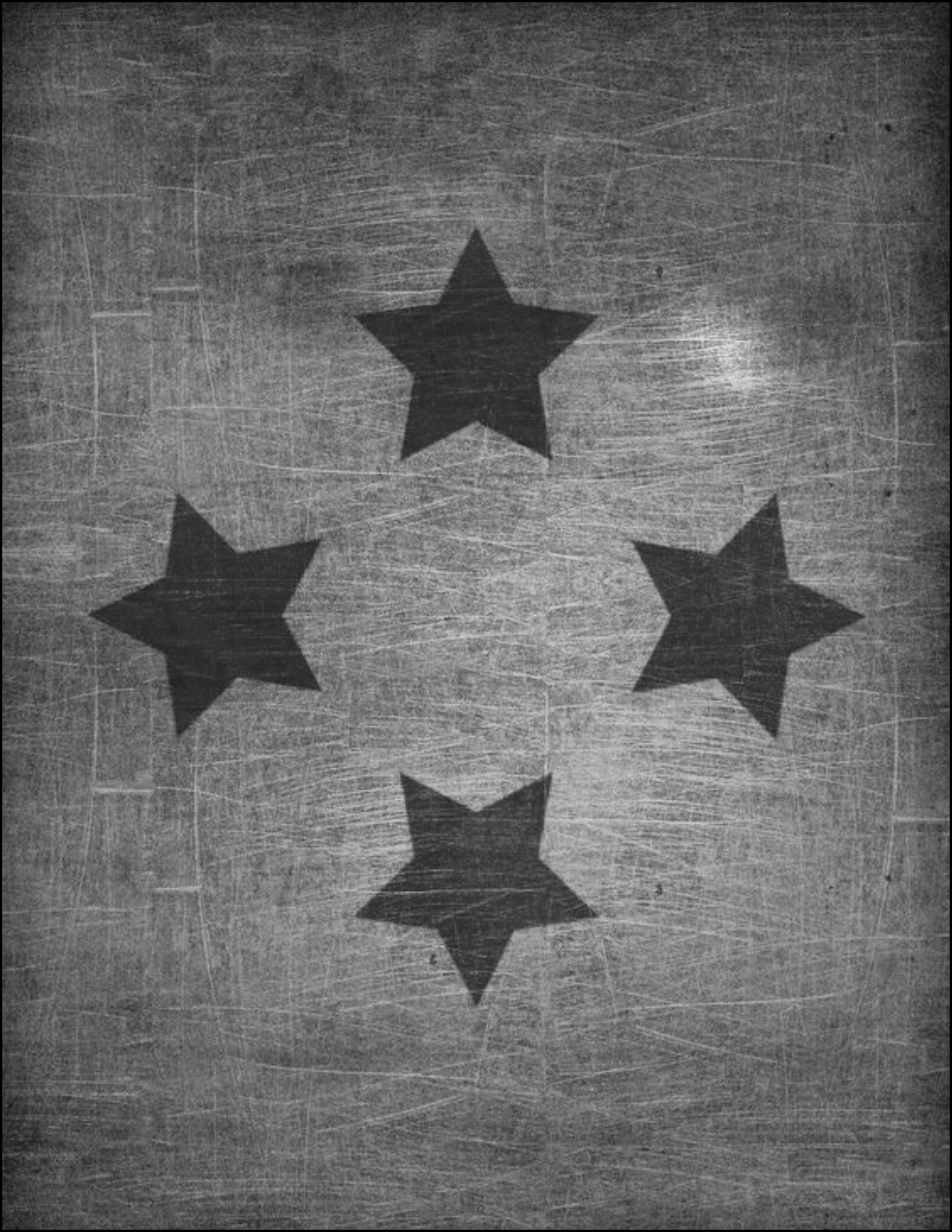
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CHAPTER ONE

INTRODUCTION

The Basics - Core Mechanics - Dragon Universe



THE PROLOGUE TO BATTLE!
WELCOME TO THE 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..."

INTRODUCTION

Welcome to the World of Dragon Ball

Over the past ten years we have been steadily working on bringing the magical and mythical world of Dragon Ball Z to pen and paper. Rework after rework and failure after failure, my gaming group and I have driven closer and closer to a balanced and working system that implements all the best moments, fun and fan loved entertainment as the TV show did. Our goal is to be the number one fan based Dragon Ball RPG on the internet with fans from near and far creating their own legendary Dragon Ball adventures right in their own living rooms. So, sit down and grab your orange juice, apple juice, or beer (yay beer!) and let's smash some faces.

What you'll need to play

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

- This publication, of course, which contains all the rules and guides needed 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 or pen and some scratch paper
- A single ten sided dice (Yup just a single dice to play)

The Game

Dragon Ball Z is a mystical action adventure game of riveting stories that are driven by extraordinary characters that embody the essence of good and evil. It is a game filled with magical moments of wonder that reveal the charm, humor, strengths, weaknesses, and follies of the Characters, Adventurers, Wise sages, and diabolical Villains that make up its casts of

players. The most unique aspect of the Dragon Ball Z universe is the Dragon Balls. It is said that he who holds the seven crystal Dragon Balls will be granted one wish by the Eternal Dragon which is summoned by gathering together all seven of the balls. The wish may be for power, untold wealth or even immortality; the possibilities are endless! However, he who seeks to have his wish granted would be wise to choose his desire carefully, for once the wish is granted, the Dragon Balls are once again scattered to the four corners of the planet, where they await the next determined wish seeker.

The Dragon Ball Z RPG is more than just rolling dice and blasting opponents. It is about adventure, friendship and discovery!

Architect System

The Architect or Game Master is responsible for the narrative flow, creating the scenario and setting of the game, maintaining the pace, and providing dynamic feedback. They are responsible for describing the events of the game session and making rulings about game situations and effects based on the decisions made by the players. We dive into this more in the Architect chapter.

Getting Started

So before we jump into this crazy, kick ass epic that is the Dragon Ball Z engine lets cover some basics. Over the next few pages the core system of the game will be explained and will lay the framework and foundation for the rest of the Rulebook.

Players might recognize some of the rules from other published system. We, the authors and writers, of the Dragon Ball Z engine don't own the intellectual rights to those rules or ideas. Credit goes to the people or person(s) who created them. *"Strap in cupcake!"*

The First Rule

The first rule for every player to know (and probably the most important rule) is to never forget to have fun. RPG's are all about bringing friends together, having fun, and sharing in laughter and joy.

Alright, now assuming that your group has an Architect and a storyline or plot, there are several rules and regulations that players should be aware of. So first off the Dragon Ball Z Core Rulebook is setup like an instruction book and each chapter will help complete the last and build onto the next. First we will cover the core mechanics of the game and set up the system so that players and Architect will know how the Dragon Ball Z engine works, inside and out! Then we'll drive straight into creating the perfect Z-warrior for you, followed by some pretty cool tech and goodies, before finishing off with the combat sandwich; the heart of the Dragon Ball Z engine.

Continuity

Many times throughout this Rulebook we will make reference to the ability for players and Architects to make changes as they see fit. If a rule or guideline isn't working for the group free feel to make a changes, however, as an editorial note the rules and guides were design and built around the system as a whole, and groups are encouraged to keep the continuity of the Rulebook by adhering to as many rules as they can.

Defender Wins

In the case of a tie in any instance or questionable situations with two or more parties involved the defender will always win. If in any circumstance this rule seems inappropriate the member of the situation with the highest bonus, skill, or attribute wins.

General Over Specific

Specific rules hold rank over general rules, meaning if a general rule, says 'standard critical rate is ten' but a specific rule says 'Milestone bonus lowers it by one' the specific rule would supersede the general rule.

No Guarantees

With a few slight exclusions, the DBZ RPG engine does not have any "absolutes." There's no certain way to hit another character with an attack, no sure-fire way to dodge an attack, and no total invulnerability to any type of attack. This is for two reasons; First, guarantees tend to unbalance roleplaying games, second, even in works of fiction that encourages roleplaying game campaigns, "absolutes" are seldom absolute. When one allegedly exists, often the whole point of the story is for the heroes to find a way to circumvent or avoid the "absolute" which means it wasn't really an absolute after all.

Forbidden but Not Forbidden

As you read the DBZ RPG engines rules, you need to keep two significant philosophies in mind. First, just because something isn't clearly forbidden doesn't mean it's allowed. No one could think of every possible variation, mixture, or understanding of a rule; meaning circumstances may arise in a game that the creators didn't anticipate. While it's usually safe to assume that something which isn't forbidden is acceptable, the final decision is always up to the Architect. If they don't want to infer or use the rules the way you want to, their decision rules. Second, just because something is explicitly forbidden doesn't mean you can't do it (with the GM's permission of course). Even when the rules say you can't do something, the Architect can lower that constraint if they feel it would be acceptable to do so.



The Law

The Game Master has the final say. If they decide to change a rule, make a judgment call, or simply wish to change how something works out in the game world or Rulebook, they reserve that right. Players should adhere to the change and honor it. If there is any disagreement, it is encouraged to discuss the change outside of the game.

Dice (d10)

The Dragon Ball Z engine uses a single D10 dice for all of its actions. A D10 references a dice with ten sides.

A **Dice Result (DR)** is the face-up numeric value shown when rolling a D10. Where **Dice Score (DS)** is the total numeric value of the Dice Result plus any additional bonuses or modifiers.

A Dice Score cannot be a negative number. Meaning if somehow a player's Dice Score is a negative four (-4) it will count as a zero (0) and a Failure.

When rolling a D10 players will add characteristic modifiers from other aptitudes to the dice's result, increasing the overall total dice score. Some modifiers will not be compatible for some rolls, however there are exceptions. When referencing a bonus or modification the rule or guideline will normally specify where bonus belongs.

Dice Modifiers

A dice modifier is either an Extra Dice or a Extra Number. An **Extra Dice (ED)** or **Extra Number (EN)** is added to a Dice Result. A Extra Dice value is determined randomly by rolling a D10 roll.

Penalization Number (PN) or **Dropped Dice (DD)** denote the removal of a value from the Dice Score. If the value is a set amount it will be labeled as a Penalization Number. If the value is random it will be labeled as a Dropped Dice. A Dropped Dice value is determined by rolling a D10 roll.

Another type of dice is called a **Repeat Dice (RD)**. This is a dice that has already been rolled once, but is able to be rolled again because of a rule.

A **Solid Dice (SD)** is a dice that can-

not be removed by a Dropped Dice affect or Penalization Number.

Success & Failure

A **Success** is when a player's Dice Score is greater than the Target Number required by Opposition.

A **Failure** is when a player's Dice Score is less than one or isn't greater than the Target Number required by the Opposition.

Oppositions

A **Passive Opposition** is an obstacle that is fixed, meaning something that isn't actively trying to oppose the player. It could be anything; lifting a heavy object, climbing a cliff, or an otherwise unchanging hindrance. The Target Number of this Opposition is static and will be determined by the Architect or a rule.

An **Active Opposition** means the obstacle that is actively attempting to oppose the player. This can be anything from an enemy combatant or any other hindrance which isn't fixed and is constantly changing. The Target Number of this type of Opposition changes and will be rolled according to a rule.

Target Number

The **Target Number (TN)** is a numeric value associated with an action that represents how hard that action is to do.

When a player checks to see if an action succeeds, they will roll a d10 and add any relevant modifiers. If the scored number meets or exceeds the Target Number of the action, the action succeeds.

A very common example is when a character must perform a saving throw.

- **Example:** Rohan is attempting a saving throw and is required to score at least eight. Eight is his Target Number

When players are asked to perform any type of Passive Opposition they must score equal to or higher than the TN to count as having passed.

Some times there might be two TN's for a single obstruction. Where one might give some insight and the other will give a lot of insight.

Critical Success

A **Critical Success** is awarded when a Dice Result is a ten, this number is called the **Critical Rate**. A Critical Success grants an Extra Dice to the player's current Dice Score.

Critical Rate

Typically, a Critical Success is when a ten is rolled; however, there are a few ways in which characters can lower this number. Note however, a character's Critical Rate cannot be lower than eight.

Botch

A **Botch** is when a Dice Result is one, this number is called the **Botch Rate**. A Botch removes five (-5) from the Dice Score.

Repeat Dice and Extra Dice are not affected by a Botch Dice Result.

Botch Rate

A character's Botch Rate is typically always a one; however, there are a few things that might increase this number. A character's Botch Rate cannot be lower than one and can be no higher than three.

The Mechanics

Bet you're wondering where the hell all the crazy numbers, multipliers, and charts are. Well the DBZ engine uses a single standard mechanic in nearly every aspect of the game. Whenever a character attempts to perform an action that has some chance of failure or roll involved the following should happen.

- The player rolls a single D10, the value shown in the Dice Result
- The player adds the values of the relevant aptitude (Attribute, skill) to the Dice Result
- Add any relevant modifiers (Extra Dice, Critical, Botch or Forfeit Number).
- The final value is the Dice Score.
- When under a Passive Opposition compare the Dice Score to a number called Target Number (TN).
- When under an Active Opposition compare the Dice Score to the Dice Score achieved by the Architect or the hindrance.

Scale & Movement

You can play DBZ with or without a battle grid. Without a grid we used yards to describe distance, Yards is abbreviated "yd's or yd".

With a grid you would use squares (Sq.) or one space. A single square on a gridded battle mat is equal to three yards. So if a player moves twelve yards they would move four squares on a battle mat.

Abbreviations

The DBZ engine rulebook uses some standard abbreviations for cross-referencing purpose, such as DE which means the Dexterity attribute, or CH which means Charisma. You will find these types of abbreviations throughout the rulebook.

At the end of the Architect chapter is a terms section where players can find quick references for terms.

Chapter Overlay

Now that we have Our ground rules out of the way we are going to cover what each chapter holds. A short description of its contents, and what it covers.

Character Creation Chapter Two

At the heart of the DBZ engine are the rules for character creation. Using them, you can create any type of character you want, subject to the GM's campaign restrictions; such as the Game Path and Difficulty.

Characteristics

All characters have attributes (such as Strength, Intelligence, and Charisma), which represent basic physical, mental, and combat capabilities common to most characters.

Races

In this book players can pick from some of the most iconic ones; Humans, Saiyans, Namekians, Arcosians, Half-Saiyans, Androids, and Majins. Each one has their own unique Racial Traits and abilities which make them stand out among the crowd. Racial traits are exclusive to the respective species and cannot in any way be taken by a different race. It is important to read all abilities carefully for some of their complexity might cause them to be misused.

Some races are inherently more powerful and simply better than others. To help encourage the usage of "less powerful races" and create a role-playing group with diversity, we have given each race a starting bonus experience value to purchase additional aptitudes.

Archetypes

In the DBZ engine a common method of arbitrating the capabilities of different characters is to assign each one to an Archetype.

An Archetype aggregates several abilities and aptitudes, and may also detail aspects of background and social standing, or impose behavior restrictions.

Z-Soul

Imagine Z-Soul like alignments in D&D. A Z-Soul defines a character's natural, mannerisms, behavior and disposition; essentially how that character interacts with the world.

Some Z-Souls might deal with how the character was raised or their upbringing; there can be different types of Z-Souls. Such as a character might be prideful, or uncaring.

Character Features Chapter Three

Once your character is created you'll start narrowing down their playstyle and unique abilities. Character Features are specialized skills and merits that help define your character.

Skills

A character's Skills represent specialized knowledge or training they possesses. This includes such things as knowing how to drive a vehicle, search an area, or built a device, or the character's in-depth knowledge of a subject.

A character can try to get information, perform a task, or gain other benefits from knowing a Skill by making a Skill Roll. All skills have a characteristic association with an attribute tree, skills cannot be higher than the tree's associated attribute.



Merits

Merits are a special feature that either gives your character a new capability or improves one that they already have.

Merits are different from skills in that characters can vary in competency with skills, while Merits typically provide set bonuses or new ways to use existing abilities.

Signature Techniques Chapter Four

Many characters and foes wield powerful techniques, such as Goku's Kamehameha or Vegeta's Final Flash Attack.

This section will allow and help characters create their very own unique and special ability or attack.

Equipment & Gear Chapter Five

In the equipment and gear chapter players will be able to purchase items to help their character. Such as battle armor, Capsules, vehicles and other special items.

Transformation Chapter Six

The Legendary Super Saiyan to the powerful Great Namekian, the Transformation chapter gives rules and descriptions of the DBZ universe's most iconic alternate forms.

Rounds & Combat Chapter Seven

It's finally time to jump into the Combat sandwich! Whether it's a skirmish against a handful of thugs, or it's an all-out battle with soldiers and their ruthless sovereign, combat is the staple of the Dragon Ball Z adventure. The next few entries are basic descriptions of what you will find in the Rounds & Combat Chapter.

Initiative

All combatants involved in a combat encounter must roll initiative, determining the order of turns for each combatant. Players roll initiative at the beginning of combat encounters.

Phases

When a character's turn arrives in the Initiative Order, it is their turn to perform actions in the round. A character's turn has three step processes; Effects, Action and End.

Actions

A combat turn is made up of Actions. Firing a Ki ball, using a piece of equipment, running across a room, opening a door – each of these activities, along with many others, is considered an Action. You use different Action types to do different things.

These different type of "things" players are able to do with Actions. There are five different Action types; Standard, Full, Move, Counter, Triggered and Free.

Attacks

Battle in the Dragon Ball Z game is won through cleverly chosen attacks, able defenses and luck. On a typical turn characters will use an Action to mount an attack, whether on foot or flying through the air.

Combat Modifiers

Combat rarely consist of foes standing toe to toe and bashing each other. Temporary advantages and disadvantages in combat are reflected in a set of common Attack bonuses. A Combat Modifier applies to a character.

Other Actions during combat

During a character's turn they can choose from a wide variety of things to do with an action. This section describes what those actions are. This list is not exclusive and is simply a common list of "activities".

Damage

Once a successful hit has been determined characters will roll damage. The Dice Score inflicts damage to the target's Life Points.

Damage Types

So in DBZ there isn't just one type of damage, but many. Not all injuries are created equal. A bullet hurts you in different ways than banging your shin on a nightstand does, and getting burned is a different type of injury than both. Kinetic, Direct, and Environmental are just some of the damage types used in this game.

The Architect Chapter Eight

Extended game play, special rules and optional guidelines for players and the Architect. From how to create a villain, battle terrain to examples of rules.

Get ready to play!

The Dragon Ball Z RPG +Plus Edition contains everything you need to create characters and settings for a roleplaying campaign. All you need is paper to write on, your character sheet and a dice. If you're the Architect, you'll have to create a setting and adventures for your campaign.

These are the basics. We encourage everyone to explore the DBZ world in-depth with online resources. Now you can get started designing your very own Z-Fighter and get ready to player in an epic struggle to save the world (maybe even the whole universe)!

Tech Box

Before We start into the Universe background I, the Author, would like to introduce you, the reader, to the Tech Box.

The Tech Box is found throughout the DBZ RPG rulebook. Each Tech Box will give you insight and the thought process for what might be seeming odd or complex rules. So keep an eye!

Extend Universe

Before we get into chapter two, creating your character less cover the basic knowledge of the DBZ Universe.

The next few pages will describe each playable race in the DBZ RPG and some standard setting fluff. It is important to remember not all information about each race in the Dragon Ball Z universe is listed in this section.

This section only covers the fluff and background for each race. There are mechanical benefits listed in the Character Creation and the Transformation Chapters.

Enter the Dragon Ball Z Universe

Now that we have covered the basics and the majority of the core mechanics used in the Dragon Ball Z engine, let's take some time to dive into the DBZ universe and learn about the realm and those who inhabit it.

We'll cover the physical description of the DBZ universe, the magical Dragon Balls and each of the character races that are available for play.

The Dragon Ball Z Realm

The universe is the totality of existence, including plants, star, and galaxies, the contacts of intergalactic space, all matter and energy. There are twelve Universes in the Dragon Ball Z realm. The Dragon Ball Z Cosmos is imagined as big ball.

This ball is divided up in two halves: the lower half is the realm of the living or the Living Universe and the upper half is Other World or The Cosmos with Hell located between the two halves. The Demon realm is located at the bottom of the Living Universe and the Sacred World of the Kais exists on the outside of the entire universe.

The realm of the living is divided into four quadrants based on the cardinal directions. There is a single Check-In Station for the four quadrants of the realm of the living, which allows its inhabitants to go to the Other World. Quadrants are ruled by a Kai chosen from the Shin-jins which are from the Planet Kaishin. The Kais live in Other World, on planets positioned at the four cardinal points of the cosmos. Most notably is North Kai's planet, which is found at the end of Snake Way. Snake Way starts at the Check-In Station and makes many twists and turns on its way to North Kai's planet. There are other roads leading to each of the Kai's planets as well. The Grand Kai's planet is located above Heaven.

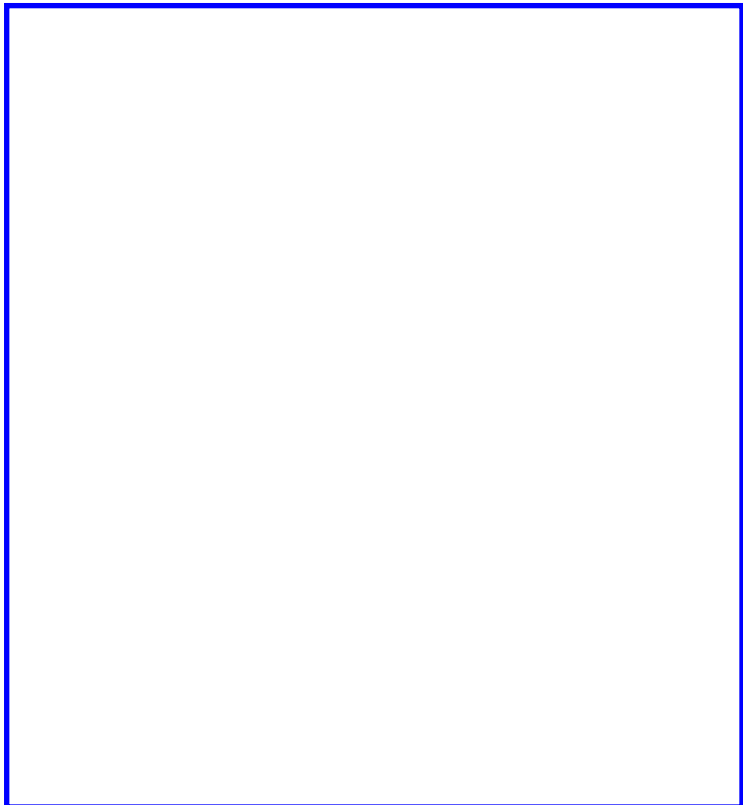
Then there is planet Kaioshins. The top-tier deities of the universe who watch over both the Other World and the Living Universe live here and it is located outside the ball that makes up the entirety of the universe. The Kaioshins are Gods of Creation who provide the catalyst for life and planets to be born. In order to provide a balance to the constantly increasing number of planets, the Gods of Destruction regularly destroy life and planets across all twelve universes. There are twelve Gods of Destruction in total, one for each universe. Lord Beerus is the God of Destruction of the Seventh Universe.

We covered the realm of Dragon Ball and Dragon Ball Z. There is more knowledge and history after both TV shows such as; Dragon Ball GT and Dragon Ball Super.

Dragon Balls

Dragon Balls are the namesake artifact of the North quadrant and the Dragon Ball Z engine. They are orange, crystalline sphere with the ability to call forth the Eternal Dragon Shenron who has the ability to grant wishes to anyone who gathers all seven of them in one place.

The Dragon Balls were and are created by the peaceful farming warrior race called Namekians. Namekians live on planet Namek which located in the North quadrant of the Living Universe, 4339 years and 3 months away from Earth with normal modern day technology. The only other known planet to have Dragon Balls, besides planet Namek, is planet Earth. However, the Dragon Balls from planet Namek are much stronger than those of Earth. The Namek dragon Porunga can grant up to three wishes at a time with the ability to bring someone back from the dead more than once, where Earth's balls can only grant a single wish and can only bring someone back from the dead one time. Wish seekers beware the Dragon Balls are deactivated for a year after every wish, disguising themselves as stones and scattering to the four corners of the world.



Species of the Living Universe

Over the next few pages we are going to cover the playable races in the Dragon Ball Z engine. We have narrowed down our selection of races to seven of the most iconic and memorable. We only cover Dragon Ball Z up to and including the Buu Saga and featured movies up to a point for a large variety of reasons which not even Frieza could beat out of us.

There are many other races in the Dragon Ball Z universe. We included only these species because of their playability. Additional races include; Ogres, Tuffles, Makaioshin, Demons, Dragon, Fairy, Race of Hera, Saibaman, Metamorans, and many, many other unnamed Alien races. Due to the sheer vast amount of species we just couldn't cover them all. However, players and their Architects are encouraged to create and discuss other races in the Dragon Ball z realm for storytelling or for play.

Playable races include Earthlings, Saiyans, Half-Saiyans, Arcosians, Namekians, Majins and small variety of Android types.



Tech Box

We wanted to included more iconic species from the Dragon Ball Universe. There are many others out there with a lot of playability, but we have focused Our sights on the most featured ones.

Earthling

Earthlings, often referred to as humans, are the main inhabitants of the planet Earth. They share the planet with other intelligent life forms, including anthropomorphic animals. They are even led by an anthropomorphic dog named King Furry. Surprisingly, 1% of Earthlings are half-breeds with some other race, 7% are monster-type, 17% are animal-type, and that 75% are the regular true blue human-type. With the exception of uncommon hair colors and occasionally odd features (ranging from longer lifespans to werewolfism), Earthlings are identical to real-life man; however, Humans in the Dragon Ball Z world also seem to be able to utilize or be affected by certain elements of magic.

Earthling Playability

Earthling characters are the ever heroic and vigilant defenders of their beloved planet Earth and are willing to protect her at all cost. Filled with moments of heroism earthling players will never experience a dull moment. Even with obvious, less natural powers compared to some other species Earthling characters are able to keep up with the best of them. Coupled with the desire to never fail and unparalleled heroism earthling characters are without a doubt the superman of the Dragon Ball z universe. Notably, characters play as either a true-blue human or as an anthropomorphic animal it is up to the player's imagination.

- **Special Abilities;** *Perseverance, Heroic Fury, Quick to Master, Mythical Resistance*

Saiyan

Saiyans are a naturally aggressive warrior race who were brought to the brink of extinction by a powerful Arcosian named Frieza. The Saiyans are a fighting race who, since ancient times, has lived a violent and inhumane lifestyle, attacking numerous planets to build up their wealth and power. Saiyans are from the planet Vegeta originally named planet Plant. The Saiyan used to share the planet with another race the Tuffles, but after many years of war the Saiyans destroyed nearly all the Truffles on planet Vegeta. Saiyans are able to breathe in lower to almost no atmosphere and typically can survive in no atmosphere several minutes longer than any other race. Before the destruction of planet Vegeta the Saiyan race as a whole were employed by Frieza as hired mercenaries in a galactic planet trading scheme. Saiyans are known not only for their muscular physique, but the tails protruding from their lower back.

- **Special Abilities;** *Blood of the Warrior, Unyielding, Natural Combatants, Saiyan Heritage*



Half-Saiyans

A term used to describe a Saiyan not from the Planet Vegeta and not of pure blood. All known half-breed Saiyans are part earthling and part Saiyan. This mixture seems to create a powerful fusion between the two races granting the offspring abilities of both species. It is known that a Half

-Saiyan can transform into a Legendary Super Saiyan as well. They are born with a tail and the ability to transform into Ozaru during the full moon exactly as a full-bred Saiyan would.

There are mixed feelings in the remaining Saiyan socially about half-breeds, yet most of the time they aren't view any different than pure bloods. With no home planet and generally being raised "earthling" many Half-Saiyans are much wiser than pure bloods. Having been raised on Earth seems to have a great effect on them, and when full blooded Saiyans have extended stays on Earth they too are affected, causing them to be much calmer and more compassionate.

- **Special Abilities;** *Bloody Perseverance, Warrior of Worlds, Raging Hero, Saiyan Heritage*

Saiyan & Half-Saiyan Playability

Without a doubt one of the most powerful combatants in the North Quadrant or even the known universe, Saiyans are known for their natural combat prowess and the ability to improve after each battle. Searching for a good, yet always fair fight, Saiyan characters will always be up for a bout. Saiyans also have two special and almost equal power transformations, Ozaru and the Legendary Super Saiyan which are listed and described in the Transformation Chapter. Saiyans bring pure, raw, unadulterated power to the battlefield.



Arcosians

Known by many names; Arcosians, Frost Demons and Glaeris. Not much is known of their origins, or their home planet. Seemingly very rare and mainly staying far away from others of their race, the Arcosians are believed to live on a naturally cold planet with gravity hundreds of times stronger than Earth's making them one of the strongest races in the North Galaxy. It seems most of the known Arcosians are part of the Planet Trade Organization, if not the leaders themselves.

Arcosians seem to view mercy only as a way to get oneself killed and are willing to destroy anyone they view as a threat. This leads to the assumption that Arcosians are generally very deceitful. Little is known about the Arcosians, so there is very little history to speak of. It is known that they are able to survive without an atmosphere. The most important aspects of Arcosians is that as they gain power, they create new forms to disguise their power levels from opponents and allies alike. (It is important to note that in the Dragon Ball Z engine to achieve this type of effect Arcosian abilities are slightly altered. You will read more about that in the transformation section later.)

Arcosian Playability

Cunning and menacing, Arcosians as a species are rather cold creatures. Willing to step on the small guy for a shot at power, however, there are some Arcosians who are capable of showing compassion to the weak and, to a certain extent, mercy and patience. Arcosians are definitely one of the most powerful damage dealers of the Dragon Ball Z engine, not to say they can't be out classed. Arcosians also have the ability to transform using Metamorphosis which is listed and described in the Transformation Chapter.

- **Special Abilities;** *Superior Survivor, Brutal Assault, Cruel Intensions, Metamorphosis*

*Described in the transformation chapter, all Arcosians character's start in their Suppressed Form at character creation.

Namekians

Namekians are from the planet Namek; they are humanoid, born from eggs, and have many slug-like characteristics, including green skin, pink patches and antennae. They seem to be instantly recognizable by many space-faring races for at one point in the not-too-distant past the Namekians used to trade with off-world civilizations. However, there was a great cataclysm on Namek which destroyed nearly all the natural resources on the planet and ever since then the Namekians have become secluded.

Namekians are natural healers and even beyond that are strong warriors. Able to recover from physical damage quickly and even regrow lost limbs. With such powerful physical properties it is no surprise to learn the Namekians are able to extend their limbs beyond their normal lengths and grow many times their normal size.

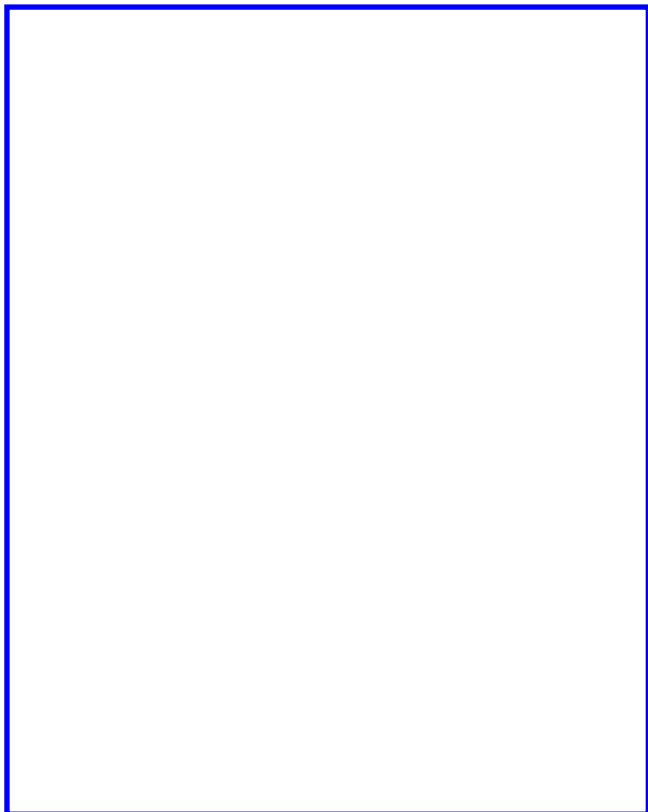
Namekians also have amazing hearing and it is rumored that some can hear across the universe.

In addition to the aforementioned abilities, Namekians have a great resistance to colder climates. All this coupled with the fact that they rarely eat, (if at all) and typically only drink water Namek is also home to the Dragon Balls, it is unsure if all Namekians can create them or just a selected few from special blood lines. What is known is that it takes great patients, time and a pure heart.

Namekians Playability

Peaceful warriors and powerful healers coupled with unmatched senses Namekians are strong and reliable fighters. Universal in combat, Namekians cover all the bases from; physical strength, powerful energy, to impenetrable defender, they are the jack of all trades in the Dragon Ball Z universe. Namekians have a host of tools at their disposal most notable are healing and Fission which are covered in later chapters.

- **Special Abilities;** *Natural Resistance, Cellular Proliferation, Nobiru-Ude, Fission*



Androids

Artificial humans are robotic/cyborg humans, most of them were created by the evil scientist Dr. Gero. Androids are said to have unlimited energy and eternal life. Due to their inorganic nature, they also have no aura or Ki to sense. There are three types of androids, those with unlimited power supply and nearly without drawbacks, those that need constant intake of energy, usually stolen from victims, to keep their power reservoir from draining, which would cause the android to malfunction and the

third kind are bio-androids which seem to have the abilities of both of the aforementioned versions. With nearly limitless possibilities and boundless power Androids are extremely powerful warriors.

Android Playability

Powerful constructs built and created for battle, never slowing down, never giving up. Able to take extreme damage and dish out even more, Androids are deadly and commanding characters on the battlefield. Android characters are said to have unlimited energy. Coupled with this ability, Characters cannot sense Android's Ki, nor can they be tracked by any sort of Ki tracking device. They are perfect warriors. There are three types of Androids players can choose from; Artificial Construct, Cybernetic Organism or Bio-Engineered. Each one has its own special abilities and combat features.

- **Artificial Construct;** *Power Absorption, Concealed Ki, War Machine*
- **Cybernetic Organism;** *Unlimited Energy, Concealed Ki, Built for Battle*
- **Bio-Engineered;** *One Racial Trait from another race, Organic Consumption, Synthetic Soul*



Majins

The first member of this race known is the original Majin Buu, who has existed since time immemorial, cycling between rampages and long hibernation, and was summoned once again 5 million years ago by the evil wizard Bibidi. It is rumored that Majin Buu was snapped into existence by the left over materials that were used by the Cosmic Entities to form the Universes. The Majins are a magic based race with very unique abilities. One of the most interesting aspects about Majins is their amorphous, shape-changing bodies that allow them to easily mold their flesh, allowing them to effectively dodge attacks and also extend and enlarge their limbs. Traditionally, Majins are one standard color, pink, but there have been others that have appeared in a variety of different colors. In recent times, over the generations since the birth of Majin Buu, Majins have expanded into an entire species becoming very powerful warriors.



Majins Playability

Generally, Majins are fun loving race who love to eat due to their larger appetites. Many Majins were inspired to become fighters and began studying the Martial Arts. Due to their strange powers and abilities, Majins are often viewed by members of other races to be odd or strange, though some find them interesting due to their power and unusual abilities. With their array of odd powers and durability Majins are steward defenders and powerful allies on the battlefield.

- **Special Abilities;** *Pure Majin, Elastic Regeneration, Assimilation, Spellbound*

Onward!

That concludes the description of playable races for the DBZ RPG engine. Now we will bring these characters to life in your own unique image.

The next chapter (Character Creation) will cover the basics to constructing your very own Z-Fighter, their role within a party, your play style and alignment. *"Strap in and hold on to something this going to be a crazy ride buttercup!"*

Players can find more information about each specific race from the online resource Dragon Ball Wiki.

URL Link: http://dragonball.wikia.com/wiki/Main_Page

CHAPTER TWO

CHARACTER CREATION

Attribute Characteristics - Character Race - Archetypes



THE BIRTH OF THE MIGHTIEST WARRIOR!

"I AM THE STRONGEST WARRIOR IN THE UNIVERSE! NO ONE CAN COMPARE TO ME!"

CHARACTER CREATION

Character Creation

In this section we will cover the basics for character creation, attributes and the specific bonuses and traits each playable race has. Creation of a character in the Dragon Ball Z engine follows a series of relatively simple steps. First we are going to cover experience points the vital spark of character development and advancement. Experience points allow a character to increase everything from attributes to signature techniques to skills and Power Level. Then we will dive into each of the following steps in detail and you can start creating your very own Z-Warrior. *"Grab a beer, the fun begins right now!"*

Before we start

Grab a pen or pencil and a d10. You will need them to create a character. If you can print, we included a customize character sheet in the back of this rule book which will help players keep track of all their aptitudes.

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 Architect

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.

3. 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!

4. Race Selection & Archetypes

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

5. Z-Soul

Time for some abstract shenanigans. Pick a Z-Soul for your character, breathing some life in to them! Want play a noble warrior who rescues cats or maybe an evil villain who puts cats in really tall trees? Just use your imagination!

6. Skills

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

7. Merits

Special specific feats to flesh out your character's utilities.

8. Finishing Touches

Determine your Life Points, Ki Points, Power Level and all other essential blank lines.

Experience Points

An **Experience Point (Xp)** is a unit of measure used in many role-playing games to quantify a player character's progression through the game. Experience points are generally awarded for overcoming obstacles and opponents, as well as for successful role-playing.

Experience points can be spent to help improve a character's ability in combat and in role-play. It is important to keep track of a character's total experience because it might come into play later on in your game. In the spirit of keeping numbers, math and systems consistent we kept the spending and gaining of Experience points low, but ultimately it is up to your Architect.

When using Experience points to purchase increases to your character's aptitudes you will spend a set amount of Xp. Example, if you are increasing a character's Strength from four to five it would cost twelve Xp.

- **Attributes Cost:** Twelve Xp (12)
- **Skills:** Seven Xp (7)
- **Signature Techniques:** Ten Xp (10)
- **Power Level:** Sixteen Xp (16)

Plus System

You might have seen the phrase **Plus System** mentioned a few times over the past sections. The Plus System stands for how we handled the bonuses, numbers and other stats in the DBZ engine.

Plus System is used by nearly all characteristic rating which are represented in our game system.

Our previous editions used dots or ranks to represent characteristic rating, however, with our ever growing system and metrics we had to change from a those system to the Plus System. It is easier on the eyes and mind to process a visible number.

Characteristics are rated from one to twenty-five, though some may rise as high as ninety or more depending on the Game Path, in either case, the characteristic is represented on the character sheet by a number called **Plus**, also referred to as point(s).

A Plus is an Extra Number for the re-

lated characteristic. So an example would be the characteristic Dexterity has a Plus of five, five would be Extra Number when rolling any related to Dexterity.

- **Example:** Rohan has a Intelligence of 8 and is rolling a Insight skill check. Rohan adds 8 to his Dice Result.

Game Path

Some role-playing games last a single session some last months and others years. At some point character's eventually run out of things to spend experience points on. So we designed an additional system called **Game Path**. At any point, during character creation or several sessions into a game the Architect can chose to increase the game's path. What does that mean you ask? Every game in the DBZ engine starts out as a **Heroic Game** which is the standard by the book rule set that you are reading and learning now. Architects can give players access to extended gameplay. These game types change nothing about the rules or game play or how the engine works. They simply increase the mechanical hard caps or limits of the player's character sheet. A **Paragon Path** lets players increase all their aptitudes to Thirty instead of the normal Fifteen and a **Legendary Path** lets players increase their aptitudes to Forty-Five.

- **Heroic:** Standard Game play, all Attributes, Skills and Power Level to Fifteen.
- **Paragon:** Increase the hard cap of all Attributes, Skills and Power Level to Thirty.
- **Legendary:** Increase the hard cap of all Attributes, Skills and Power Level to Forty-Five.
- **Perfect:** Increase the hard cap of all Attributes, Skills and Power Level to Sixty.
- **Supreme:** Increase the hard cap of all Attributes, Skills and Power Level to Seventy-Five.
- **Mystic:** Increase the hard cap of all Attributes, Skills and Power Level to Ninety.

*A game can continue even further than Mystic. Just increase the hard caps of aptitudes by fifteen for each new path.

Characteristic Plateau

Each Game Path has a **Characteristic Plateau** or hard cap. This limit controls the amount of Extra Number a character can receive from their aptitudes. To increase this limitation, and if "okayed" by your Architect, player must pay a tribute cost or **Breakthrough Cost**. This cost represents not only the change from one game path to the next, but also a change in setting. Such as in the DBZ TV a change in saga or seasons.

A plateaued characteristic cannot be increased any further without first paying a Breakthrough Cost. When a player pays the Breakthrough Cost and the Game Path has been expanded they may continue to increase characteristics. This includes Attributes, Skill, Power Level and all other characteristics with any hard cap limitation.

Players must only pay a Breakthrough Cost once per Game Path and when purchasing a Breakthrough divulge it with their Architect. Each time a player pays a Breakthrough Cost the price increases by twenty experience points.

The Breakthrough Cost for Paragon is twenty, the breakthrough Cost for Legendary is forty, so on and so on.

- **Breakthrough Cost:** 20 Xp Starting
- **Example:** Garrett's game path is Paragon and he pays 40 XP for a breakthrough when his Architect expanded the game path to Legendary. Garrett can now increase the selected characteristic passed thirty to forty-five.

Game Difficulty

Almost there, just a bit more. Do you want characters to run for their lives, or the bad guys to scream in terror? pick a game difficulty!

Characters gain an amount of bonus Experience Points to spend at character creation depending on the difficulty of the game. A game's Architect will decide the difficulty before character creation. This experience value gives the game more or less difficulty.

- **Standard:** 60 Bonus experience Points.
- **Easy:** 80 experience Bonus Points.

- **Super Easy:** 120 experience Bonus Points.
- **Moderate:** 40 Bonus experience Points.
- **Hard:** No additional bonuses.

Attributes

Attributes are the lifeblood of a character. At character creation a player will pick three Attributes, one to be their Primary, one to be their Secondary, and then one Tertiary. This will help player determine the type of character they want to be.

A character's Primary Attribute gains a Plus of four (+4). A character's Secondary Attribute gain a Plus of Three (+3) and their Tertiary Attribute gains a Plus of two (+2). These free Pluses must be spent at character creation. All other Attributes gain a Plus of one (+1).

Remember that some races also gain special bonuses to specific stats so spend wisely. Moreover, players cannot increase any Attribute higher than ten during character creation.

Players can increase Attributes later with Experience Points they earn from game play.

- **Information:** Attribute increases cost nine experience points

Attribute Characteristics

The DBZ +Plus System has ten Attribute Characteristics. Unlike previous editions where we had twelve or more attributes all centered around specifically define trees in the +Plus System attributes are treated more like traditional aptitudes in systems such and D&D.

There ten total Attributes; Mobility (MO), Martial Prowess (MP), Ki Precision (KP), Ballistic Expertise (BE), Strength (ST), Potency (PO), Dexterity (DE), Tenacity (TE), Scholarship (SC), and Presence (PR).

Mobility (MO)

It encompasses the character's speed, agility and overall quickness. Mobility is a measurement of a character's swiftness on and off the battlefield for both Flight Speed and Ground Speed.

Ground Speed (GS) is for every three points in Mobility a character can move three yards or one square while on the ground.

Flight Speed (FP) is for every three points in Mobility a character can move nine yards or three square while flying through the air.

Flight Speed while inside combat and outside of combat are slightly different. While inside combat players will use the above stated rules. While outside combat players can travel at their Flight Speed every minute. Meaning if a character has a Mobility of nine their Flight Speed would be three. So the player can travel, in the air, nine yards per second. Roughly equaling one point five miles every minute and about ninety-two miles an hour.

Additionally, character's natural agility grants them bonuses to their defenses and physical quickness. For every six points in Mobility players increase their Martial Prowess by one, while on the ground, and increase their Dexterity by one, while flying in the air.

Tech Box

Flight can get really complex rather quickly. We tried for a simple approach. In combat flight is rather easily to understand, but once you exit combat it might take some math. Example below.

$$\begin{aligned} \text{MO} / 3 &= \text{FP} \times 9 \text{ yds} = \text{Yard Per} \\ \text{Second (YPS)} \times 60 &= \text{Yard Per} \\ \text{Minute (YPM)} \times 60 &= \text{Yard Per} \\ \text{Hour (YPH)} \end{aligned}$$
$$\begin{aligned} 15 / 3 &= 5 \times 9 = 45 \times 60 \text{ (m)} = \\ 2,700 \times 60 \text{ (h)} &= 162,000 \text{ (YPH)} \end{aligned}$$

We tried to make it as easy as possible for Our players, but it can be a bite overwhelming. Use the formula above and plug in your MO Plus and everything should be fine.

Marital Prowess (MP)

A character's Marital Prowess attribute measures the character's general physical expertise. Their ability to physically attack an opponent, land blows and perform physical combat maneuvers.

Each point in Marital Prowess characters increase their Physical To Hit bonus by one. A player's **Physical To Hit** is the Extra Number that a character adds to their Physical Attack Roll which we will cover later in the Rounds & Combat Chapter. *"Higher Marital Prowess the more punches hit!"*

Ki Precision (KP)

Ki Precision is the control of raw energy characters wield and use for energy based actions. Every living thing has Ki whether it be in small or large amounts. Ki is the essence of life and life cannot exist without it, on the other hand, Ki cannot exist without life.

Each point in Ki Precision characters increase their Energy To Hit bonus by one. A player's **Energy To Hit** is the Extra Number that a character adds to their Energy Attack Roll which we will cover later in the Rounds & Combat chapter.

Ballistic Expertise (BE)

"Not everything is punches and laser beams!" Ballistic Expertise is those characters who feel a rocket launcher is just as effective as blast of energy. Eagle eyes, keen vision and steady movement are all traits of Ballistic Expertise.

Each point in Ballistic Expertise characters increase their Ballistic To Hit bonus by one. A player's **Ballistic To Hit** is the Extra Number that a character adds to their Ballistic Attack Roll which we will cover later in the Rounds & Combat chapter.

Strength (ST)

Strength is the raw, brute power of a character. It governs how much weight a character can lift, how much he can physically push, and how hard he can hit another character or object.

Each point in Strength characters increase their Physical To Inflict bonus by one. A player's **Physical To Inflict** is the Extra Number that a character adds to their Damage Roll which we will cover later in the Rounds & Combat chapter.

- **Guidelines:** The character can automatically lift objects that weigh up to 1 point below their Strength Plus. To successfully lift at their maximum Strength Plus, or higher, a strength check is required.

Potency (PO)

Potency is the unyielding force over Ki a character has. It determines a character's energy strength, how hard an attack is and how much damage it causes.

Each point in Potency characters increase their Energy To Inflict bonus by one. A player's **Energy To Inflict** is the Extra Number that a character adds to their Damage Roll which we will cover later in the Rounds & Combat chapter.

Dexterity (DE)

Dexterity represents physical (and sometimes mental) agility, incorporating quickness, nimbleness, hand-eye coordination, overall coordination, speed, and reaction time. Dexterity also involves a character's

ability to move out of the way of an incoming object or attack.

Each point in Dexterity characters increase their Defense Bonus by one. A player's **Defense Bonus** is the Extra Number that a character adds to their Defense Roll which we will cover later in the Rounds & Combat chapter.

Dexterity also reflects the characters impulsive reflexes.



Tenacity (TE)

Tenacity reflects a character's resilience and toughness. It indicates how much punishment they can withstand before suffering physical trauma. Physical toughness, incorporating stamina, ruggedness, physique, bulk, metabolism, resistance, immunity, and other similar physical qualities.

Each point in Tenacity increase a characters Resilience Bonus by one. A player's **Resilience Bonus** is the Extra Number that a character adds to their Resilience Roll which we will cover later in the Rounds & Combat chapter.

Tenacity is also used for a character's Corporeal defense.

Tech Box

There is a lot of "we will cover later in the Rounds & Combat chapter" going on in this section. Along with a lot of terms player might not be used to. Pretty annoying right? So, we have a terms section at the end of the book that will help, players can also simply flip to the combat chapter and read up on what the

Scholarship (SC)

The Scholarship attribute is not native intelligence, nor the character's current level of education. It refers to a character's grasp of facts and knowledge. More importantly, however, it governs a character's ability to reason, solve problems and evaluate situations.

Scholarship is almost a misnomer, as the attribute also includes critical thinking and flexibility of thought. Used for skill checks that deal with the knowledge or critical thinking.

Characters gain a number of free points to place in Skills. For every two points in Scholarship characters gain a free **Skill Point/Plus** to increase a chosen Skill. In addition, no Skill may exceed the point value of a character's SC Plus.

Presence (PR)

Presence measures a character's force of personality, persuasiveness and ability to impose their will on others through manipulation, intimidation, cajoling, and other nonphysical means of influence.

Presence, unlike other attributes, has a stronger pull towards role playing situations and is mainly used for that type of game play. Notably, however, Presence does heavily influence a character's magical abilities and powers.

Moreover, characters Presence can increase their defense against the magical abilities of other and attacks which affect the mind.



Race Selection

One of the largest factors that decides how your character interacts with the world is what race you choose to give them. Each race begins with the choice between two aptitudes, skills and bonuses. They also have specific Racial Traits which only they have access to and affects how they play.

Your choice of character race provides you with a basic set of advantages and special abilities. If you're a physically powerful character, you might be stubborn Saiyan, a graceful Arcosian, or a fierce Namekian. If you're an energy slinger, you might make a brave human or a nearly indestructible Android, or perhaps even a magical Majin. Your character race not only affects your ability scores and powers but also provides the first cues for building your character's story.

Some races are inherently more powerful and simply better than others. To help encourage the usage of different races and create a role-playing group with diversity, we have given each race a starting experience point bonus to purchase additional aptitudes.

Racial Traits

Racial Traits are abilities unique to each race. They can enhance your character's skills, abilities, or other statistics, and even grant players interesting capabilities. Character's start any game with all the traits listed in their profile. It's important to note that some traits are listed, but not described in sort of mechanical value, that is because they are listed and detailed in another chapter of the Rulebook and will be labeled as such.

Each Race's Racial Trait makes a Race stand out among the crowd. It is important to read each ability carefully for some have a complexity that might cause them to be misused. It is suggested that players and Architect both read through the race section to fully understand the abilities.

Players are encouraged to read the Expanded Universe, Racial Traits, Race and Transformation areas to gain the full scope of a specific race.

Active Abilities

Active abilities are special Racial Traits, Skills and abilities that can be activated by a player for a cost or at will. The cost can be almost anything; such as sacrificing a Maneuver, paying Ki Points or paying Life Points. These abilities typically aren't labeled as such, but are easy to recognize.

- **Example:** The Namekian racial perk Cellular Proliferation allows them to spend Ki points to heal their wounds.

Sustain value

A Sustain Value is the cost or up-keep a player must pay each round to keep abilities active. This is to help keep the balance and unsure stability of combat even and smooth.

Architects might find this rule unsatisfying; so another suggestion is to allow these abilities to only be used every so many rounds such as three or five rounds; to "recharge" the ability. Architects might also forgo these rules all together, and if they do so note that the rules were made with character's Racial Traits and other abilities having limits, so breaking those limits might create an unfair advantage.

Passive Abilities

These types of abilities are always active and characters always have the benefits. Racial Traits and most all abilities in this rulebook typically aren't labeled as such, but are easy to recognize. If there are any questions it is encouraged that the Architect and players talk discuss the abilities qualities.

- **Example:** The human racial trait called perseverance allows human characters to always reroll all Dice Results of two.

Stature

Before we jump into each race entry there let's cover a small rule for every character.

There are many different body types in the Dragon Ball z realm, but we cover only five sizes. These naturally range from one to five. Size one would be the height of kid Goku or Chiaotzu. Characters that are size two are roughly Krillin or teen Go-

han's height. When characters choose to be size three they range from Vegeta to Tien Shinhan's height, this size grants no additional benefits though. Being size four would be the height of Android 16 to Recoome. Size five roughly the size of King Cold or super evolution form of Cooler.

Each category grants players bonuses and some penalties.

At this point you might start seeing some terms or rules mentioned that you are unsure what they do. Keep calm we will explain them to you in the up-coming chapters.

Character select a size and then pick two of the available bonuses (+) and two of the available negatives (-).

- **Size One:**; +3 Mobility, +3 Dexterity, +3 Scholarship / -3 Tenacity, -3 Strength, -3 Presence.
- **Size Two:** +2 Mobility, +2 Dexterity, +2 Scholarship / -2 Tenacity, -2 Strength, -2 Presence.
- **Size Three:** This size grants no additional benefits
- **Size Four:** +2 Tenacity, +2 Strength, +2 Presence. / -2 Mobility, -2 Dexterity, -2 Scholarship
- **Size Five:** +3 Tenacity, +3 Strength, +3 Presence. / -3 Mobility, -3 Dexterity, -3 Scholarship

Some players or Architects might not find the bonuses and negatives above to their liking. We encourage players to create their own size category with its own unique bonuses. Make sure you clear it with your Architect first.

Race Entries

Over the next few pages you will read about the attribute bonus, Skill bonus, vision, hearing, Traits and other aptitudes of the playable races in the DBZ engine.

We tailored each race and added what we thought was their best and most iconic features from the DBZ TV show. We took those features and attempted to recreate them in a RPG pen and paper setting.

Heroic Fury

When players elect to combine an Maneuverer with a Dragon Rush they increase the bonus by an additional two. Also, when using Dragon Rush for its offensive bonuses, Earthlings can use Perseverance to Repeat all Dice Results of one and two.

Perseverance

Any Dice Result of a one is automatically a Repeat Dice. Players can only repeat a number Dice Results per round equal to the Game Path level. Heroic is two dice, Paragon is three dice and so on. You cannot re-roll a Repeat Dice no matter how clever your logic is.

- **Example:** Garrett rolls a Dice Result of one. he attempts to a reroll and rolls a seven.

Quick to Master

Earthlings have shown that they are incredibly talented and gifted. They have managed to become one of the most powerful races in the universe. Earthlings may purchase Attributes, skills, Signature Techniques, Merits, and any other characteristic for two less experience points than normally required to a minimum of three.

Mythical Resistance

When rolling a Steadfast Check Earthling characters gain a bonus Dragon Rush on a Dice Result of eight or better instead of the normal ten. Additionally, players reduce the TN for Steadfast by two. The trait Perseverance is unable to be used when rolling a Steadfast check.

EARTHLING (人間, NINGEN)

Racial Qualities

Average Height: 4'5" – 6'5"

Average Weight: 160 – 220 lb.

Average Size: Medium (1-3)

Vision: Normal

Hearing: Normal

Racial Attribute: Select one attribute and increase its value by +3

Racial Skills: Select any two skills and increase their values by +2

Starting Experience: Twenty-Six (26 XP)

Racial Traits: Perseverance, Heroic Fury, Quick to Master, Mythical Resistance

Preferred Archetype: Adventurer, Gadgeteer, Martial Artist, Spiritualist



Blood of the Warrior

At the end of every combat encounter Saiyan characters gain an additional amount of experience points equal to the total amount of Fatal Damage they suffered during an encounter. Each point of Fatal Damage grants the character one experience point. Additionally, whenever a Saiyan character suffers a Crippling Blow during a combat encounter they automatically gain a bonus three experience points. Characters cannot gain the effects of Blood of the Warrior against multiple Crippling Blows during the same combat encounter.

- **Example:** Garrett has suffered nine Fatal damage. When the combat encounter ends, he scores nine experience points from his total combat fatigue damage, and he scores three more for a Crippling Blow for a total of twelve bonus experience points.

Unyielding

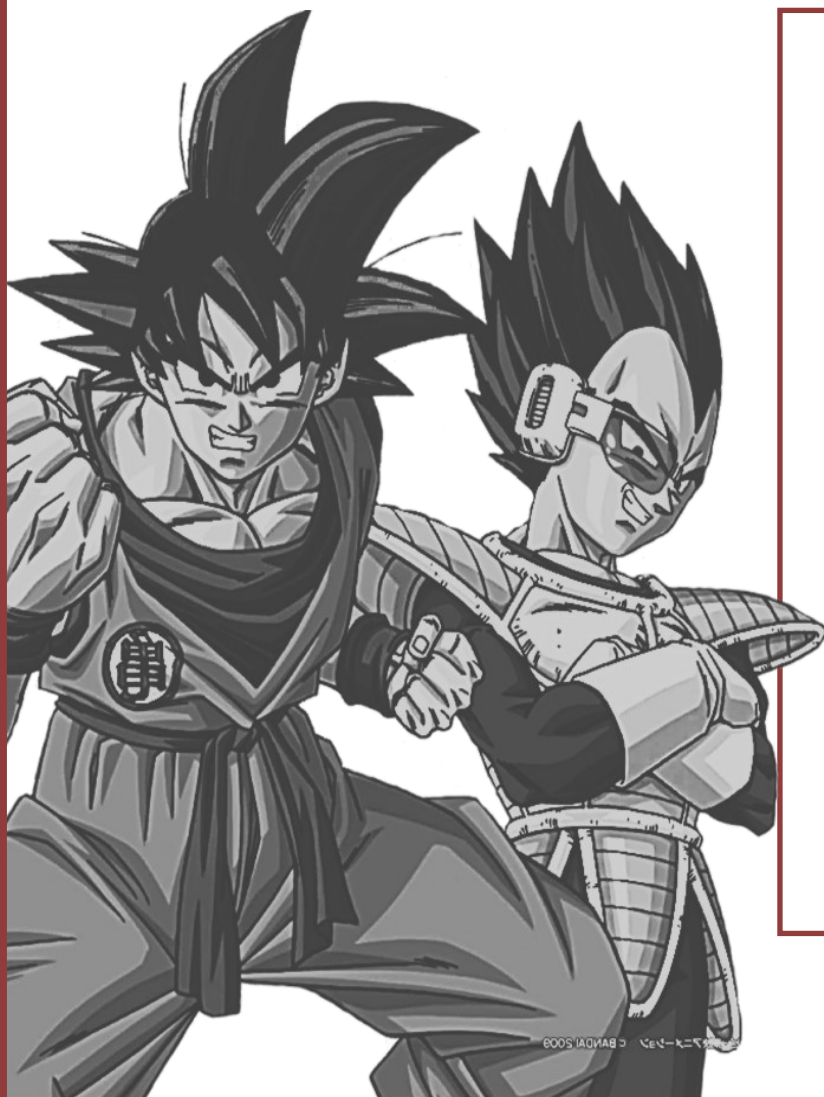
Saiyan characters do not suffer from Health Effects like other races. Instead, they suffer negative effects only after reaching Bloodied Threshold.

Natural Combatant

Saiyans are not subjected to negative effects from any rule or affect which increases their Steadfast NT target.

Saiyan Heritage

Saiyan characters have the arcane ability to transform in a giant ape known as the Ozaru, Saiyan character can only utilize this form if they have their tail and a full moon. Additionally, Saiyan characters have the radical transformation called Super Saiyan. Both of these transformations are explained in the Transformation Chapter.



SAIYAN (サイヤ人, SAIYA-JIN)

Racial Qualities

Average Height: 4'5" – 6'5"
Average Weight: 160 – 220 lb.
Average Size: Medium (2-4)
Vision: Normal
Hearing: Normal

Attribute Bonus: +3 to either Strength or Tenacity

Skill Bonus: +2 to Threat and Athletics

Starting Experience: Eighteen (18 Xp)

Racial Traits: Blood of the Warrior, Unyielding, Natural Combatants, Saiyan Heritage

Preferred Archetype: Adventurer, Martial Artist

HALF-SAIYAN (サイヤ人, SAIYA-JIN)

Racial Qualities

Average Height: 4'5" – 6'5"

Average Weight: 120 – 220 lb.

Average Size: Medium (2-4)

Vision: Normal

Hearing: Normal

Attribute Bonus: +3 to either Scholarship or Strength

Skill Bonus: Select any two skills and increase their values by +2

Starting Experience: Eighteen (18 Xp)

Racial Traits: Bloody Perseverance, Warrior of Worlds, Raging Hero, Saiyan Heritage

Preferred Archetype: Adventurer, Gadgeteer, Martial Artist, Spiritualist



Bloody Perseverance

At character creation a Half-Saiyan character can pick from one of the following racial traits; either the Earthling racial traits Perseverance or Heroic Fury. Or they can choose one of the Saiyan racial traits, Blood of the Warrior or Natural Combatant. Half-Saiyan players gain only one of the four traits listed and players cannot change the selected racial trait after character creation.

- Example: Rohan chose the Saiyan racial trait Blood of the Warrior at character creation, while Garrett chose the Earthling racial trait Heroic Fury.

Warrior of the Worlds

When Half-Saiyan characters reach five Combat Fatigue points they receive a bonus Dragon Rush for the duration of the combat encounter. Additionally, if a Half-Saiyan character has five Combat Fatigue points or more they increase the bonus from Dragon Rush by two.

Raging Hero

During a round (until the end of their next turn) when a Half-Saiyan character suffers a Devastating blow the character gains the Power Shot and Deadly Blow Attack Modifiers to all attack Actions against any enemies in the combat encounter until the end of their next turn. They do not have to pay the additional Ki Point cost for these modifiers.

Saiyan Heritage

Half-Saiyan characters have the arcane ability to transform in a giant ape known as the Ozaru, Half-Saiyan character can only utilize this form if they have their tail and a full moon. Additionally, Half-Saiyan characters have the radical transformation called Super Saiyan. Both of these transformations are explained in the Transformation Chapter.



ARCOSIANS

(フリーザー族, *FURZA*)

Racial Qualities

Average Height: 4'5" – 8'0"
Average Weight: 180 – 300 lb.
Average Size: Medium (2-5)
Vision: Normal
Hearing: Normal

Attribute Bonus: +3 to either Dexterity or Mobility

Skill Bonus: +2 to Survival and Stealth

Starting Experience: Eighteen (18 Xp)

Racial Traits: Superior Survivor, Brutal Assault, Cruel Intentions, Metamorphosis

Preferred Archetype: Martial Artist, Spiritualist

Survivor

Arcosians have evolved in order to deal with a myriad of harmful environments. As such, they cannot suffocate or freeze even after days in the vacuum of space. They can even accomplish this feat while mortally wounded. Arcosians can survive in any environment no matter how harsh or limiting it is. Battlefield weather affects do not hinder or apply negative affects to Arcosian characters, however, players cannot gain a bonus or positive effects from battlefield weather affects. Moreover, characters cannot be poisoned and their Devastated Threshold is increased by two points.

Brutal Assault

If a player has attacked a target more than once during their turn they gain an additional two to their Dice Score for each consecutive attack thereafter. This bonuses last until an Arcosian does not strike the target.

Cruel Intentions

During any round if a target suffers damage from an Arcosian character they automatically fail their first Steadfast check. Notably, the affect target does not even gain the chance to roll a Steadfast check when a combat situation calls to do so.

Metamorphosis

Arcosian characters are able to transform into smaller, less powerful forms of themselves. They use this ability to hide their true power from their enemies; however, this ability also serves as a way to cause less stress to their bodies. Arcosian players start out in Suppressed Form and must learn how adapt to their more powerful forms. Metamorphosis is explained in the Transformation Chapter.

Natural Resistance

When rolling a Steadfast check Namekian characters reduce the required TN by two (to a minimum of one). Additionally, their Critical rate is decreased by one, to a minimal of eight, while attempting a Steadfast check.

Cellular Proliferation

Also known as Sai-Sei, Namekian characters can recover from extremely grievous wounds, even those which cause limbs to be amputated. Cellular Proliferation requires a Physical Action to preform, players spend eight Ki Points and gain back a lost limb, three ranks of Life Points and remove the effects of a Devastating blow. Cellular Proliferation can provoke a Counter Action if within Melee Strike Range.

Nobiru-Ude

Namekian characters can (with considerable

effort) grow many times in size; this is called the Great Namekian form or Nobiru-Ude. This ability takes considerable energy to preform, but grants the character increased physical strength and power. Nobiru-Ude is explained in the Transformation Chapter.

Namekians can also elongate their arms and legs, at will, allowing them to make Physical Actions at range up to nine yards away, these actions cost an additional four Ki points more than normal. This type of action can provoke a Counter Action for any combatants within Melee Strike Range of the user. The target must be within a clear line of sight of the player. The attack cannot cross the path of another combatant, or any type of terrain or other obstacle.

Namekian Unite (Fission)

Explained in the Transformation Chapter, Namekain characters can unite or fuse with another one of their kind increasing their powers and skill exponentially.

NAMEKIAN (ナメック星人, NAMEKKU-SEIJIN)

Racial Qualities

Average Height: 5'0" - 7'0"

Average Weight: 130 - 220 lb.

Average Size: Medium (2-5)

Vision: Normal

Hearing: Exceptional

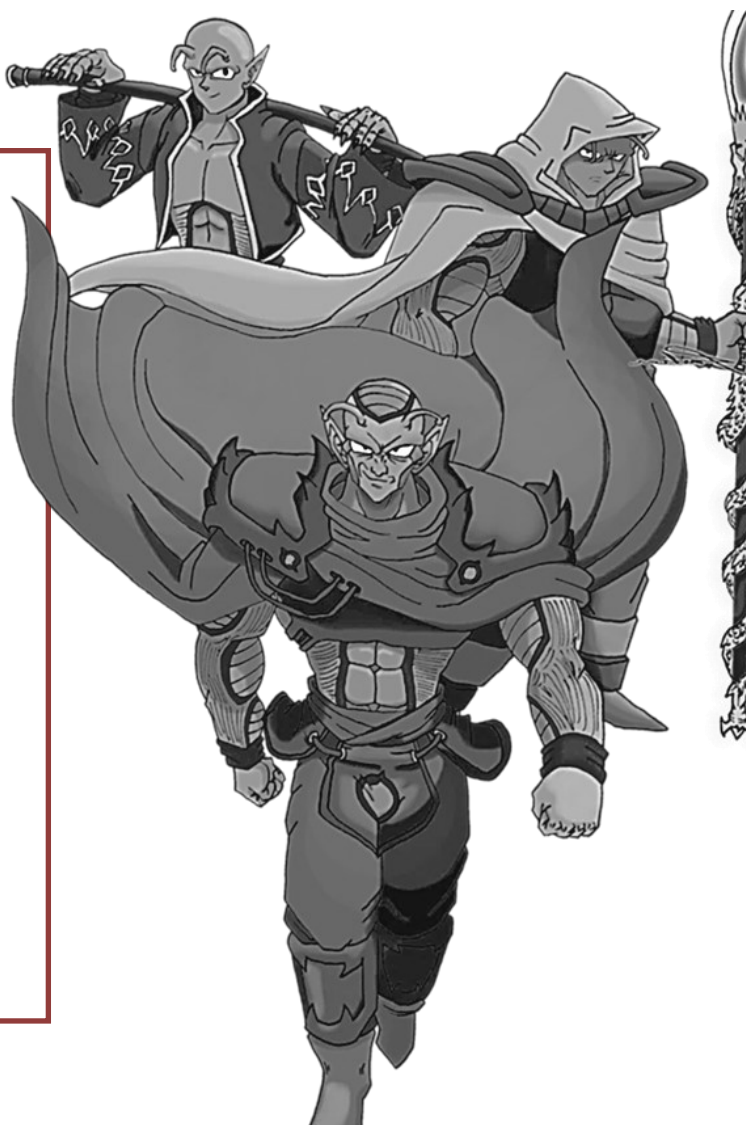
Attribute Bonus: +3 to either Presence or Scholarship

Skill Bonus: +3 Perception & +2 Insight

Starting Experience: Twenty-Two (22 Xp)

Racial Traits: Natural Resistance, Cellular Proliferation, Nobiru-Ude, Namekain Unite

Preferred Archetype: Martial Artist, Spiritualist, Adventurer



Androids Types

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. In this engine, we use the three main version portrayed in Dragon Ball Z; Artificial Construct, Cybernetic Organism, and Bio-Engineered Androids. Players can pick one of the three when choosing to create an Android character. Notably, Artificial Construct and Cybernetic Organism versions do not require actual sleep or the consumption of food and water.

Artificial Construct

These types of androids are made completely from artificial parts, as such, they are purely mechanical in nature. If players choose this Android character they have

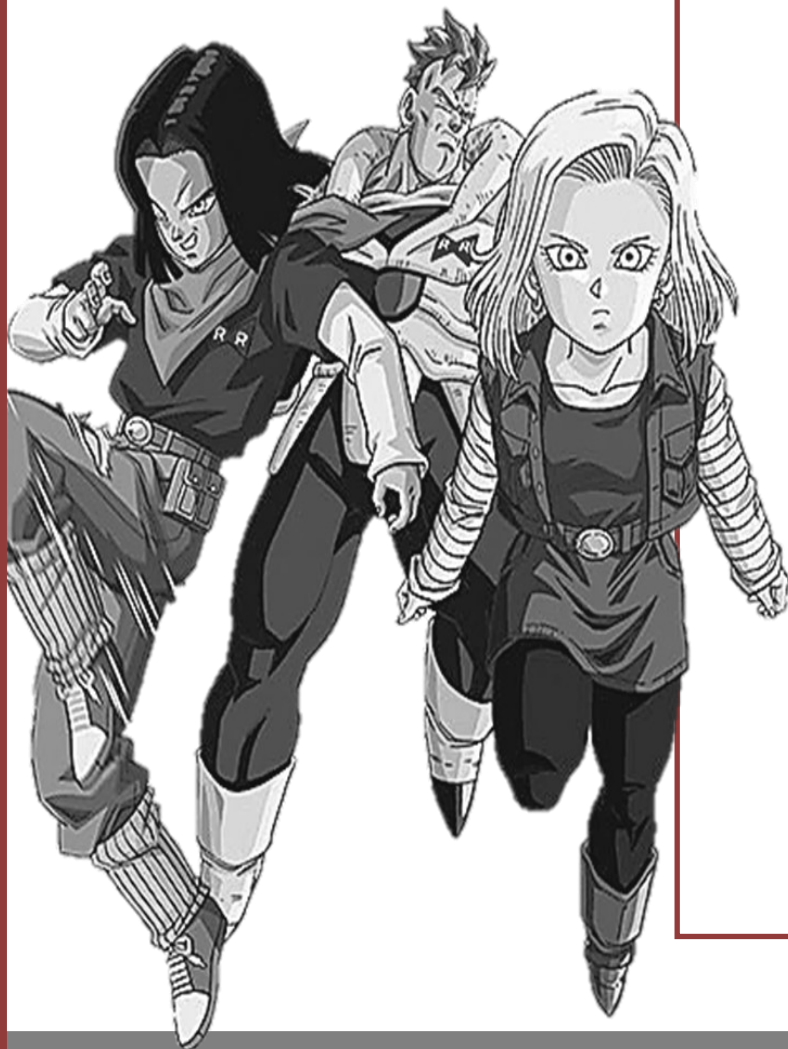
gain the Racial Traits; Power Absorption, Concealed Ki and War Machine.

Cybernetic Organism

Cybernetic Organisms are androids created by mechanically modifying another species. They're semi-mechanical with nearly endless power. Players that pick this type of Android character gain the Racial Traits; Unlimited Energy, Concealed Ki and Built for Battle.

Bio-Engineered

Bio-Engineered or Bio-Androids are synthetic Androids composed using the cells of organic materials. Requiring them to eat sleep and generally function like other races in the universe. Choosing this type of Android grants players any one Racial Trait from another race and the following; Organic Consumption and Synthetic Creation.



ANDROIDS

(人造 間, *JINZ-NINGEN*
"ARTIFICIAL HUMANS")

Racial Qualities

Average Height: 5'0" – 7'0"
Average Weight: 130 – 220 lb.
Average Size: Medium (2-5)
Vision: Normal
Hearing: Exceptional

Attribute Bonus: +3 to either Tenacity or Power

Skill Bonus: +2 to Survival and Stealth

Starting Experience: Twenty (20 Xp)

Racial Traits: Artificial Construct, Built for Battle, Bio-Engineered

Preferred Archetype: Adventurer, Gad-geteer, Martial Artist, Spiritualist

Concealed Power

Androids are able to completely hide their Power Level from outside sources. Concealed Power is always active, whenever a character or outside force attempts to use any kind of ability to scan or search for potential Power Levels or Ki, they would be unable to find or "sense" an Android character. This includes mechanical devices such as Scouters.

This grants Android characters the ability to surprise their enemies easier than normal. During any Surprise Round, that an Android character is able to perform Actions, they gain an EN of three to their DS.

Power Absorption

Characters are able to steal the energy of other living creatures. During a successful Grapple characters can choose to steal energy from their target. Each Maneuverer spent absorbing the target's energy inflicts three direct damage to the target. Targets can attempt to resist the effects of Power Absorption by rolling a Corporeal Saving Throw with a TN of five, plus two TN for each Maneuverer spent absorbing.

Moreover, when struck with an energy attack of any kind if the attacker DS is lower than the Android character's DS. The Android can absorb the intended damage.

Carry out the strike as normal; however, instead of suffering damage, the Android absorbs the damage and instead restores that amount back to their Ki Point Pool. This cannot cause the player's Ki Point Pool to exceed their maximum amount of Ki points. Any leftovers are simply discarded.

War Machine

Android characters increase their Influx by three Ki Points per round. However, being of pure mechanical nature they cannot use the ability Surge to restore Ki Points. Characters are unaffected by the effects of Devastated Thresholds.

Character can not consume organic matter of any kind. They also cannot gain any benefits from any type of aptitude restoring items.

Unlimited Energy

At the start of each round Androids automatically return two Ki Points, per five points in PO. In addition, when Androids use Power Up they can roll one dice, per every five points in PO, and each DR of eight or higher returns two more Ki Points.

Built for Battle

Designed and altered for combat Androids were built for battle, at character creation increase an Android's Power Level and current Influx by two. Characters also reduce the negative affects of Devastated Thresholds by two.

Organic Consumption

Bio Androids can consume organic tissues or essence and must do so to maintain fighting fit. Bio Androids are unable to remove Fatigue damage, by any means, unless they consume organic tissues. During a successful Grapple characters can choose to steal essence from their target. Each Maneuverer spent absorbing the target's energy inflicts three direct damage to the target. Targets can attempt to resist the effects of Organic Consumption by rolling a Corporeal Saving Throw with a TN of five, plus two TN for each Maneuverer spent absorbing.

For every three Life Points of damage inflicted to the target the Bio Android character scores a Vitae (yeah we play VTR too), characters can spend one Vitae to remove one Fatigue Damage. Bio Androids can store a number of Vitae equal to their Power Level plus five and can spend them at their leisure.

Synthetic Creation

Bio Androids have one less Soul Point than normal at Character Creation. They gain Soul Points as normal, but they purchase all Milestones Tier for six Soul Points instead of the normal values.

Additionally, players gain one additional Merit during character creation when playing a Bio Android. They must still meet the normal requirements and prerequisite.

Pure Majin

Majin characters are able to transform into the purest power form of themselves. When a Majin enters their true form, their dormant power is released and they become much stronger. When using Pure Majin the character rejects any assimilation target and bonuses they gained through Assimilation.

Additionally, they cannot use Assimilation while using Pure Majin. Pure Majin form is explained and described in the Transformation Chapter.

Elastic Regeneration

Majin can regenerate themselves (even during combat). Elastic Regeneration requires a Physical Action to perform, players spend ten Ki Points and gain back a lost limb, four ranks of Life Points and remove the effects of a Devastating blow. Elastic Regeneration can provoke a Counter Action if within Melee Strike Range.

Players can also elongate their arms

and legs, at will, allowing them to make Physical Actions at range up to nine yards away, these actions cost an additional four Ki points more than normal. This type of action can provoke a Counter Action for any combatants within Melee Strike Range of the user. The target must be within a clear line of sight of the player. The attack cannot cross the path of another combatant, or any type of terrain or other obstacle.

Moreover, players can morph their body parts into any melee weapon, but artifacts, described in the equipment chapter

Spellbound Essence

Majins can purchase tier one Milestones with three soul points and tier two with seven.

Additionally, when Majin characters suffer Fatigue damage from any source they can roll a single D10, if they score a ten they do not suffer the Fatigue damage.

MAJIN (魔人, MAJIN)

Racial Qualities

Average Height: 3'5" – 8'0"
Average Weight: 150 – 450 lb.
Average Size: Medium (1-5)
Vision: Normal
Hearing: Normal

Attribute Bonus: +3 to either Tenacity or Presence

Skill Bonus: +2 to Acrobatics and Manipulation

Starting Experience: Twelve (12 Xp)

Racial Traits: Assimilation, Pure Majin, Elastic Regeneration, Spellbound Soul

Preferred Archetype: Adventurer, Gadgeteer, Martial Artist, Spiritualist



Assimilation

Majin use the ability, Assimilation, to steal and mimic the powers of others. Majins usually sever a body part which immediately liquefies, or has a piece of skin fall off of their body to create a Goo. A Goo is a Mini Character, and to create it the player must spend at least eight Ki Points and Physical Action. Characters can spend eight additional Ki Points to increase the stats of the Goo by three per eight Ki spent. Goo's Life Points increases by two levels for every additional Ki Points spent.

The Goo will then sneak up behind the person, stretching itself to be large enough to accommodate the target. It will then leap onto the person, and try to smother the target. This is step one.

Step One. The target rolls an Impulsive save to attempt to dodge the goo's grapple with a standard TN of five, plus two for every right Ki points spent when creating the Goo. If the check is passed the target may make an out of sequence unmodified attack at the Goo. If the check is failed, the Goo grapples them (See rules for grapple in the Rounds & Combat Chapter) Goo is on the person, it will quickly cover up the person. Once the target is completely covered, the Goo will squeeze and solidify, trapping the person. If the target wins the grapple they are free and may make an out of sequence attack at the Goo.

Step Two. The target makes a Corporeal Save to attempt to escape to solidified Goo with a standard TN of five, plus one more TN for every eight Ki points spent when creating the Goo. If passed they manage to escape, if failed they are assimilated into the Majin. Note this does not mean they are killed, but rather stored inside the Majin. The player's character takes on slight appearance, physical stature, and nature of an Assimilated race.

Step Three. Majin gain access to the racial traits and signature techniques of the assimilated target. However, they can only use one racial trait per round. At the start of the Majin character's turn during the Effects Phase they will declare which trait (of the ones they have access to) that they will use. Majin characters can only access one assimilated target at a

time and only the most recent, if a player assimilates a target their last target and all their abilities are rejected. Majins are able to maintain an assimilated target for only a short time, after which they are rejected.

A target is rejected automatically for the following reasons; after five rounds, if/once a Majin has suffered six or more Bloodied points, or another target is assimilated.

The Goo

Created by Majin's Assimilation ability Goo counts as a Mini Character. They are created with the following base aptitudes and only those aptitudes can be increased by spending more Ki Point per the rules stated in Assimilation.

Goo Mini Character

- **Marital Prowess:** Five (+5)
- **Strength:** Four (+4)
- **Dexterity:** Three (+3)
- **Stealth:** Ten (+10)
- **Life Points:** Third-Standard

Archetypes

"Woah! That was pretty badass right?" Well it gets even better with Archetypes! What are Archetypes? Well they fall along the lines of a class or specialization. Archetypes are a quick and easy way to customize a character. The archetypes each have their own corresponding bonuses and abilities, all of which are included in this section. There are five Archetypes to choose from; Adventurer, Illusionist, Gadgeteer, Martial Artist and Spiritualist.

You might even make up your own with the help of your Architect. Each Archetype has three Special Abilities unique to them, they also have some Adept and Keen Characteristic.

Adept Characteristic (AC)

Archetypes each have a Adept characteristic. These are aptitudes they excel in and are extremely well adjusted for. This is a catch all term used to describe a character's ability to learn and grow in a specific area. Any Archetype that lists a characteristic as Adept reduces said characteristic's Experience Point cost by two. This is a helpful benefit to players, and you should mark all Adept characters with an 'A' or check marking them for their own reference.

Keen Characteristic (KC)

A keen characteristic is the natural talent a player of a specific Archetype has. Where a melee fighter is more keen for Strength a energy slinger is more keen for Power. A favored characteristic lowers the Critical Rate of that aptitude by one whenever the aptitude is used for a dice roll. Players should make a notation on your character record sheet about which characteristics are keen. We suggest marking favored characteristics with an 'K', or circling them.

Notably, characteristic's Critical Rating can be lowered by multiple rules, but no lower than eight.

- **Example:** Rohan is a Marital Artist with Strength as his Favored Characteristic. When rolling any STR based rolls his Critical Rate is nine instead of ten.

Adventurer

Everyone has dreamed about leaving their home to see faraway places! To adventure and wander the vast world in search of knowledge, treasure, fame, glory, or a multitude of other wants and desires. The calling for far away adventures and heroic feats grasp the character and they journey into the strange wide world.

An Adventurer is a Swiss-army knife of knowledge and insight. They are a strong support for any group. They have three Special Abilities; Practiced, Spirit of Adventure, and Well Traveled.

- **(1) Conversant:** While rolling any skill check related to the Adventuring Knowledge skills, characters ignore the Botch rule.
- **(2) Spirit of Adventure:** Adventurers gain +1 Soul Point at character creation.
- **(3) Well Traveled:** Adventurers gain +1 bonus Merit at character creation
- **Keen Characteristic:** Intelligence, Knowledge, Adventuring
- **Adept Characteristic:** Intelligence, Knowledge, Adventuring
- **Starting Zeni:** +1,025z

Illusionist

"Strong in the ways of magic you are."
Shooting laser beams from your hands not cool enough? Firing rocket launchers not doing it for you? What about the ability to punch stop a train? While then the Illusionist is for you. Can you say crushing the minds of your enemies with the weird arcane ability to control magic!

- **(1) Power of the Mind:** Characters gain the Special Abilities Telekinesis and Telepathy from the Magic & Special Abilities Chapter for free.
- **(2) Psyker:** Illusionist use their knowledge of magic and the mind to protect themselves from mental attack. Characters gain a (+3) to their Cognitive Saving Throw each time they purchase a Breakthrough. However, each time a Characteristic Plateau is increased the character suffers a (-5) to their Corporeal Saving Throw.
- **(3) Masters of Magic & Ki:** Characters can create and purchase Special Abilities for half the normally cost. This also includes and Modifications added to the Special Ability. Additionally, any Ki cost to active or sustain a Special ability is halved for an Illusionist.
- **Keen Characteristic:** Presence, Use Magical Device, Clairvoyant
- **Adept Characteristic:** Presence, Use Magical Device, Clairvoyant
- **Starting Zeni:** +850z

Gadgeteer

Mechanics and inventors who build weapons and utilize technology. The Gadgeteer creates things, then activates those things and uses them to "solve" problems with enemies and other types of encounters. They have quite a few devices, and can have a bundle of fun toys at any one time.

- **(1) Tinker:** While rolling any skill check related to the Craft or Use Device skills, characters ignore the Botch rule.
- **(2) Faith in Technology:** Gadgeteers are extremely well-adapted to using firearms and other such device to solve situation encounters. Characters gain a (+3) to Ballistic Expertise each time they purchase a Breakthrough. However, each time a Characteristic Plateau is increased the character suffers a (-5) to both Martial Prowess and Ki Precision.
- **(3) Rorschach Artisan:** While attempting to use any type of weapon, item or supply for an attended purpose or a unique unrelated purpose character gain a (+3) each time they purchase a Breakthrough. This bonus cannot be combine with the Faith in Technology Special Ability.
- **Keen Characteristic:** Intelligence, Use Device, Craft
- **Adept Characteristic:** Intelligence, Use Device, Craft
- **Starting Zeni:** +1,250z

Martial Artist


Warriors that study primarily martial arts rather than utilizing their Ki, creating a chiefly melee Archetype. Rather than focusing on esoteric powers and spiritual attainment, the martial artist seeks perfection through rigorous training and constant challenge.

- **(1) Melee Technique Master:** Characters pay three less experience points when creating a Physical Signature Technique.
- **(2) Martial Combatant:** Characters gain the Brawl Expert and Combat Reflexes merits for free.
- **(3) Knuckle Duster:** Characters score a Devastating Blow when their Dice Score is eighteen (18) or higher than the target's Defense Roll.
- **Keen Characteristic:** Strength, Athletics, Survival
- **Adept Characteristic:** Strength, Athletics, Survival
- **Starting Zeni:** +640z

Spiritualist

Spiritualists concentrate in unworldly, Ki-based techniques. Their physical damage is sub-par to any Martial Artist and they rely more on their Ki, but their advantage in battles at range is next to none. Spiritualists excel at delivering damage at range and using powerful Ki attacks.

- **(1) Ki Technique Master:** Characters pay three less experience points when creating a Energy Signature Technique.
- **(2) Energy Slinger:** Characters gain the Unlocked Ki and Zeal merits for free.
- **(3) Ki Blister:** When a target suffers a Devastating Blow from an energy/Ki attack increase the affects of their Combat Modifier by one for each time they have purchased a Breakthrough.
- **Keen Characteristic:** Power, Manipulation, Concealment
- **Adept Characteristic:** Power, Manipulation, Concealment
- **Starting Zeni:** +530z



character in some way. To ensure your character isn't just a piece of paper full of bubbled pluses and numbers. Second, they give players an incentive to properly role-play their character by giving them bonuses to role-playing and combat encounters and the third is Milestones.

Soul Points

Players will start with two Soul Points in their Soul Meter and can earned more by accomplishing particularly heroic or astonishing in-game deeds or through role-playing so well that you would earn fantasy-academy-award nominations by adhering to your chosen Z-Soul.

Each time a character fulfills their Z-Soul requirements they will gain free Soul Points. Soul Points are precious, as they represent the fact that the player characters are the main characters in an ongoing story. As such, these characters should be unusually durable and hard to eradicate; essentially, if there were theme music, it would play for the characters.

Spending Soul Points

Soul Points can be spent (as an instant free action) to modify in-game circumstances in the player character's favor; think fate points. For example, let's say that a gigantic methane explosion has just incinerated your character – you spend a Soul Point and somehow the pressure wave and heat managed to just miss your character's position. Let's say your character's opponent just beheaded them – you spend a Soul Point and, instead, your character managed to parry the blow. Soul Points are powerful: only the say so of the Architect has the right to trump a Soul Point: Soul Points beat-out every other consideration.

Alternatively they can be spent on Milestones. These are special small bonuses players can spend Soul Points on. There are two tiers of Milestones, tier one Milestones cost four Soul Points and tier two cost eight points.

It is important to note that characters can also lose points also if they perform or act in a way that conflict with their Z-Soul.

Personality and Roleplay

You have you attributes, your Race and your Archetype now it is time for your character's personality.

Sure, characters in Dragon Ball Z are able to fly around, shoot lasers and punch really hard, but what's their personally like? What makes a Dragon Ball Z character a Dragon Ball Z character? The answer is their path – their Z-Soul. Imagine Z-Soul like alignments in D&D. A Z-Soul defines a character's natural, mannerisms, behavior and disposition, how that character interacts with the world. Some Z-Souls might deal with how the character was raised; there can be different types of Z-Souls. A good example might be that a character is prideful or uncaring. It might be an honor code, humble up-bringing, or simply lawful good.

Z-Souls

All characters have strengths, weaknesses, noble aspects, and dark sides to their personalities. While most people try to cultivate virtues and eschew vices, both are intrinsic elements of identity and both equally reinforce a sense of self, whether we like to admit it or not. Enter Z-Souls! At character creation players will work with their group and Architect to create the perfect, form-fitting, persona for their character. A Z-Soul may clearly reflect your character's background and concept, or they can be used to contrast his outward nature to create sources of conflict that make for excellent roleplaying.

You're probably wondering what a Z-Soul can actually do mechanically. They have three primary functions that they fulfill – first of all, they establish some abstract character traits that define your

Milestones

Special bonuses you can purchase with Soul Points to gift expedite characters' advancement. There are two tiers of Milestones, players can spend either four to tier one or eight points for tier two. Milestones can be purchased multiple times, but no single benefit can be take more than once for a single selected category. Meaning if a player selects to reduce the experience cost of a physical skills with a Milestone then that character cannot use another Milestone to reduce the same physical skill cost again.

Milestone Tier One:

- **(1)** Reduce the experience cost of one selected Skill by one, down to a minimum of three. (Adept Characteristic)
- **(2)** Reduce the experience cost of one selected Attribute by two, down to a minimum of three. (Adept Characteristic)
- **(3)** Characters may select an additional Merit or Train two Skills.

Milestone Tier Two:

- **(1)** Reduce the Critical Rate of one selected Attribute by one, down to a minimum of eight. (Keen Characteristic)
- **(2)** Reduce the Critical Rate of one selected Skill by one, down to a minimum of eight. (Keen Characteristic)
- **(3)** Lowers a character's Devastating Blow requirements by one, down to a minimum of sixteen (16).

Soul Mastery

Mastering others is strength. Mastering yourself is true power. While a character has ten Soul Points they gain the Soul Master.

Players with Soul Master reduces they players Botch Rate by one. This allows a character's Botch Rate to be lower than one for modification reasons.

Soulless

If at any point a character reaches zero Soul Points they will become Soulless. When a character loses or spends all their Soul Points they lose their Soul or spirit and become Soulless. If a player becomes Soulless is has two effects. Firstly, is role-playing the character begins to preform evil acts and deeds outside their normal nature. They grow hungry for an unknown substance and start to view everyone as a combatant and/or prey. They start seeking out weaker entities to devour for power. Every day or when the Architect tells the player it is appropriate a Soulless character will need to roll Posses Soul.

The Architect will roll the Active Opposition for Soulless Aura - d10+5, plus any other bonuses the Architect sees fit. The player will roll a Cognitive Save. If the character fails the Posses Soul check they are throw into a rage and must seek out or attack the closest weak and/or helpless target to devour, this includes members of their own party.

If they pass the roll they are able to remain in control, but suffer one Fatigue Point which they cannot restore until they are no longer Soulless. Characters can be restored to normal by magical or role-playing effects that the Architect deem appropriate. Once a character is restored to normal they may began gaining Soul Points as normal.

When a character is restored to normal they may create a new Z-Soul or keep their old one. An Architect might change it for roleplaying purposes.

Tech Box

With Z-Souls we wanted to give characters depth and reason to do what they do. Why did Goku save the world and his friends all the time, his personality. When Vegeta fought Ki Majin Buu and managed to hold his own for so long, determination; that is what we wanted to create with Z-Souls.

We also wanted the Architect to have some power over players and their characters to help further the depth of a campaign or game session.

Now on ward to the Character Features Chapter!

CHAPTER THREE

CHARACTER FEATURES

Skills - Merits - Racial Perks



10% LUCK, 20% SKILL
15% CONCENTRATED POWER OF WILL

"PUSH UPS, SIT UP AND PLENTY OF JUICE."

CHARACTER FEATURES

Features

In this Chapter we will cover character Skills and Merits. Afterwards, players will be shown how to finish creating their character and fill in any missing information. Included at the end of this chapter is a random character generator. Let's start with skills; what they are, how to get them and how they work.

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 it can be tested with. A Skill's Plus or points are limited by a character's Intelligence score.

Characters in the Dragon Ball Z universe have a variety of Skills they can use for almost any situation, ranging from social circumstances to combat scenarios. They make up the bulk of what a character can do. Every character has access to all the Skills in the Dragon Ball Z engine, the following will explain how.

Picking Skills

Before we start to cover the different Skills we want to cover how characters gain Skills. At character creation players have the option to select any Skill and become Trained in said Skill. Players pick six Skills to be Trained in. This is a helpful benefit to players, and you should mark all Trained Skills with an 'T' or check mark them for their own reference.

Skill Points

Players gain a number of **Skill Points** from their Scholarship attribute to spend at character creation and between game ses-

sions or "down time". For every two points in Scholarship characters gain a free Skill Point/Plus to increase a chosen Skill. Player can also spend three Skill Points to make a selected skill **Trained**.

Trained

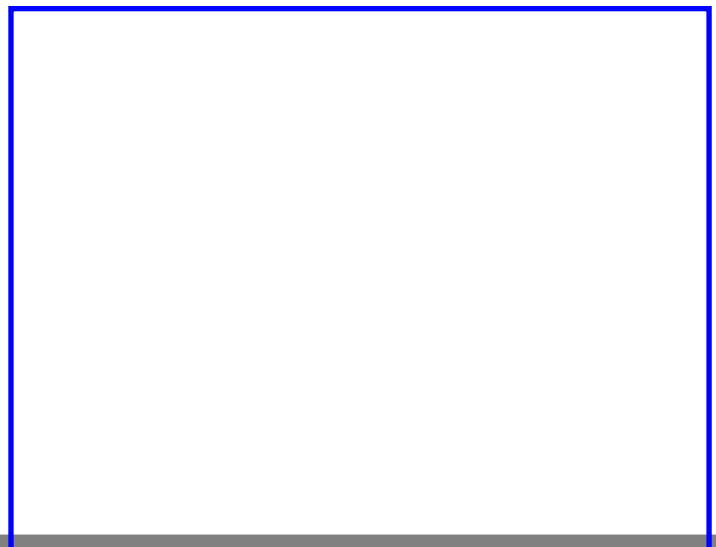
A character Trained in a Skill can increase the said Skill's Plus normally. They also gain a bonus two points (+2) to a Trained Skill each time they purchase a Breakthrough. Character's gain these free points at character creation as well.

Notably, any Skill that is not Trained cost three more Experience Points than normal to increase.

How they function

Skills are used in combat and non-combat situation where a more specific form other than an Attribute is required. An example would be a character would roll an Intelligence check to know that lava is hot. The character would roll a knowledge check to know the difference between lava and magma.

An Architect might tell players to take a specific check at an ideal time or players may ask their Architect, if it is appropriate, if they can make a check at any given time.



Opposition Guide

Sometimes players and Architects will come to a point where characters need to roll for a non-combat related obstruction, maybe a drive or dance check. Something you wouldn't normally find in this section.

We focused skills on their usability in relation to DBZ. If you come across such a situation use your best judgement to create the DC and check pool. If the skills aren't available at all you can always make them up.

Success and Failure

Typically, all skills have a success and failure results list in their respective entry, although some skills will simply refer the reader to another section of the Rulebook.

Additionally, some skills also have what is called an "Exceptional Success". This means that if a character not only meets the TN or required results, but they score twenty or more than the required TN while doing so they have exceptionally succeeded.

On the same note some skills have what is called an "Exceptional Failure" this is when characters not only fail to meet the requirements, but do so by scoring less than twenty or more than the required TN while doing so they have Exceptional Failure.

- **Example:** Rohan rolls Perception, he has a Plus of 7. So he rolls d10+7 for his Perception check. He scores a 13 and passes the TN by two. He has successfully passed the Skill Check.

Take Ten

When players aren't in a rush (meaning they aren't threatened or distracted) and they are dealing with a simple task, they can choose to take ten. Instead of rolling to determine the skill check players simply gain ten to their Skill Check, in addition to any other modifiers.

Cooperation

Under some circumstances, players and their allies can work together to use a skill; an ally can help make a skill. Each ally who helps grants the character performing the

check an additional two points (+2) to their roll. No more than two allies can help another character.

If a group has the choice, let the character with the highest skill bonus take the lead, while the other allies cooperate to grant them a bonus.

Skill List

Acrobatics - *Dexterity* - (DE)

Adventuring - *Scholarship* - (SC)

Athletics - *Strength* - (ST)

Bluff - *Presence* - (PR)

Clairvoyant - *Presence* - (PR)

Concealment - *Presence* - (PR)

Craft - *Scholarship* - (SC)

Diplomacy - *Presence* - (PR)

Intimidate - *Presence* - (PR)

Intuition - *Scholarship* - (SC)

Insight - *Scholarship* - (SC)

Knowledge - *Scholarship* - (SC)

Manipulation - *Power* - (PO)

Perception - *Scholarship* - (SC)

Sense - *Presence* - (PR)

Stealth - *Dexterity* - (DE)

Survival - *Endurance* - (EN)

Thievery - *Dexterity* - (DE)

Threat - *Presence* - (PR)

Use Device - *Scholarship* - (SC)

Use Magic - *Presence* - (PR)

Acrobatics - Dexterity - (DE)

You can perform an acrobatic stunt, keep your balance while walking on narrow or unstable surfaces, or take less damage from a fall.

The Architect sets the NT based on the complexity of the stunt and the danger of the situation. If the Stunt fails, you fall prone in the area you began the stunt (the GM might change where you land, depending on the specific stunt and situation.) Your GM always has the right to say that a stunt won't work in a particular situation or to set a high NT.

- **Acrobatic Stunt:** Stand Action or Move action, depending on the stunt
- **Base NT:** Five
- **Attribute:** DE
- **Success:** You perform an acrobatic stunt
- **Failure:** You fail to pull off the stunt and might fall or suffer some consequence.
- **Possible Penalties:** Slippery conditions (-1), bad weather (-1 to -3), extremely confined space (-2), intervening obstacles (-1 to -3).

Adventuring - Scholarship - (SC)

You have picked up the knowledge and skills related to Adventuring, including finding your way through ruins, or caverns, recognizing dangers or hazards, and foraging for food or supplies.

If you select this skill as a trained skill, your knowledge represents formalized study or extensive experience, and you have a better chance of knowing esoteric information in this field. Also, those trained in this skill can identify creatures and animals in the wild.

- **Forage:** Stand Action or Move action, depending environment.
- **Base NT:** Five
- **Attribute:** SC
- **Success:** You find enough food and water for 24 hours.
- **Failure:** You find no food or water. You can forage again, but in a different area.
- **Possible Penalties:** Slippery conditions (-1), bad weather (-1 to -3), extremely environments (-5)

Athletics - Strength - (ST)

You can perform an Athletics feat to attempt physical activities that rely on muscular strength; including climbing, escaping from a grab, jumping, and swimming. You can move against gravity up various surfaces and objects, such as ropes, ladders, and walls.

- **Athletic Feat:** Stand Action or Move action, depending on the object
- **Base NT:** Five
- **Attribute:** ST
- **Success:** You perform the athletic feat
- **Failure:** You fail to perform the athletic feat and might fall or suffer some consequence.
- **Possible Penalties:** Slippery conditions (-1), bad weather (-1 to -3), extremely confined space (-2), intervening obstacles (-1 to -3).

Bluff - Presence - (PR)

You can make what's false appear to be true, what's outrageous seem plausible, and what's suspicious seem ordinary. You make a Bluff check to fast-talk a police officer, con a merchant, gamble, pass off a disguise or fake documentation and otherwise tell lies.

Your Bluff check is opposed by an observers' Insight check. Your check might be opposed by multiple Insight checks, depending on how many observers can you and hear you and care about what's going on. During a skill challenge, you need to beat you observers' Insight checks multiple times to succeed at bluffing them.

- **Bluff Feat:** Bluff vs. Insight
- **Attribute:** PR
- **Success:** You convince the observers' you are telling the truth.
- **Failure:** The observers' know you are lying to them.
- **Gain Basic Combat Advantage:** Once per combat encounter, you can try to gain a Combat Modifier against an engaged enemy by feinting. As a Standard Action, make a Bluff check opposed by the enemy's Insight check. If you succeed, you gain the base Combat Modifier against the enemy until the end of your next turn.

Clairvoyant - Presence - (PR)

The ability to develop psychic powers based on extrasensory perception. Clairvoyants are also naturally perceptive: any character with this Trained Skill has a "Sixth Sense" which gives a +2 to their Impulsive Saving Throw each time they purchase a Breakthrough. Furthermore, characters can attempt to use Clairvoyant to see into the past or future to learn and discover more about a plot, event, situation, and/or the current encounter. The information they learn is limited by the GM and what they wish to let the character know.

- **Clairvoyant Feat:** Stand Action
- **Base NT:** Five
- **Attribute:** PR
- **Success:** Character learns about a past, present or future event or situation.
- **Failure:** You fail to perform the Clairvoyant feat and might fall or suffer some consequence.

Concealment - Presence - (PR))

The skill to hide one's true power from others, hiding Ki is the ability to obscure your life force from others. The skill doesn't inherently allow you to know that someone is looking for you. It is simply a reactionary trigger meaning when an enemy is attempting to sense your Ki level, you may attempt an opposed roll to prevent them from doing so. When an opponent is attempting to sense your power level or life force you will make an opposed roll called "Hide Power", PR + Concealment vs. PR + Insight.

- **Attribute:** PR
- **Dramatic Failure:** Your Power Level (Influx & Power Level) and Life Force (Current Total spent experience & Life Meter) are revealed to the opponent.
- **Failure:** Your Life Force (Current Total spent experience & Life Meter) are revealed to the opponent.
- **Success:** You manage to hide your Life Force and Power Level from your opponent.

Craft - Scholarship - (SC)

You are trained in a craft, trade, or art, such as electronic, weapon smithing, weav-

ing, armorer, trap making, calligraphy and many others. Any thing a player can think they would fit into the world or campaign.

Like Knowledge, Craft is actually a number of separate skills. For instance, you could have Craft (Carpentry). Your ranks in that skill don't affect your ranks in Craft (Pottery) or so on. You can have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor so or all materials might or will be lost.

- **Creation:** Players can craft items listed and not listed in the Equipment and Items Chapter. It is completely up to the Player's imagination and the limits of the Architect's world or campaign. Unlike other skills the NT for Craft widely varies depending on the complexity of the item, the materials and their quality and quantity. As well as the tools and environment that the item or equipment is being crafted in.
- **Build Time:** Crafting an item outside of combat can also take a widely variety of time. A game's Architect will determine this time. Working to craft an item within a set time limit might increase its NT. Building an item during combat automatically increases any NT by at least +10 additionally items made during combat require at least three Full Turn Actions.
- **Failure:** You ruin the item and it does not work the required, designed and/or desired way.
- **Try Again:** Player's can try again if they fail the first time, it time permennants, but each time they fail half of the raw materials are ruined and cannot be used again.

Diplomacy - *Presence* - (PR)

Use this skill to persuade the receptionist to let you speak the manager, to negotiate peace between feuding Arcosians, or to convince the Majin Illusionist that have captured you that they should raise you instead of twisting your limbs off one by one. Diplomacy involves etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. The skill represent the ability to give other the right impression of yourself, to negotiate effectively, and to influence others.

- **Diplomacy Check:** You can change the attitudes of other (non-player characters) with a successful Diplomacy check.
- **Diplomatic Feat:** Full Turn Action
- **Base NT:** Five
- **Attribute:** PR
- **Opposed Diplomacy:** In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situation when two advocates or diplomats plead opposite cases in hearing before a third party.
- **Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus to Diplomacy with each purchase of a Breakthrough.

Intimidate - *Presence* - (PR)

Use this skill to get a bully to back down, to frighten an opponent or make a prisoner give you the information you want, Intimidation includes, but not limited to, verbal threats and body language.

- **Opposed Check:** You can change a another's behavior with a successful check. An Intimidate check is opposed by a characters Cognitive Save. If your results beat the target's, you may treat the target as friendly. Only for the purpose of actions taken while they remain intimidated. The effect last as long as the target remains in your presence, and 1d10 minutes afterwards. The target's attitude then returns to normal. If you fail the

check, the target provides incorrect information or otherwise frustrates your efforts.

- **Combat Intimidation:** Varies. Changing another's behavior requires a Full Turn Action. Intimidating an opponent in combat demoralizes them and can resolve the encounter.
- **Special:** You gain a +4 bonus to your intimidate checks for every size category that you are larger than the target.

Intuition - *Scholarship* - (SC)

Intuition describes a characters strength of mind, common sense, willpower and awareness of one's surroundings. Characters will Intuition can perceive their environment in any fashion. Allowing them to see things that might not be out of place. Intuition can also be using for making contacts in an area, finding out local gossip, rumormongering, and collecting general information along with investigation or areas or stories.

- **Intuition Feat:** Stand Action
- **Base NT:** Five
- **Attribute:** SC
- **Success:** Character learns about an area, contact, their environment, gathers information or discovers information .
- **Failure:** You fail to perform learn anything new about their current situation or the encounter.

Insight - Scholarship - (SC)

You can discern intent and decipher body language during social interactions. You make an Insight check to comprehend motives, to read between the lines, to get a sense of moods and attitudes, and to determine how truthful someone is being. You use Insight to counter a Bluff check, and Insight is used as the social counterpart to the Perception skill. In a skill challenge use Insight to oppose someone's Bluff check. Insight can also be used to gain clues, along with Intuition, and to determine if someone is under the influence of an outside force. Whenever you use Insight, you're making a best guess as to what you think the motive or attitude is or how truthful a target is being. Insight is not an exact science or a supernatural power; it represents your ability to get a sense of how a person is behaving.

- **Insight Check:** Full Turn Action
- **Base NT:** Five
- **Attribute:** SC
- **Opposed Comprehension:** Insight check versus the target's Bluff check. If you win you counter the bluff check, gain a clue about a social situation, sense an outside influence on someone, or recognize an effect as illusory.
- **Synergy:** If you have 5 or more ranks in Intuition, you get a +2 bonus to Insight with each purchase of a Breakthrough.

Knowledge - Scholarship - (SC)

Like the craft skill, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even a scientific discipline. Knowledge can be about anything in the DBZ realm or anything that might fit into the Architect's world or campaign. Speak with the GM and work out a knowledge for a specific discipline.

- **Known Fact:** Stand Action
- **Base NT:** Five
- **Attribute:** SC
- **Success:** Character knows some facts about the given discipline.
- **Exceptional Success:** You know not only general facts and information. You know specific details about the discipline

that might now be known to commonly.

- **Failure:** You fail to remember or know any reliable facts about the discipline.
- **Exceptional Failure:** You know so little about the discipline you confuse it with another and give out facts and information that is incorrect.

Manipulation - Power - (PO)

Manipulation measures a character's ability to control their Ki and its enormous power. Used for charging Ki attacks and Power Up abilities. Additionally, MAN is used when shooting Ki attacks into combat.

- **Shooting Ki into Combat:** Actions Verify. When shooting a Ki attack of any kind into combat players' must roll a manipulation check to ensure they do not hit their allies nearby the target. Anyone ally within melee range can be affected. Each adjacent ally to a target increases its NT by three in addition to other modifiers.
- **Base NT:** Five
- **Attribute:** PO
- **Success:** Character's attack follows through to its attended target. Players' follow all normal rules for combat.
- **Failure:** An ally might be struck with your attack, follow the rules for firing into combat in the Rounds & Combat Chapter.
- **Charging Energy Attacks:** As described in the Rounds & Combat Chapter, characters can charge their Ki attacks to make them more powerful and less likely to miss their target. Follow the rules for charging in the Rounds & Combat Chapter.
- **Power Up:** This ability is a cornerstone to DBZ and we have incorporated it into our system through skills and abilities. Power Up itself is described in the Rounds & Combat Chapter. When using Power Up characters use Manipulation to control the amount of power they gain and how long they gain it. Follow the rules for Power Up in the Rounds & Combat Chapter.

tion covers the basic RPG skills; Listen, Spot, Search and more. This skill can be used activity by the player or called upon by the GM. This skill can also be using against a target's stealth check.

- **Attribute:** SC
- **Opposed Comprehension:** Perception vs. Stealth when trying to spot or hear a target using stealth. Your check might by modifier by distance or if you're listening through a door or wall.
- **Success & Failure:** If you win the opposed roll you can hear or see the target, according to the GM's description, if you lose you cannot hear or see the target. Again, according to the GM's description.
- **Perception Check:** This can be anything from listening, searching or looking for. The NT for such actions can range from three, base NT, to whatever the GM might find appropriate.
- **Listen, Spot & Search Base NT:** Three
- **Attribute:** SC
- **Possible Listening Penalties:** bad weather (-1 to -3), Whispers (-2), intervening obstacles (-1 to -3), distance (-1 to -3)
- **Possible Spot or Search Penalties:** bad weather (-1 to -3), Well Hidden (-1 to -3), intervening obstacles (-1 to -3), distance (-1 to -3)
- **Possible Track Penalties:** bad weather (-1 to -3), harden ground (-1 to -3), intervening obstacles (-1 to -3), distance (-1 to -3), Days since track made (-2 to -4)
- **Shooting into Combat:** Actions Verify. When shooting a Ballistic attack of any kind into combat players' must roll a Perception check to ensure they do not hit their allies nearby the target. Anyone ally within melee range can be affected. Each adjacent ally to a target increases it's NT by three in addition to other modifiers.

Perception - Scholarship - (SC)

Make a Perception check to notice clues, detect secret doors, spot imminent dangers, find traps, follow tracks, listen for sounds, or located hidden objects. Percep-

Tech Box

We combined Listen, Spot and Search into one skill. Much like D&D 4.0 , you might notice we made a lot of skills based on that series. We like compound rules and skills. Making a skill worth while taking and having multiple uses.

Sense - *Presence* - (PR)

Ki sensing is the ability to sense the location, life force and power level of anyone. The stronger and closer the enemy, the more powerful the sensation will be. Sense can be used in attempts to track or follow a target. Characters can also attempt to hide from sense (see concealment skill for details). Additionally, character might be asked by the Architect to make a simple Sense Check to see an unknown approaching enemy

- **Opposed Concealment:** Sense check verses the target's Concealment check. If won you counter the Concealment check, you sense the target approaching, hiding, or nearby.
- **Sense Check:** Full Turn Action
- **Base NT:** Five
- **Attribute:** PR
- **Failure:** You sense nothing around, or approaching, your location.
- **Success:** You might reveal a target's Life Force (Current Total spent Experience & Life Points).
- **Exceptional Success:** You might reveal a target's Power level (Influx & Power Level) and Life Force (Current Total spent Experience & Life Points).
- **Possible Penalties:** Distance (-1 to -4)
- **Synergy:** If you have 5 or more ranks in Perception, you get a +2 bonus to Sense with each purchase of a Breakthrough.

Stealth - *Dexterity* - (DE)

The Stealth Skill represents a character's experience or training in avoiding notice, whether by moving silently, or by finding ways to remain out of sight. When attempting to sneak through an area (or to use the local terrain as concealment), roll Dexterity + Stealth. When trying to remain unseen in a crowd, Wits + Stealth is appropriate. The Architect may make Stealth rolls secretly on your behalf, since your character usually has no way of knowing he's been noticed until it's too late. If your character attempts to avoid notice by a group of alert observers, a contested roll versus the observers' Wits + Perception + equipment is required.

- **Base NT:** Five

- **Attribute:** DE
- **Opposing Stealth:** Stealth check verses the target's Perception check. If won you remain unnoticed by the targets. Stealth can also be used against Sense in conjugation with Concealment. In these situation players would use both skills Plus for an opposed roll.
- **Failure:** Your character fails to move or act in a stealthy fashion.
- **Success:** Your character avoids notice if his successes exceed his opponents'.
- **Exceptional Success:** Scoring double or more, your character (through a combination of luck or talent) finds just the right circumstances to act without being noticed for the turn.

Survival - *Endurance* - (EN)

Survival represents your character's experience or training in "living off the land." He knows where to find food and shelter, and how to endure harsh environmental conditions. The more capable your character is, the fewer resources he needs in order to prevail. A master survivalist can walk into a forest, desert or mountainous region with little more than a pocketknife and the clothes on his back and survive for weeks if necessary.

- **Survivalist Check:** Full Turn Action
- **Base NT:** Five
- **Attribute:** EN
- **Dramatic Failure:** Your character has made a false set of assumptions about his environment that puts him in danger. The berries he picks are actually poisonous, the water is full of bacteria, or the shelter he pitches is in a dry streambed.
- **Failure:** Your character fails to find the proper resources to fulfill his needs.
- **Success:** Your character finds enough resources to fulfill his needs for the day.
- **Harden Will:** You can use Survival to endure harsh environments. Typically paired with players' Corporeal Save.
- **Synergy:** If you have 5 or more ranks in Adventuring, you get a +2 bonus to Survival with each purchase of a Breakthrough.

Thievery - Dexterity - (DE)

You have picked up thieving abilities and can perform tasks that require nerves of steel and a steady hand: disabling traps, opening locks, picking pockets, and slight of hand.

- **Thievery Stunt:** Stand Action or Move action, depending on the stunt
- **Base NT:** Five
- **Attribute:** DE
- **Oppose Theft:** Thievery check versus the target's Perception check. If won you successfully perform the theft. Thievery can also be used in conjunction with Stealth. In these situations players would use both skills Plus for an opposed roll.
- **Success:** You perform a Thievery action
- **Failure:** You fail to pull off the thievery and might fall or suffer some consequence.
- **Possible Penalties:** Slippery conditions (-1), bad weather (-1 to -3), extremely confined space (-2), intervening obstacles (-1 to -3), noticed intensions (-2 to -4)

Threat - Presence - (PR)

Threat is a measure of an enemy's aggression towards a player's character. An enemy affected by threat will attack the threatening character if possible. Used to allure targets into attacking a tougher or stronger character.

- **Threatening Stunt:** Stand Action or Move action, depending on the stunt
- **Base NT:** Five
- **Attribute:** PR
- **Tactical Mind:** Threat check versus the target's Perception check. If won you successfully threaten the target into attacking you.
- **Success:** Characters cause the threatened target to attack them (and only them) with their next attack action. Targets can still use area of effect attacks.
- **Exceptional Success:** Characters cause the target to attack only them for the whole round. Targets cannot use area of effect attacks.
- **Failure:** The target is able to attack any enemy combatant.

Use Device - Scholarship - (SC)

With this skill you can use technology or other similar devices. Things such as cars, capsules, computers, etc.

- **Device Check:** Standard Action
- **Base NT:** Five
- **Attribute:** SC
- **Failure:** You fail to activate or use the device or item correctly.
- **Exceptional Failure:** Not only do you fail to use the device there is a backlash that causes you harm.
- **Success:** The Device is used correctly and effectively

Use Magical Device - Presence - (PR)

You can use this skill to read, use, activate or otherwise interact with a magical item. You make a Use Magic check each time you interact with such items.

- **Magic Check:** Standard Action
- **Base NT:** Five
- **Attribute:** PR
- **Failure:** You fail to activate or use the magic item correctly.
- **Exceptional Failure:** Not only do you fail to use the device the magical energy backlashes causing you harm.
- **Success:** The magical Device is used correctly and effectively.
- **Read Magic:** You might run into some magical items or scripture that requires you to understand not only the native language, but also magical language. Simply reading a spell doesn't mean you understand its magical purpose or language.

Merits

At this point you will have a good concept of your character. Merits are a special feature that either gives your character a new capability or improves on one that they already have. Merits are different from skills, Merits typically provide set bonuses or new ways to use existing abilities.

Character gain one free Merit during character creation and only get more by spending Soul Points for a Milestone. A player's first Merit doesn't count towards the maximum number of allowed Merits. Characters can have a total number of Merits equal to their Presence Plus divided by three.

- **Information:** Characters gain one free Merit during character creation and only get more by spending Soul Points for a Milestone.
- **Requirements:** Merits do not cost experience. Players are only required to spend enough Soul Points to purchase the Merit Milestone.
- **Limitation:** Characters cannot have more than an amount of Merits equal to their intelligence plus the free merit(s) they gain at character creation.

Prerequisites

Some Merits have prerequisites. Your character must have the indicated ability score, additional Merits, or other quality designated in order to select or use that Merit.

Some Merits are even Archetype specific and are unavailable to other Archetypes. A character cannot use a Merit that they have lost the prerequisite for. This is a rare case, and typically involves story and the Architect. Attribute requirements refer to the characteristics' Plus value.

Importantly, players can't take same Merit more than once, and most of the time they wouldn't want to. A few Merits, however, specify that players can take them more than once. That means players apply the bonus from the Merit to more than one situation - multiple powers, skills, abilities or aptitudes.

Merit List

Ambidextrous

Armor Proficiency

Combat Expertise

Combat Reflexes

Cunning Evasion

Danger Sense

Diehard

Disengage

Dynamic Merit

Flexible Flanker

Flight

Fortitude

Greater Attribute

Improved Initiative

Iron Will

Lucky

Martial Prowess

Practiced

Tactician

Two-Weapon Fighting

Unlocked Ki

Vigor

Vitality

Zeal

Ambidextrous - Merit

Players are proficient with weapons in both hands, reducing the negative from wielding two weapons to your "To Hit" by two.

- **Benefit:** Reduce the negative from wielding to weapons.
- **Limitation:** Purchasable once.

Armor Proficiency - Merit

You are proficient with combat armor and reduce its negative effects to Mobility and Initiative by two, down to a minimum of one.

- **Benefit:** Reduce the negative effects of armor by two.
- **Limitation:** Purchasable once.

Combat Expertise - Merit

You are trained at using your combat skills for defense as well as offense. Character can trade their MP and TE Pluses. Players can reduce one of these two Attributes by any amount and add that amount to the opposite and vice-versa. Players declare any trading during their Effects Phase at the start of their turn. This trade last until the start of their next turn. If a character lowers their TE they in turn lower their defense for that round. The same affect applies to the character's MP, if lowered their "To Hit" is also lowered.

- **Benefit:** Trade MP and TE.
- **Limitation:** Purchasable once. Player must roll a Corporeal Saving throw to use this merit. Base NT is five plus three for each Game Path currently available to the character.
- **Prerequisite:** Martial Artist Archetype
- **Example:** Rohan has a MP Plus of 3, he trades 2 of it to increase his TE Plus to 6. The following turn he trades 4 of his TE Plus to his MP Plus, increasing it to 7.

Combat Reflexes - Merit

You can respond quickly and repeatedly to opponents who lets their defenses down.

- **Benefit:** Two bonus counter actions per round of combat.
- **Prerequisite:** Perception 5+
- **Limitation:** Purchasable twice.

Cunning Evasion - Merit

You are adept at dodging blows and turning powerful shots into mere glances.

- **Benefit:** Increase your Devastated Threshold by two Life.
- **Prerequisite:** Dexterity 6+
- **Limitation:** Purchasable twice.

Danger Sense - Merit

Always wary, and ever watchful. You know when something is about to happen, almost like you knew it was going to happen.

- **Benefit:** Reduce the Combat Modifier Surprised by one while under its effects.
- **Prerequisite:** Perception 4+
- **Limitation:** Purchasable once.

Diehard - Merit

You are a battle harden veteran able to take any kind of blow. You just won't go down, no matter what type of punishment your enemies dish out at you.

- **Benefit:** When rolling a Demise check players increase their Plus by four.
- **Prerequisite:** Tenacity 4+
- **Limitation:** Purchasable twice.

Disengage - Merit

You bound through combat with ease, moving from target to target without opponents having time to strike. Characters automatically increase Acrobatics, Athletics and Bluff Pluses by four while using them inside combat.

- **Benefit:** +4 Plus to Acrobatics, Athletics and Bluff
- **Prerequisite:** Presence 6+

Dynamic Merit - Merit

Can't find something you like? Nothing here for you specific character design. No problem, much like the rest of the DBZ system you can always create your own Merit with the help and guidance of the Architect. We encourage players to come up with their own out-of-this-world merit to met their play style and character needs.

- **Benefit:** Custom Merit design by the player and the games Architect.
- **Prerequisite:** Typically an attribute Plus greater than four.
- **Limitation:** Most Merits are only purchasable once or twice, but you can make it more. Be creative!

on fighting. Characters decrease their Devastated Threshold negative by two. To a minimum of one.

- **Benefit:** Characters decrease the effects of Devastated Threshold by two.
- **Prerequisite:** Tenacity 8+

Greater Attribute - Merit

You're superhuman, but even more super than other superhuman. Pretty much you're a badass. Increase one selected Attribute's maximum Plus limitation by five. In a Heroic game the characteristic increases to twenty, Paragon thirty-five, and Legendary fifty. Players must still purchase the additional Pluses; they do not get them for free.

This Merit can be taken multiple times, but only once for a specific attribute. Notably, this Merit stacks with the current and any new Game Path. If taken during a Heroic campaign and the game turns into a Perfect the attribute's maximum for the Game Path is increased by five.

- **Benefit:** Increase one selected Attribute's maximum Plus limitation by five.
- **Limitation:** Selected attribute must have at least three Plus already and you cannot take Great Attribute more than once per specific Attribute. Great Attribute can be taken multiple times.

Improved Initiative - Merit

You can react more quickly than normal combatants. Your reaction time is pretty stellar. When rolling initiative for combat, increase your result by three.

- **Benefit:** Increase your Initiative by 3+ during combat.
- **Prerequisite:** Dexterity 6+

Iron will - Merit

You have a stronger will to survive than normal. You don't know the meaning of giving up, and you never back down.

- **Benefit:** When rolling Struggle, players increase their Plus by three.
- **Limitation:** Purchasable twice.

Flexible Flanker - Merit

You and an ally team up against a foe to maximize the threat you pose and ruin your target's defenses. When more than one ally is targeting/has targeted the same target during the same combat round, you gain +2 Plus to your "To Hit" roll for each ally; maximum of six.

- **Benefit:** +2 To Hit for each ally targeting the same target as you are/have during the combat round; maximum of six.
- **Prerequisite:** Dexterity 3+

Flight - Merit

This Merit allows characters to fly and grants them access to Flight Speed and its benefits. Without this Merit characters do not gain Flight Speed' bonuses and they cannot fly in a traditional manner. Players without flight can hover and travel through the air, so long as the Architect allows it, but they cannot use flight during combat encounters effectively, nor do they gain any of the benefits that come from Flight Speed.

- **Benefit:** Allows characters to fly and gain Flight Swiftness bonuses in combat.
- **Prerequisite:** Manipulation 4+

Fortitude - Merit

You are capable of amazing feats of stamina and grit. You'll take the blows and keep

Lucky - *Merit*

You are a prime example of either sheer stupidity or blind luck. Either way you are good at just doing stuff you can't do. Once per encounter you may Repeat any series of dice rolls. This means you must re-roll all dice regardless if you are successes or not.

- **Benefit:** Repeat an entire dice series.
- **Limitation:** This can only be used once per combat encounter and outside combat is up to your Architect. Player must re-roll all dice regardless of the results.

Martial Prowess - *Merit*

Trained in the art of a Martial fighting style, characters have mastered the ability to physically attack their opponents. Characters pay two less Ki Point to make a physical attack than normal, and they increase their "To Hit" Plus with physical attacks by two. However, energy attacks cost three additional Ki points than normal.

- **Benefit:** Characters pay two less Ki Point to make a physical attack than normal.
- **Prerequisite:** Martial Artist

Practiced - *Merit*

Increase one selected skill's maximum Plus limitation by eight. Pluses. This Merit can be take multiple times, but only once for each specific skill.

- **Benefit:** Increase one selected skill's maximum Plus limitation by eight.
- **Limitation:** Selected skill must have at least one Plus already, and you cannot take practiced more than once per specific skill. Practiced can be taken multiple times.

Tactician - *Merit*

You excel at approaching an opponent from an unexpected direction to deliver deadly attacks. When attacking a character who is defenseless (meaning their defense has been reduced to zero) you gain "Power Shot" and "Deadly Blow" Combat Modifiers.

- **Benefit:** Attacking a defenseless character grants the user "Power Shot"

and "Deadly Blow".

- **Prerequisite:** Scholarship 6+

Two-weapon fighting - *Merit*

You can fight with a weapon in each hand with ease. Reduce the negative from wielding two weapons to your "To Hit" by two and increase the Wound Value gained by wielding your weapon by one.

- **Benefit:** Reduce the negative effects from wielding two weapons by two and increase weapon Wound Value by one.
- **Prerequisite:** Ambidextrous, Dexterity 12+
- **Limitation:** Purchasable once

Unlocked Ki - *Merit*

With Unlocked Ki Players can use/do the following; they can use as many Combat Modifiers as they wish during combat for any single action, they can create Signature Energy Techniques, and they can gain access to the use of the Basic Energy Attack described in the Rounds & Combat Chapter.

- **Benefit:** Access to Ki base abilities, labeled with Unlocked Ki as a requirement
- **Prerequisite:** Power 4+
- **Limitation:** Purchasable once

Vigor - *Merit*

Your natural power is stronger than normal. Character increase their Ki Point Pool by five each purchase of a Breakthrough.

- **Benefit:** Increase the amount of Ki points gained by five for a Breakthrough.
- **Limitation:** Only gain increase after purchasing Breakthrough.

Vitality - *Merit*

You are tougher than normal. Character increase the amount of Life Points they have by one for each purchase of Vitality. Each purchase increases one Life level.

- **Benefit:** Increase the amount of Life Points gained by one.
- **Limitation:** Vitality can be take up to a maximum of three times.

Zeal - Merit

Trained in the art of energy combat, characters with the Zeal Merit have mastered the ability to use energy attacks on their opponents. Characters pay two less Ki Point to make an energy attack than normal, and they increase their "To Hit" Plus with energy attacks by two. However, energy attacks cost three additional Ki points than normal.

- **Benefit:** Characters pay two less Ki Point to make an energy attack than normal.
- **Prerequisite:** Spiritualist

Racial Perks

Woah! Wait, didn't we cover these already? Well sort of. Aptitude selection makes your character different, skills help too, and Archetypes are great for flavor; but your character's Race is probably the most unique aspect of your character. Without them, they might be a bit like a cookie cutter character. Especially if there are two players wanting to be the same thing in the same game. Two players want to be Namekian or Earthling. Should you both be stuck with the same racial abilities? No, probably not. Thus, **Racial Perks** were created. "What are they?" you might be asking. They are essentially the same as Racial Traits, but each one has been beefed-up dramatically.

Players will pick one of their character's Racial Traits and upgrade it to a **Racial Perk** at character creation. One might say your Namekian has the Racial Perk Cellular Proliferation instead of the Racial Trait Cellular Proliferation. Now it's been upgraded. Where two players are both Earthlings, one has Improved Perseverance and the other has Improved Mythical Resistance. We use the word Improved as a quick and easy way for Architect and players to remember when a trait has been changed to a perk.

Some Perks might have increased metrics, or increased bonuses, maybe some additional or modified rules, and some even might lower requirements to their usage. We also didn't include any types of transformations as Racial Perks, as you can already upgrade those another way (check out the Transformation Chapter

for more info on that). and some other traits were simply left out altogether.

Improved Heroic Fury - Earthling Racial Perk

When players elect to combine an Maneuverer with a Dragon Rush they increase the bonus by an additional four. Also, when using Dragon Rush for its offensive bonuses, Earthlings can use Perseverance to Repeat all Dice Results of one, two and three.

Improved Perseverance - Earthling Racial Perk

Any Dice Result of a one or two is automatically a Repeat Dice. Players can only repeat a number Dice Results per round equal to the Game Path level. Heroic is two dice, Paragon is three dice and so on. You cannot re-roll a Repeat Dice no matter how clever your logic is.

- **Example:** Garrett rolls a Dice Result of two. he attempts to a reroll and rolls a seven.

Improved Mythical Resistance Earthling Racial Perk

When rolling a Steadfast Check Earthling characters gain a bonus Dragon Rush on a Dice Result of six or better instead of the normal ten. Additionally, players reduce the TN for Steadfast by three. The trait Perseverance is unable to be used when rolling a Steadfast check.

Improved Blood of the Warrior - Saiyan Racial Perk

At the end of every combat encounter Saiyan characters gain an additional amount of experience points equal to the total amount of Fatal Damage they suffered during an encounter. Each point of Fatal Damage grants the character two experience points. Additionally, whenever a Saiyan character suffers a Crippling Blow during a combat encounter they automatically gain a bonus four experience points. Characters cannot gain the effects of Blood of the Warrior against multiple Crippling Blows during the same combat encounter.

- **Example:** Garrett has suffered nine Fatal damage. When the combat encounter ends, he scores eighteen experience points from his total four more for a Crippling Blow for a total of twenty-two bonus experience points.

Improved Unyielding - Saiyan Racial Perk

Saiyan characters do not suffer from Health Effects like other races. Additionally, all other negative effects affect a Saiyan by one less than normal.

Improved Warrior of the Worlds - Half Saiyan Racial Perk

When Half-Saiyan characters reach three Fatigue Points they receive a bonus Dragon Rush for the duration of the combat encounter. Additionally, if a Half-Saiyan character has five Fatigue Points or more they increase the bonus from Dragon Rush by three.

Improved Raging Hero - Half Saiyan Racial Perk

During a the next two rounds (until the end of their second turn) when a Half-Saiyan character suffers a Devastating blow the character gains the Power Shot and Deadly Blow Combat Modifiers to all attack Actions against any enemies in the combat encounter until the end of their next turn. They do not have to pay the additional Ki Point cost for these modifiers.

Improved Survivor - Arcosian Racial Perk

Arcosians have evolved in order to deal with a myriad of harmful environments. As such, they cannot suffocate or freeze even after days in the vacuum of space. They can even accomplish this feat while mortally wounded. Arcosians can survive in any environment no matter how harsh or limiting it is. Battlefield weather affects do not hinder or apply negative affects to Arcosian characters, however, players cannot gain a bonus or positive effects from battlefield weather affects. Moreover, characters cannot be poisoned and their Devastated Threshold is increased by four points.

Improved Brutal Assault - Arcosian Racial Perk

If a player has attacked a target more than once during their turn they gain an additional three to their Dice Score for each consecutive attack thereafter. This bonuses last until an Arcosian does not strike the target.

Tech Box

We added Racial Traits to give each player a different feel to the iconic races of the DBZ realm. We you sit down to play a game you don't want all your teammates to be the same as you. An Architect doesn't want to tell a story about the same party of characters. So Racial Traits are the cherry on top of the cake. To help create more uniqueness.

Improved Cruel Intensions - Arcosian Racial Perk

During any round if a target suffers damage from an Arcosian character they automatically fail their first Steadfast check. Notably, the affect target does not even gain the chance to roll a Steadfast check when a combat situation calls to do so. Moreover, if the target has a Dragon Rush they lose it.

Natural Resistance - *Namekian Racial Perk*

When rolling a Steadfast check Namekian characters reduce the required TN by three (to a minimum of one). Additionally, their Critical rate is decreased by two, to a minimal of eight, while attempting a Steadfast check.

Cellular Proliferation - *Namekian Racial Perk*

Also known as Sai-Sei, Namekian characters can recover from extremely grievous wounds, even those which cause limbs to be amputated. Cellular Proliferation requires a Physical Action to preform, players spend six Ki Points and gain back a lost limb, four ranks of Life Points and remove the effects of a Devastating blow. Cellular Proliferation can provoke a Counter Action if within Melee Strike Range.

Android Racial Perks

Characters can only take a Racial Perk if they have selected to be the Android Sub-race which it is related to.

War Machine - *Android Racial Perk*

Android characters increase their Influx by five Ki Points per round. However, being of pure mechanical nature they cannot use the ability Surge to restore Ki Points. Characters are unaffected by the effects of Devastated Thresholds.

Character can not consume organic matter of any kind. They also cannot gain any benefits from any type of aptitude restoring items.

Unlimited Energy - *Android Racial Perk*

At the start of each round Androids automatically return four Ki Points, per five points in PO. In addition, when Androids use Power Up they can roll one dice, per every five points in PO, and each DR of eight or higher returns two more Ki Points.

Built for Battle - *Android Racial Perk*

Designed and altered for combat Androids

were built for battle, at character creation increase an Android's Power Level and current Influx by three. Characters also reduce the negative affects of Devastated Thresholds by two.

Synthetic Creation - *Android Racial Perk*

Bio Androids have one less Soul Point than normal at Character Creation. They gain Soul Points as normal, but they purchase all Milestones Tier for six Soul Points instead of the normal values.

Additionally, players gain two additional Merit during character creation when playing a Bio Android. They must still meet the normal requirements and prerequisite.

Elastic Regeneration - *Majin Racial Perk*

Majin can regenerate themselves (even during combat). Elastic Regeneration requires a Physical Action to preform, players spend eight Ki Points and gain back a lost limb, five ranks of Life Points and remove the effects of a Devastating blow. Elastic Regeneration can provoke a Counter Action if within Melee Strike Range.

Players can also elongate their arms and legs, at will, allowing them to make Physical Actions at range up to nine yards away, these actions cost an additional three Ki points more than normal. This type of action can provoke a Counter Action for any combatants within Melee Strike Range of the user. The target must be within a clear line of sight of the player. The attack cannot cross the path of another combatant, or any type of terrain or other obstacle.

Moreover, players can morph their body parts into any melee weapon, but artifacts, described in the Equipment & Gear chapter.

Spellbound Essence - *Majin Racial Perk*

Majins can purchase tier one Milestones with three soul points and tier two with seven.

Additionally, when Majin characters suffer Fatigue damage from any source they can roll a single D10, if they score a eight they do not suffer the Fatigue damage.

CHAPTER FOUR

EQUIPMENT & GEAR

Consumables - Capsule - Gear



WORLD RENOWN CAPSULE CORP.

"IF IT ISN'T CAPSULE CORP. IT ISN'T WORTH IT."

EQUIPEMENT & GEAR

Capsule Corporation

In DragonBall Z there is only one organization known worldwide as the most inventive company, The Capsule Corporation. The world's leading business in all industries, owned by Dr. Briefs. The following are descriptions of items that characters can buy from The Capsule Corporation and through the typical DBZ worlds. Not only can you purchase items we created, but we encourage players and Architects to make any items they can imagine, this section should help give guidelines or jumping off points.

Zeni

Money, money, money, stuff is rarely free and even if there is there is typically some sort of other offer that might need paid. **Zeni** not only represents money or currency, but also social or political wealth; character might spend 80z for a piece of equipment only spending 35z actual Zeni on the equipment and the rest knowing people to get the item.

Items and equipment are listed with a price followed by a simple 'z'. Each player starts a standard game with 80z this isn't including what they get from their Archi-type. Different Game Difficulties grant more or less starting Zeni.

- **Standard:** Characters get 80z
- **Easy:** Characters get 120z
- **Super Easy:** Characters get 160z
- **Moderate:** Characters get 40z
- **Hard:** Characters get no additional starting Zeni

Capsules

Also known as DynoCaps or Hoi-Poi Capsules, were created by Dr. Brief of the Capsule Corporation, for the purpose of making objects compact and easy to transport. Throughout the Dragon Ball series as a whole, numerous objects, from

airship and hover cars, and to entire homes have been seen contained in capsules.

Players can purchase **Capsules** to store items and gear inside of. It's easy to use just set the item you want inside in an open area, click the top and throw it at the item. Poof, it's all packed up and ready to go. Most items will have their own built-in capsule which we labeled for you.

Note, no living thing can go inside a capsule and no capsule can be closed inside of another; bad things come from trying to do so.

Items & Gear

You can find nearly anything in the DBZ world you can find in our own world today, and more of course. We attempted to build a list of items that are most important to any travelling Z-Fighter and based a lot of them off DragonBall and other RPGs we have played in the past. Never the less, if you can't find it make it and work with your Architect to develop it.

Gear Abbreviations

We use many abbreviations for the equipment chapter be cautious of these abbreviations when purchasing gear.

Break Value

All items in DBZ have a **Break Value (BV)** this is the numeric representation of their hardness or durability. Simple things such as capsules and hand held items have extremely low values. Other things such as weighted clothing and armor have higher values.

All items suffer, at least, one **Break Point (BP)** when struck with any type of attack, used for an attack, or any other extenuating situations the Architect might see fit.

Clothes

There is a nearly endless amount of clothing in the DBZ universe. Characters can appear however they wish, the only important type of clothing we cover is weighted, environmental and survival.

Dressing Up

Characters can only wear one type of unique clothing, say for sample, characters cannot wear weight clothing and armor at the same time, but can wear weight clothing and winter clothing together. Any type of clothing can be worn with environmental or survival clothing, but not with other types.

Additionally, whenever changing, removing or putting on clothing the task takes Maneuverers during encounters; outside encounters is up to the Architect.

- **Weighted Clothing Removal:** 1 Move Action
- **Armor Removal:** Move 2 Actions
- **Environmental Clothing Removal:** 1 Move Action

Weighted Clothing

Want a sick weighted cape? Or a rad blue under shirt? Weighted clothing is the way to go. Characters can pick up some weighted clothing to train in or simply where around to earn some sweet extra experience points.

Weighted clothing has a value called **Weight Size (WZ)**. This value is the bonus experience points a character earns at the end of any combat encounter in which they wore there weighted clothing throughout. Pretty rad right?

Notably, weighted clothing also bestows a penalty to the wearer. The negative modifier might be towards the player's Speed, Initiative, Defense or Attack.

Battle Armor

Want to look like that one guy Vegeta went to Earth with, what was his name again? "Oh, *Ambassador Nappa*." Then Battle Armor is for you. Characters can wear Battle Armor to increase their ability to take hits and with stand damage. All Battle Armor has a **Armor Size (AZ)**. This value is the

bonus Plus the player gets to their Soak Roll. Note whenever you roll soak for any reason and you have armor applied the said armor takes one **Break point**.

Now, I bet you are wondering how do I get a badass sword like Trunks? Whelp we about to tell you. "*Hold onto your hat brother, it slices, it dices!*"

Weapons

Do to the unlimited imagination of players there is an ever-going lists of weapons in the DBZ engine a weapon is simply a **Melee Weapon** which counts as a Physical Attack for all intend purposes.

The idea is when a character chose to buy a weapon they may pick whatever weapon they wish to imagine their character wielding. When attacking with a weapon characters increases their Wound value by a number equal to their weapon's **Weapon Size (WS)**. However a character's To Hit, when using with any kind of weapon, suffers a negative three **Penalization Number (PN)**.

Each time you successfully hit a target a weapon will suffer one **Break Point**.

Dual Wielding

Simply wielding a weapon in each hand does not grant a character multiple attacks or additional Maneuvers. Dual wielding two weapons gives character bonus to their physical To Inflict Score made with the weapons.

When rolling To Inflict while wielding multiple weapons, one in each hand, the player gains an extra Plus three to their To Inflict Score. This is regardless of what the weapon's actual WZ might be.

Additionally, when dual wielding the character's To Hit suffers a negative three **Penalization Number (PN)**. "*Have you ever tried to swing two swords at once going the speed of light?*"

Drawing a weapon requires a Move Action. Characters cannot draw their weapon and move using the same Move Action. Unless they spend Ki Points to increase their draw speed. Players can spend three Ki Points for **Rapid Draw**, which allows them to draw their weapon and make a physical move using the same Move Action.

Consumables

Characters can use consumables to gain effects. Consumables include food, water and even the magical **Senzu Bean**. Much like weapons the list of consumables is nearly endless so we are leaving the effects mainly up to the players and their Architect.

However is it important to note the characters playing Artificial Construct Androids cannot gain any type of consumable item benefit.

Senzu Bean

Senzu Beans are mystical beans with immense rejuvenation properties and are widely known to completely restore a person's health and energy. When consuming a Senzu Bean outside of an encounter characters fully restore their Life Points and Ki Points.

While inside combat consume requires a Move Action and the effects do not take place until the end of the consumer's turn. As shown in the DBZ TV show it takes a small amount of time for the bean to take effect while fighting.

Moreover, if the consumer suffers three or more damage, from any source, before the effects of the bean take place they lose the bean's affects completely.

Tech Box

We use Kilometers for distance when using vehicles. This is because it shares the same system as yards which is used through the DBZ engine. We wanted to keep everything uniform. Let's break down Kilometers to mile for those who may not know off hand. One Kilometer equals 0.6 miles.

Capsule Vehicles

So we wanted to touch on capsule vehicle some. Characters will typically aim to fly through the air and probably break the sound barrier while at it. However, sometimes when Z-fighters want to take a Sunday drive or simply can't fly yet. Vehicles have a **Swiftiness (SW)** this is how many Kilometers they can travel a hour. Vehicles

also have a **Passenger Limit (PL)**.

Pretty simple and straight forward. We didn't spend a whole lot of time with these since well you can fly. "*Who drives when they can fly?*"

- **Small Vehicle:** SP 120-180 / PL 1-3
- **Medium Vehicle:** SP 90-120 / PL 2-6
- **Large Vehicle:** SP 60-90 / PL 5-10

Capsule Homes

Training can get rough in those far reaches of the planet why not have a nice and cozy place to relax in afterwards. Capsule homes! Like Capsule vehicles we didn't touch too much on these, but even Z-fighters enjoy bubble baths!

- **Note:** Both capsule vehicles and homes have their own self integrated storage capsule and can be packed away.

Ki Blaster Arm Cannon

A Ki blaster is typically worn on the arm with a wire that connects to a scouter or helmet. By pressing a button on the side, it fires some sort of energy. It is unknown if the energy fired is the same as Ki energy. We treat it as a **Ballistic weapon**.

Arm cannons are used by characters without access to advance Ki techniques or simply don't have the aptitude for Ki abilities. Arm cannons count as a Ballistic

Much like any melee weapon while using an Arm Cannon for attacking each time you fire, hit or miss, the weapon suffers one **Break Point**.

Scouters

A wearable device, all-purpose computer. Scouters are mainly used to measure power levels and for communications. Players can use a Scouter to communicate nearly anywhere, although some types do have a limited range.

Players can use a Scouter to track, ID and estimate the fighting abilities of a target. A character with a Scouter automatically overcomes any **Active Opposition** of Sense versus Concealment. There might be times where an Architect will only grant specific information while using a Scouter at these crossroads you might crush the thing in anger. *"It is over 8,000. No wait! It is over 9,000!"*

The range for a Scouter's tracking ability is about 5,000km or roughly 3,000 miles.

Artifacts

We wanted to add a little section in this edition. Artifacts! These gems are just a few of the cool items we saw in the DBZ TV show. We brought them to paper for you to use and abuse. They don't have any cost and cannot be purchased, but either found in the gaming world of a campaign or given to a character by their Architect. *"It can't hurt to ask for them either."*

Azure Dragon Sword

This is a type of blade used by the Bear Thief and Yamcha. It is a scimitar, possibly based on the various Chinese broadswords such as the *niuwedao*.

- **Type:** Melee Weapon
- **Bonus:** Character gain an +3 EN to their To Inflict result.
- **Rapid Draw:** While wielding the Azure Dragon Sword character always count as having Rapid Draw for free, at no cost.
- **(WS):** +3

Bansho Fan

The Bansho Fan is a mystical fan designed to stoke and control the flames of the magical furnace.

- **Type:** Melee Weapon
- **Bonus:** Characters gain an +2 EN to

their To Hit results.

- **Magical Wind:** The Bansho Fan can put any type of fire out regardless of the fires source.
- **(WS):** +2

Frieza's Rocket Launcher

This rocket launcher is used by Mecha or Cyborg Frieza in a DBZ video game. The device is mounted on Cyborg Frieza's right shoulder. You don't have to mount it to your character's shoulder or install and 3rd party apps to use though.

- **Type:** Ballistic Weapon
- **Hands free:** The rocket launcher can be used along with a specially equipped backpack making it hands free during combat. The rocket launcher can be used along side another Ballistic weapon during the same attack. Meaning a character can fire or attack with two Ballistic weapons at once. Frieza's Rocket Launcher and another ballistic weapon.
- **(WS):** +6

Future Trunk's Sword

Trunk's sword is a powerful blade that he carries around with him from his first appearance in DBZ up until it is smashed and seemingly broken by Android 18.

- **Type:** Melee Weapon
- **Bonus:** Character gain an +2 EN to their To Hit & To Inflict result.
- **Magical Size:** The sword will magically grow to a comfortable size for the wielder. Meaning no matter who picks it up it is the correct size for them to use.
- **(WS):** +5

Korin's Staff

The staff of a magic white kitty cat. Korin's staff is almost always seen with him, even while he is sleeping. It was revealed that Korin's staff has some magical properties during Dragon Ball.

- **Type:** Melee Weapon
- **Bonus:** Characters Recovery Rate is increased by three while holding or wielding Korin's staff.
- **(WS):** +1

Power Pole

The Power Pole is a magical, length changing staff that is owned and wielded by Goku. Before Master Roshi gave the pole to Grandpa Gohan, who gave it to Goku, it was owned by Korin. Although it is wielded as a weapon by Goku its true purpose was to extend a warrior to Korin's tower.

- **Type:** Melee Weapon
- **Extend:** Elongate at will allows the wielder to make Physical Actions at range up to nine yards away. This type of action can provoke a Counter Action for any combatants within Melee Strike Range of the user. The target must be within a clear line of sight of the player. The attack cannot cross the path of another combatant, or any type of terrain or other obstacle.
- **(WS):** +3

Super Tech Gatling

This is a machine gun used by the Cy-clopain Guards employed by Metal Cooler. The guards have the machine guns installed on them by the Big Gete Star. The guns shoot yellow bullets that causes explosions when they hit the target. You don't need to have the gun installed on you though.

- **Type:** Ballistic Weapon
- **Bonus:** Character gain an +3 EN to their To Hit results.
- **Rapid Draw:** While wielding the Super Tech Gatling character always count has having Rapid Draw for free, at no cost.
- **(WS):** +6

The Z Sword

Dragon Ball Z has a lot of swords! The Z sword, also known as the Zeta Sword. It is an ancient and extremely heavy sword that was embedded in the Z Sword Plateau at the Sacred World of the Kais. *"Sorry ladies there isn't an old Kai inside our version."*

- **Type:** Melee Weapon
- **Bonus:** Character gain an +5 EN to their To Hit & To Inflict result.
- **Magic Heavy:** The sword is extremely heavy an untrained user. Anyone not trained trying to use the sword cannot.
- **(WS):** +8

Tech Box

We really wanted to try to beef up this chapter with version 2.6 it is lacking and we feel it still is. We want to continue work on it, but due to some time constrains we will need to move on and touch back on it next edition.

Item Name	AZ	WZ	BV	WS	Cost	PZ	Description
Empty Capsule	-	-	1	-	130z	-	Empty Capsule, you can store anything in it.
Explorer's Outfit	-	-	8	-	140z	-	Basic traveling Outfit reduces environmental effects by two.
Survival Kit	-	-	1	-	125z	-	Everything you need to survive for three days in the wild. +2 successes when using Survival Skill
Food Rations	-	-	1	-	110z	-	Daily Food Rations for when you can't find a giant fish to catch. Last 3 days
DD Battle Armor	2	-	20	-	00z	-2 Speed, -2 Initiative	Basic battle armor, with thigh pads.
C Type Combat Armor	3	-	25	-	275z	-1 Speed, -1 Initiative	Upgraded battle armor, without thigh pads.
A Type Defense Armor	3	-	30	-	350z	-	Latest battle armor design with reduce physical impact.
Basic Weighted Gi	-	3	15	-	80z	-1 Speed, -5 DEX	Simple training Gi
Fine-Thread Gi	1	6	25	-	240z	-2 Speed, -3 DEX	Hand-stitch combat Gi
Warrior Gi	2	9	35	-	300z	-3 Speed, -2 DEX	Magically created, superior combat Gi
Basic Scouter	-	-	6	-	200z	-	Commutations range planet wide, tracking range standard
Advanced Scouter	-	-	12	-	400z	-	Commutations range solar system wide, tracking range double standard range
Simple Weapon	-	-	12	+2	220z	-	Basic and practical melee weapon of your choice
Artisan Weapon	-	-	24	+4	260z	-	Hand crafted by a master blacksmith
Artifact Weapon	-	-	48	+6	300z	-	Rare and mythical weapon of legend forged in ancient times.
Power Capsule S	-	-	1	-	150Z	-	Heals four Life Points when used, one use only
Power Capsule M	-	-	1	-	170Z	-	Restores five Ki Points when used, one use only.
All-Power Capsule X	-	-	1	-	230z	-	Heals and Restores three Life and Ki Points when used, one use only.
XXX Power Capsule	-	-	1	-	290z	-	Heals and Restores six Life and Ki Points when used, one use only.
Senzu Bean	-	-	1	-	300z	-	Completely restores and recovers Life, Ki and Combat Fatigue Points. Removes any crippling blow effects.
Senzu Essence Capsule	-	-	1	-	200z	-	Restores and recovers half of a character's Life, Ki and Combat Fatigue Points.

CHAPTER FIVE

ROUNDS & COMBAT

Initiative - Attacking - Combat Modifiers



PREPARE FOR BATTLE

"ARE YOU READY?"

ROUNDS & COMBAT

Combat

We covered basic character creation let's jump into the Combat sandwich. Whether it is a skirmish against a handful of thugs or an all-out battle with soldiers and their ruthless sovereign, combat is the staple of the DragonBall Z adventure.

This selection will cover all the mechanic, rules and guidelines of all the types of combat there are in DBZ. We like to point out there are simply guidelines and rules used to create a balanced and fair gaming system. At any point if the Architect or players feel the system is broken or not working as intended we encourage players to find a working solution.

Combat Sequence

A typical combat encounter is a dash between two sides, a flurry of punches, feints, deflections, energy blast and melee combat.

The DragonBall Z engine organizes the chaos of combat into a cycle of rounds and turns. To make combat manageable, combatants take turns. If your turn comes up before an enemy's, your actions take place before the enemy's actions do. The order of turns is determined at the beginning of a combat encounter, when combatants roll initiative.

- **Rounds:** In a round, every combatant takes a turn. A round is the combination of every combatant in the Initiative Order. In direction from greatest initiative to the lowest initiative.
- **Turns:** Each combatant gets a single turn during a round. Combatants can perform different actions during their turns. See "Action types" for what actions can be executed and when they can be accomplished.

Six steps of setup

Okay, so firstly there are six steps to setup

combat which players should always follow for each encounter.

1. Establishing Positions

The Architect and players decide and determine where the combatants involved in the encounter are positioned at the start of battle.

2. Determine Surprise

The Architect determines whether any combatants are surprised. If any characters notice an enemy combatant without being noticed in return.

3. Rolling Initiative

All combatants involved in a combat encounter must roll initiative, determining the order of turns for each combatant. Players roll initiative at the beginning of combat encounters.

4. Surprise Round Actions

If any combatant gain a surprise round, they act in initiative order each one taking a single action. (Surprised combatants take no actions during the surprise round.) The surprise round then ends and the first regular round of combat begins.

5. Taking Turns

In initiative order, all combatants take their respective turns, which include various actions.

6. Ending a Round

Once all combatants have taken their turn the round ends and the second round begins. This continues until one side is defeated.

Rolling Initiative

Before the first round of combat all players must roll **Initiative** by rolling a D10 plus the character's initiative value. Which is calculated by dividing a character's Dexterity Plus by three. The Architect will determine initiative for enemies.

Throughout a battle, combatants act in order from highest initiative to lowest. The order in which combatant take their turn is called the Initiative Order. In case of ties combatants will compare DE Pluses if these attributes are still a tie simply roll off using a D10 highest wins.

Surprise Round

Some battles begin with a surprise round, this takes place after initiative, but before the first round.

A surprise round occurs if any combatants are unaware of the enemy combatants' presence or hostile intentions. For example, if a character fails their Perception check to notice a concealed enemy, the character will be surprised. Alternatively, if the "supposed" allies spring an attack and a character fails their Insight check to notice the attack; you are surprised. If any combatants achieve a surprise they act during the surprise round following the normal rules to turns.

Surprised

If a character is surprised they cannot take any actions (Not even free actions) and any attacker is granted the Combat Modifier Surprised until the end of the surprised round.

Actions

Before to start getting into what happens during your character's turn, lets discuss **Actions**. Everybody loves them. A combat turn is made up of actions. Firing a Ki ball, using a piece of equipment, running across a room, opening a door – each of these activities, along with many others, is considered an action.

You use different action types to do different things. For example, attacks use standard actions, and moving from one spot on the battlefield to another is nor-

mally a move action. A typical combat round or turn allows the use of the five different action types: Standard, Full, Move, Counter, Triggered and Free.

Maneuverers is an umbrella term used to describe the number of actions a player can spend a round. Meaning if a character has five Maneuverers they can spend those five on any of the different Actions types.

- **Example:** Rohan has 4 maneuverers, during his turn he spends two to make 2 Standard Actions and 1 to make a Move Action. Later in the round uses 1 Action as a counter Action.

Number of actions

Each round player's characters have a number of actions they can perform. Characters can perform three actions per around. Additionally, characters can perform one additional Action per round for every five ranks in Mobility.

Taking Actions

We are almost there to that prefect moment when we can show how a standard turn of the Dragonball z engine's combat works just a few more simple, yet important, things to cover.

In the order of things most of a character's actions will take place on their turn, but some actions can be taken at any point such as free actions or actions activated by a trigger, check the awesome swag text below this one, for more information. *"Trust Us it is pretty epic. "*

Standard Action

A standard action is the core of a characters turn. This type of action is used for many different things, including; attacking an enemy, using a piece of equipment or a device; anything that takes a character's focus to perform is a standard action.



Full Action

A Full Action is the collective sum of all the Maneuverers a player has during a round. If a character has seven actions a Full Action will use all seven.

Note, if a player has spent any actions before their turn and want to use a Full Action they still can as long as the previous actions was either a Counter, Triggered or Free only.

Move Action

Move actions involved the movement of a character from one place to another. A movement action is required only if you character is moving more than one yards. Sometimes in the throw of battle a character might move without declaration, willingness, or with the flow of combat.

It is up to the player and the Architect to decide if a character has to use their move action

Counter Action

Counter actions are a response to an enemy entering melee range, or a character leaving melee range, attempting to make a ranged attack within melee range or other special situations.

Players cannot use an ability that requires a Full action as a Counter Action. Additionally, characters can only use two Counter Actions per round.

Triggered Action

An action that is effected by something about to happen or will happen during a combat encounter.

Characters can choose to hold any one of the other action types, other than counter actions, until an event, or effect has happened. As soon as the trigger is fulfilled the action takes place instantly before continuing on.

Players cannot use an ability that requires a Full action as a Triggered Action.

Free Action

Free actions take almost no effect or time to perform. Characters can take as many free actions in combat as they wish, they

do not count towards the total number of Maneuverers you can take per round.

However, Architect might limit free actions on a case to case bases or altogether. Free actions are simple things such as speaking a few sentences, dropping a held item, or letting go of a grabbed enemy.

Taking a turn

Once players and their Architect have determined positioning and Initiative has been calculated it is time to take the first turn. Over the next few pages we will describe a standard turn and how it works as well as the rules for attacking and defending.

Phases

When a character's turn arrives in the **Initiative Order**, it is their turn to perform actions in the round. A characters turn has three step processes; Effects, Action and End. **Effect Phase** happens before anything else and takes nearly no time, the Action Phase is where all the juicy stuff happens, we'll cover that soon, and then the End Phase which happens you guessed it at the end of a character's turn.

Effects Phase

Before a character takes any actions, there are a few things they must do; track certain effects that occur at the start of the character's turn. These things take almost no time in the game world and are simply the mechanical effects.

- **Ongoing Damage:** If a character is suffering from ongoing damage characters will suffer those effects at this time.
- **Mechanical Effects:** Deal with any other effects that will occur during a characters turn.
- **Ending Effects:** Some effects and mechanics might automatically end at the start of a character's turn.
- **No Actions:** A Character cannot take any actions during the start of a turn until all of the above statements have been fulfilled.

Action Phase

Here it is, what you been waiting for. The Action Phases is a lot more than just attacking, shocked We know.

Characters can use Move, Standard or Full Actions for a number of complex actions ranging from solving a puzzle, transforming into complete badasses or, of course, rocking the socks off the bad guys.

An Architect will determine how Move, Standard and Full Actions used for puzzle solving or other non-attack situations should be handled; but punching someone in the face that gets crazy so let us explain it a bit.

Attacking & Defending

Battle in the DragonBall z game is won through cleverly chosen attacks, able defenses and luck. On a typical turn characters will use their Standard Action to mount an attack, whether on foot or flying through the air.

Moreover, a character's defense will be frequently tested by foes' attacks. Notably and probably the most used tool in the Dragonball Z engine is the Ki Meter and it's Influx. Players will use them to attack other combatants and blast the badies into oblivion.

Rolling Dice

To insure players will not roll one dice at a time, when a giving situation calls for it; slowing down and clogging up combat. It is said rolling a single dice or not rolling all dice for the situation is the same as cheating and should not be attempted by anyone including the Architect.

Notably, if a series of dice rolls have multiple bonuses which have, either, different Critical Rates or Pluses they can be rolled separately.

To Hit

This is the Plus players will use when attempting to strike a target with any type of attack. Character's are attempting To Hit a target, any bonuses or other additional Pluses will be labeled as To Hit.

Players will use their Martial Prowess for physical attacks, Ki Precision for energy

attacks, and Ballistic Expertise for other range type attacks.

To Inflict

Once a character has successfully struck a target they will use a specific attribute as their To Inflict Plus.

A physical attack using Strength, a energy attack use Potency and a Ballistic attack as a Plus that comes from the weapon being used.

Wound Value

This number is the amount of damage a success strike causes to a target. A **Standard Physical Attack** has Wound Value of one and a **Standard Energy Attack** has Wound Value of three. Ballistic Wound Value is included with the weapon being used by the attacker.

- **Example:** Garrett's physical attack has a Wound Value of 2. If he successfully wins his "To Hit" and "To Inflict" rolls causing the target to suffer 2 damage.

Ballistic Attack

All Ballistic attacks follow the same rules list here. A ballistic attack is a form of strike that doesn't involve physical contact or Ki energy, such as a firearm or Ki Blaster.

Unlike physical and energy attacks a ballistic attack does not have an attribute tied to its To Inflict roll. Instead all ballistic attacks causes direct damage to the target. Ballistic weapons do not require ammo or reloading. *"It too complex."*

Tech Box

Our old combat system had a lot of dice and a lot of rolling. We wanted to make thing easier and simple. We changed to our new system. Two opposed rolls and boom done. Combat is sped up, but still feels smooth and clean. Keeps the DBZ feel with the benefit or being simple to learn.

Ballistic weapons are not scary in a world where you can blow up planets with your hands. But we wanted to give them a reason to be in the DBZ realm. Allowing Ballistic weapons to causes direct damage was a good reason.

Basic Physical Attack

All physical attacks follow the same rules for Pluses, adding bonuses and attacking. All characters have access to a Basic Physical Attack starting at character creation.

Basic Physical attack can either use a mundane weapon or the combatant's own fist and targets a single enemy within a character's **Melee Strike Range**, which is one yard. To use a Physical attack players roll a D10 adding their Martial Prowess Plus, along with any other bonuses they might have.

Characters will then compare their Dice Scores to their target's **Defense Roll**. If your score is higher than the target's you successfully struck them.

A Basic Physical Attack cost three Ki Points to use. it has a bonus To Hit value of three, as well as a To Inflict and Wound Value of two.

- **Example:** Ronan declares a basic physical attack on Garrett, let's say a punch. Rohan's Dice result is a 6 and his Martial Prowess Plus is a 5. His Dice Score is a 11. Garrett's Dice Score is an 8. Rohan successfully struck Garrett.

Energy Attack Types

An Energy attack is the standard term used when attacking at range with a **Basic Energy Attack**. It has no extra or adding benefit just a simple energy based attack.

However players need not fear if this type doesn't fancy them they are able to create their own unique energy attack in the Signature Technique chapter. There are four other types of energy attacks which we covered in that section.

Each type has a rank requirement associated with it, these ranks correlate with a player's Manipulation. Players cannot use specific an energy attack if the type exceeds the Plus in the character's Manipulation score, but for right now let's cover the basics.

It is important to note that characters can not make any type of energy based attack without the Merit **Unlocked Ki**.

Basic Energy Attack

All energy attacks follow the same rules for

Pluses, adding bonuses and attacking. Characters only have access to Basic Energy Attacks and Energy Signature Techniques if they have the Merit **Unlocked Ki**.

An Basic Energy attack strikes a single target at any range, even melee. To use a Energy attack players roll a D10 adding their Ki Precision Plus, along with any other bonuses they might have.

Characters will then compare their Dice Scores to their target's **Defense Roll**. If your score is higher than the target's you successfully struck them.

A Basic Energy Attack cost six Ki Points to use. it has a bonus To Hit value of two, as well as a To Inflict and Wound Value of three.

- **Example:** Garrett declares a basic energy attack at Rohan, let's say a Ki blast. Garrett's Dice result is a 7 and his Ki Precision Plus is a 8. His Dice Score is a 15. Rohan's Dice Score is an 13. Garrett successfully struck Rohan.

Much like the basic physical attack, the basic energy attack can be anything from a simple Ki ball to a Ki blast. It is simply a stand energy attack with no extra or added benefits.

Players who have a signature with a special energy type still use the same rules for a Basic Energy attack, but simply gain the more and exciting benefits.

Shooting Ki into combat

When shooting into combat, where allies are in melee range of the target, characters must roll a Manipulation Check. The base NT is five plus three for each ally adjacent to the target.

If the passed than continue on normally with the combat process. Otherwise their allies must roll an Impulsive check with a standard NT of five.

If they past the target is stuck continue normally. If they fail an ally is struck, randomize if there are multiple allies or other opponents within said range. *"You could always try yelling dodge first."*

Tech Box

We wanted shooting into combat to be tricky, but not too demising to players.

Provoke Counter

When characters attempt to any type of energy attack while within melee range of an enemy they grant the enemy the opportunity to use a Counter Action against them. If there are multiple combatants in melee range they all may take a Counter action.

Characters also provoke a counter when moving out of Melee Strike Range.

To do so players roll Acrobatics with a standard NT of five this is called a **Feint**. If they pass they may move out of Melee Strike Range of an enemy without provoking a counter.

Combat Modifier Bonuses

Sometimes you might just need a little more bang for your buck. Characters are able to spend additional Ki Points to give their attacks a slight boost.

Combat Modifier Bonuses can be used with any physical and energy attack, basic or otherwise. They are listed in the Combat Modifier section near the end of this chapter.

Defense

DODGE! We learned how to attack, not let's learn how to defense against those attacks

A Characters ability to avoid injury and other ill effects is measured by their defense. Character's **Defense Value** is equal to a character's Dexterity Plus. Some other skills or bonuses might apply to a character's Defense Value so remember to always check your character sheet and possible situational bonuses.

A character rolls a D10 and add their Defense Value to the Dice Results. This is their **Defense Roll**. Player's use their Defense Roll compared against an opponents To Hit result. If the Defense roll is higher the attack misses.

Diminishing Defense

You can be on guard all the time, no one can be completely defensive through the throws of combat.

So if a character with a Defense Value of five is attacked and are successfully

struck with an attack. Their Defense Value is lowered to four. If they are attacked again in the same round their Defense Value is lowered to three, to a minimum of zero.

Each time, during a round, a character is successfully struck with an attack their Defense Value is lowered by one, until they reach zero and become **Defenseless**. At the start of each round a player's Defense Value restores back to it full value. If a character's defense is reduced to zero they can attempt to **Struggle**.

- **Example:** Rohan strikes Garrett, his Defense Value is 7 for this attack. Rohan uses another Action to attack again; Garrett's Defense Value is now only 6. Later, during the round Rohan makes a Counter Action against Garrett. Garrett's Defense Value is now 5.

Struggle

Struggle allows a **Defenseless** character an attempt to dodge an incoming attack even if their Defense Value has been reduced to zero. Characters are always able to struggle and only get struggle if their Defense Value is reduced to zero.

When characters Struggle they roll a Survival Check with a NT of five, plus three for each Game Path currently available for play. If they pass the character gains a Extra Dice (ED) to add to their Defense Roll Score.

- **Example:** Garrett defense is 0 after being attacked. He is attacked again by Rohan. Garrett rolls a Survival Check and passes. He then rolls a D10 can scores 4. He adds for to this Defense Roll Score.

Soak

Got hit, but didn't feel it? This is a second opposed roll against an opponent's attack. After a character has been struck they roll Soak against the attacker's To Inflict roll.

Players roll a D10 plus Tenacity. This is their Soak Value. If they score higher than the attackers To Inflict the attack causes no damage.

- **Example:** Rohan's To Inflict Score was 13 and Garrett's Soak Score was 15. Garrett was hit, but not damaged by Rohan's attack.

Health, Demise & Death

Alright we covered attacking and defending, but what happens when a character actually takes damage from an attack or other source. How does ones Life Points and Life Meter function?

Life Meter

This is the measurement of character ability to stand up to punishment, turn deadly strikes into glancing blows and stay on their feet throughout a battle. The Life Meter represent more than the physical endurance of a character, it represents a character's skill, luck and resolve – all the factors that combine to help a character stay alive in a combat situation.

Once all battle calculations for an attack has been completed, and a Wound Value is determined, a character then records the damage on their character sheet. A Life Meter is the visible depiction of a character's health. Every character has the same amount of Life Points in their meters. There are two tiers on the Life Meter. When a character reaches zero Life Points they count as defeated and must take a Demise Check, we'll explain that later.

Life Point

This is a single measurement of a Life Meter. A Life Point is represented as a single square on your Character Record Sheet. Some times a point can also refer to a rank or dot.

Life Level

The three tiers of a Life Meter are also called Life Level. The three tiers are Fatigue, Bloodied, and Lethal.

The Fatigue is the first level. When you take damage, unless a specific type of damage, you will subtract it from your Fatigue level first. Once you have no more Fatigue you have reached a Devastated Threshold. See Rounds & Combat Chapter for Devastated Threshold rules.

Once you have run out of Fatigue Points you start taking Bloodied points, they function just the same as before and once you run out of them you reached another Devastated Threshold.

Finally, Fatal level is the last tier before defeat and/or death. Once you run out of these points you and must take a Demise Check. See Rounds & Combat Chapter for Demise Check rules.

Each Life level has ten ranks or points in it. Meaning each character can suffer up to thirty points of damage before they fall to defeat.

- **Example (1):** Garrett has taken no damage yet. He suffers three damage from Rohan's attack. Garrett marks off three Life Points by putting a slash through three boxes on his Fatigue Life Level in his Life Meter.

							/	/	/

- **Example (2):** Garrett suffers more damage from another one of Rohan's Attacks. This time he suffers six damage.

	/	/	/	/	/	/	/	/	/

- **Example (3):** Rohan's next attacks causes five damage to Garrett's Life Meter.

/	/	/	/	/	/	/	/	/	/
						/	/	/	/

Each time a character takes damage fill in a mark starting from right to left once a Life Level has been completely filled in move on the to next level below it until all boxes have been filled in.

Each time a Life Level is filled in character's suffer a Devastated Threshold penalty. We will cover that on the next page.

Devastating Thresholds

A Devastated Threshold penalty is when any of a character's Life Levels are completely full. When a character marks their last Life Point in any level they start to suffer the effects of Devastating Thresholds.

When a Life Level is full characters suffer **Penalization Number (PN)**. When a character's Fatigue level is full they suffer a PN of two. Once a character's Bloodied level is full they suffer a PN of five. When a character's Fatal Level reaches five Life Points or few they suffer a PN of eight.

Steadfast

Whenever character meets a Devastated Threshold, they can make a **Steadfast Check**. A character physical and mental ability to take pain.

A Steadfast check is a standard Corporeal Saving Throw with a NT of five, plus three for reach Game Path available for play.

Additionally if character rolls a ten during their Steadfast check they gain an additional Dragon Rush, we'll explain those later; for the encounter. If a character has reached multiple thresholds during a single turn they roll steadfast each threshold.

Crippling Blow

When your To Inflict Dice Score is double the target's Soak Roll you score a Crippling Blow.

A Crippling Blow increases the attack's Wound Value by double its original value.

Damage Types

So in DBZ there isn't just one type of damage, but many. Not all injuries are created equal. A bullet hurts you in different ways than banging your shin on a nightstand does, and getting burned is a different type of injury than both.

In an attempt to work some sort of realism into the bizarre abstract that is Life Points, we come up with different categories of damage. In general, you have five types: Standard, Direct, Lethal and Environmental. There are also subtypes of damage; Fatigue, Bloodied and Fatal.

Wound Value

This represents the value of damage a player's attack causes to a target's Life Meter. Energy based attacks typically cause more damage, but cost more Ki Points, where physical based attacks cost less Ki Point; but also inflict less damage.

Every attack will have at least the a base Wound Value. A Basic Physical Attack has a Wound Vale of two and a Basic Energy Attack has a Wound Value of three. Of course there are ways to increase those values.

- **Example:** Rohan's physical attack as a Wound Value of two. He has struck and damaged Garrett. Garrett marks off two Life Point boxes from his current Life Level.



Standard Damage

This is the basic type of damage that all sources inflict. It follows the normal rules for damage we just covered and unless otherwise stated will always do so.

All reference to any type of damage throughout the DBZ engine is in reference to Standard damage unless otherwise specifically stated by its text.

Direct Damage

Any type of damage that states it automatically or is directly inflicted to a player's Life Points. A Soak Roll cannot be used to stopped or null this type of damage once hit by its source.

Direct damage can, sometimes, only to stopped or nulled by a saving throw of some sort.

Lethal Damage

The type of damage you don't want to suffer from. Lethal Damage works just like normal damage, however, it is directly applied to a character's Fatal Life Level when inflicted by an attack or other source. Meaning if you suffer Lethal Damage it skips both Fatigue and Bloodied Life Levels. Lethal Damage can be direct damage too.

- **Example:** Rohan has suffered three standard damage already. Garrett inflicts four Lethal Damage to Rohan.

							/	/	/
						/	/	/	/

If Rohan receives any more damage it will be applied normally starting from the right in his Fatigue Level. Until the point he has reached when he begun taking **Fatal Damage**.

			/	/	/	/	/	/	/
						/	/	/	/

If Rohan's Fatal Level is filled before his other Life Levels he still suffers **Defeat**.

Environmental Damage

There are numerous terrain types in the DBZ universe, each one hurts pretty bad when you are slammed into it.

We split terrain up into categories by their **Hardness**. Each level of Hardness inflicts Direct Damage to a character when they are struck with, thrown into or knocked into a piece of terrain.

- **Hardness 0:** Water, swamp or other muddy or semi-liquid type of terrain. Inflicts one points direct damage for every three yards entered.
- **Hardness 1:** Ground, dirt or other sand or soften type of terrain. Inflicts two points direct damage for every three yards entered.
- **Hardness 2:** Gravely, stone or other extremely hard or rocky type of terrain.

Inflicts four points direct damage for every three yards entered.

- **Hardness 3:** Any form of terrain at which the Architect determines it harder then Hardness 2. Inflicts six points direct damage for every three yards entered.

Damage Subtypes

These types of damage aren't special in any way they are simply terms used to reference marks on a character's Life Meter and Life Level. Fatigue Damage is any mark on the Life Level Fatigue. Pretty simple right?

Bloodied Damage is any mark or damage on the Life Level Bloodied and Fatal Damage is any mark or damage on the Life Level Fatal.

Healing Damage

Over the course of battle character take damage from attacks and lose Life Points. Healing these points back take time and even require some medical attention.

Healing typically only takes place outside of combat, unless the skill or rule specifically states so otherwise. Healing a target can take place in two forms, from magical special ability to modern medicine.

Characters can even be healed after they have reached zero Life Points if they are considered to still be alive. When healing damage naturally characters heal ten points of damage every six hours or roughly a fourth of the day.

Defeated & Death

In DragonBall Z death might only be permanent, once a character reaches zero Life Points they are considered **Defeated**, possibly dead, simply unconscious or just otherwise incapacitated and can no longer perform any action inside combat and only minor actions outside of combat.

Typically, zero Life Points spells death, however, your Architect might resolve otherwise. Death looms over everyone in the DragonBall Z world and it isn't something to scoff at even with the Dragonballs.

We don't deal with those pesky negative numbers in our engine so once a character reaches zero they don't go any lower.

Demise Check

When a character is reduced to zero Life Points they roll a single d10 and if they score a three, **Demise Rate**, or higher they pass the check. if they fail they die.

Wow, you got to be kidding me, we aren't. The **Demise Check** was designed with notable characters and players in mind. When was the last time a goblin attacked a fire breathing Dragon and it actually died?



Other Actions

Now that we have covered the bread and butter; Attacking and Defending along with how the function we covered Life Points and Damage.

Let's expand a bit on the different things you can do during the **Action Phase** with Standard, Move and Full Actions other than attacking. During a characters turn they can choose from a wide variety of things to do in the Action Phase.

This section describes what those other "things" are. This list is not exclusive and is simply a common list of "activities" that are available to a character. Characters can come up with other activities that might not be described here, it is suggested these are discussed with the group and Architect. Characters can imagine any sort of Activity to do in the game. The following the list can be used as a guideline to help perform those Activities.

Aid Another

Characters can spend a Maneuverer to help a teammate, aiding a teammate is used when performing a skill check or during a physical grapple or when the Architect says it is appropriate.

Any character who aids another grants three additional Pluses to the helped ally. No more than two characters can assist another character at a time. For obvious reason players cannot aid another's attack.

- **Requirement:** Standard Action
- **Information:** Target gains bonus Plus to attempted Passive Opposition or Active Opposition action.

Dragon Rush

At the beginning an each combat encounter characters gain a single Dragon Rush. Characters can spend a dragon rush as a free action at any time during a combat round.

Characters apply Dragon Rush to an Maneuverer and gain one of the following benefits; a Plus five to any To Hit or To Inflict Score or Plus three to the Wound Value. Characters could also use their dragon rush for Plus five to their Defense Value against the next incoming attack. If a character is Defenseless a Dragon Rush bonus is added to their Extra Dice from Struggle.

Characters cannot use more than one dragon rush for a single Maneuverer, no doubling down the bonuses. This ability can only be used during combat and cannot be used to aid another character.

Player must chose to use a Dragon Rush before any rolls or calculations have been made involving the roll which the rush is being applied to. Moreover, all bonuses from

- **Requirements:** Free action
- **Information:** Plus Five to any to hit or to inflict Score or plus three damage value or plus five defense value.
- **Example:** Rohan uses Dragon Rush on his physical To Hit and adds five dice to his Dice Score. He scores another Dragon Rush through combat mechanics and uses it to increase his defense value by five during an oncoming attack by Garrett.

Grapple

Characters can seize a target and keep them from moving or attempting too. Characters must have an Combat Modifier of any type granted to them in order to grab a target.

The grappler and the target both make an opposed roll adding together their Strength and Athletics or Acrobatics skills, whichever is higher respectively. If the grappler Score is more then the target they win the grapple and can move the target up to halve their Ground of Flight Speed, hold the target, or make a single unmodified physical attack, they can also simply release the target.

If character choose to make the attack the grappled target is released afterwards; the target's defense is reduced to zero against attacks against them while grappled and they cannot use Struggle.

If the target wins they may make a normal physical attack at the grappler with **Power Shot** and **Deadly blow**.

Any character trapped in a grapple must use their standard action to try an escape, escaping a grapple works the same as initializing it.

- **Requirements:** Standard Action
- **Information:** Active Opposition roll Strength and Athletics/Acrobatics.

Power Up

Power Up increases your character's overall badassery by letting you spend more Ki Points. Characters can Power Up as many times during combat as they wish by first passing a Corporeal Saving Throw with a NT of five, plus three for each Game Path available for play.

Power Up requires a standard action. Powering up increases a character's Influx limit by temporary increasing their Power level. Each time a character Powers Up they increase their Power level by one. All affects of Power Up last a until the end of the player's next turn. Power Up prompts a counter action for opponents within melee range.

- **Requirements:** Standard Action
- **Information:** Temporary increases a character's Power Level by one.

Recovery

Want to stand facing the enemy exchanging monologues for three episodes? Recovery requires a full turn action. When Recovering characters restore two Life Points and three Ki Points, this is called **Recovery Rate** or **Refresh Rate**.

- **Requirements:** Full Turn Action
- **Information:** Restore 2 Life Points and 3 Ki Points and removes one Combat Fatigue Point.

Surge

Surge can only be used once per encounter. This backup power is the energy or potential characters are holding back, a second wind of sorts.

When used this ability allows the players to recover an amount of Ki Points equal half their normal total points.

- **Requirements:** Standard Action
- **Information:** Restores Ki Points equal 1/2 their normal total.
- **Example:** Garrett has a total of 12 Ki Points normal. After three rounds of combat has 4 Ki Points left. Garrett uses Surge and restores 6 Ki Points.

Stances

Players can use stances to give them access to special abilities they otherwise would have. They cost no experience points and all characters start the game knowing them.

All Stances require a Move Action and characters can only change stances once per round. Counter and Trigger actions cannot be used to change stances either. There are four types of stances; Battle, Full Defensive, All-Out Offensive and Gather Energy.

- **Requirements:** Move Action
- **Information:** There are four types of stances; Battle, Full Defensive, All-Out Offensive and Gather Energy.



Battle Stance

This is the typically and default stance that all characters and players are using unless otherwise stated. It does grant any extra bonuses and offers no special qualities. It is simply designated as a base for when characters aren't in any particular Stance.

Characters will also, by default, start a combat encounter in Battle Stance, unless given permission by the Architect or unique situations.



Full Defensive

Characters enter a guarded stance protecting themselves from nearly all areas of attack. Characters who are in this stance are not subject to the rules of Diminishing Defense, their defense is not lowered by being attacked multiple times during a round. However, all other combat Dice Score are reduced to three. Characters also gain the ability Deflection.

Deflection

When characters are attacked by an enemy using a energy attack they can attempt to deflect the attack. Instead of rolling Defense normal characters instead roll an Impulsive Saving Throw opposed to the attacker's To Hit Score.

If the attacker wins carry on as normal. If the defender wins they deflect the attack completely and the attack counts as failed.

If the defender scores is double that

of the attacker's the attack is deflected back at it's owner. Continue on to the Soak step, however, the defend now rolls the To Inflict on behalf of the attacker and the attacker rolls their Soak Check.

- **Requirements:** Counter Action
- **Information:** Deflect incoming attacks and attempt to hit its owner with them.

All-Out Offensive

Scream, yell and dash head long at your enemies. In this stance characters trade protection for force. While in this stance characters gain ability Blitz and all attack's To Hit Dice Scores increase by three. However, while in All-Out Offensive your Defense Value is halved.

Blitz

Characters throw themselves into a fight, dashing forward or flying at a target launching an all out attack. Blitz is a special physical attack that requires a standard action and can be performed at any distance from two yards up to fifteen yards away from the target, of course you got to be able to see the target too. Blitz is a physical attack with Power Shot, Deadly Blow and an increase the attack's To Hit Dice Score by two.

Blitz cost an additional three Ki points then normal and otherwise follows all normal rules for a Basic Physical Attack. Blitz can be used with other physical attack types.

Notably, any combatants that rushes at target while within melee range of enemy will provoke a counter action.

- **Requirements:** Standard Action
- **Information:** Physical attack with Power Shot, Deadly Blow and +2 To Hit

Gather Energy

Want to charge up an energy attack? Blow up the moon or maybe you just want to glance a planet and make a new grand cannon. Using this stance allows characters to charge up any energy attack and battle other enemies in energy clashes. In this stance characters can use the ability Charging.

Charging

Remember that time when Goku charged kamehameha for like nine episodes? Characters can charge an energy attack to create a overwhelming blast.

Charging requires a Full Turn Action and characters can spend any number of rounds charging an energy attack. Each round a character charges an attack they must take a Cognitive Saving Throw with an NT of five, plus three for each Game Path available for play. If they fail this check they can make a Corporeal Saving throw following the same NT rules. If they fail the second save they can no longer keep charging the attack. If they pass either save they can continue to charge the attack.

Each turn spent charging increases the attacks To Hit, To Inflict Scores and Wound Value by three.

While characters charge an energy attack they must pay half its total Ki point each round they spend charging.

Once a character has charge the desired amount of rounds they pay the full Ki Point cost of the attack and spend a final standard action to release it at their enemy.

While charging an energy attack character grant all enemies Basic Combat Advantage and their defense is lowered by three to a minimum of one.

Important to note at any point you are attacked or take damage while charging you must roll an **Energy Concentration**.

- **Requirement:** Full Turn Action
- **Information:** Grants bonuses to a single charged energy attack.



Energy Concentration

Each time a character is attacked while charging they must roll a **Broken Concentration**.

Broken Concentration is a Manipulation skill check with an NT of five, plus three for each Game Path available for play. Passed they can continue to charge. If failed they are unable to keep charging and lose the attack and it's charges.

Energy Clash

Energy clashes are when two players fire energy attacks at one other and struggle for dominance. When two characters enter this situation due to the extreme power other combatant cannot aid them or enter the affray.

An Energy clash begins when a player who is the target of a charged energy attack forgoes their defense and use an energy attack, charged or otherwise, back at the attacker.

Both player must be in the Energy Charge Stance to be able to duel. Combat is paused and the duel is carried out immediately. A neutral member of the group or the Architect rolls a single D10 which is called the **Neutral Target**; both players involved in the duel then roll a D10 we call **Duel Rate**.

Characters then compare number of rounds they have charged, if any, the player with the highest amount or has been charging longer is granted a bonus of three, if needed, to the Dice Score of their Duel Rate. Characters can use this bonus to add or subtract from their result. Notably characters only gain this bonus on the first Duel Rate roll.

Whichever player has a Duel Rate score closest to the Neutral Target gains a win, repeat this process five times or until one combatant has won three times, repeat ties.

The winning player builds their Energy Attack per normal rules, charged or otherwise; additionally they are granted Basic Combat Advantage, Power Shot and Deadly Blow. The defending is hit automatically and their Soak Check suffers a **Penalization Number (PN)** of three.

- **Requirements:** Energy Attack / Energy Charge Stance
- **Information:** Opponents enter energy clash, winner gains bonuses; Basic Combat Advantage, Power Shot. And Deadly Blow.

Transfer Essence

Need some more power or an extra boost to take down that badie? Maybe your teammates can transfer you some juice.

Characters can transfer some of their own power to another character restoring some of their Ki Points and a small amount of Life Points. Players can transfer five Ki Points and two Life Point for eight Ki Points and one Standard Action. Players can transfer energy as many times during combat as they wish, after they pass a Cognitive Saving Throw with an NT of five, plus three for each Game Path available for play.

- **Requirements:** Standard Action
- **Information:** Gift 5 Ki Points & 2 Life Point for 8 Ki Points.

Tripping

Want to knock someone down, introduce them to the ground and make the relationship intimate, here is how.

Tripping requires a physical attack of some type. While within Melee Strike Range, one yard, characters can attempt to knock an opponent prone.

To do so characters make a normal unmodified Basic Physical Attack, the defending target makes a Active Opposition roll (Impulsive Check). If the target wins they gain Basic Combat Advantage until the end of their next turn against the tripper.

If the attacker wins the target is knocked prone until they can spend a move action to stand back up.

- **Requirements:** Standard Action
- **Information:** Active Opposition / Target is knocked prone or gains Basic Combat Advantage. Physical attack verses Impulsive Check

End Phase

That is everything you can do with Move, Standard and Full actions.

The End phase is nearly the same as the Effects Phase, but simply takes place at the end of a character's turn. Track certain effects that occur at the end of the character's turn, and check any other effects that might be occurring during the end of your turn that doesn't actually specifically effect

your character, but the whole encounter. These things take almost no time in the game world and are simply the mechanical effects.

- **Ongoing Damage:** If a character is suffering from ongoing damage characters might suffer those effects at this time.
- **Mechanical Effects:** Deal with any other effects that will occur during the end of a characters turn.
- **Ending Effects:** Some effects and mechanics might automatically stop at the end of a character's turn.
- **No Actions:** Characters cannot take any actions during the End Phase of any turn.

Ending of the Round

Once all players and NPC or other characters involved in a combat encounter have taken their turn during the initiative order they round is over.

Repeat the process starting with the highest initiative until the encounter is overcome or has ended.

We are going to cover Combat Modifiers next. *"What a wild ride, did you have fun? Want to go again, we do!"*



Combat Modifiers

Combat rarely consist of foes standing toe to toe and bashing each other. Movement and position are key, if one character fires from a hiding place at an enemy in the open the hidden character gains an **Combat Modifier**.

Temporary advantages and disadvantages in combat are reflected in a set of common combat bonuses. An Combat Modifier is typically applied to a character's dice rolls or Wound value.

If a character gains the effects of an Combat Modifier, advantage or disadvantage, more than once simply increase the effects by one for each additional duplicate modifier.

Attack Modifiers

A subtype of Combat Modifiers. There are a few Combat Modifiers that players are able to gain by spending Ki Points instead of gaining them through situations. Know as **Attack Modifiers** these additional bonuses are small, yet powerful, abilities characters can apply to any type of attack to get a little more bang out of their attacks.

Attack Modifier Bonuses can be used with any physical and energy attack, basic or otherwise.

Modifier types

There are two types of modifiers, advantage and disadvantage. **Advantage** is a modifier a character is granted when they have the advantage over a target. Where **Disadvantage** is a modifier that gives all opponents a setup over a player's character. An Advantage is granted by another combatant to your character, where a Disadvantage is granted by your character for other combatants. Moreover, Advantages are a positive bonus for your character where a Disadvantage is a negative bonus for your character.

Combat Modifiers	
Circumstance	Modifier
Blind	-3
Basic Combat Advantage	+2
Cover	+2/+4
Dazed	-2
Deafened	-1
Demoralizing	--
Helpless	+4
Mega Damage	--
Prone	+5
Unconscious	--

Blinded - Combat Modifier

Characters that have become blinded grant opponents Basic Combat Advantage. Blinded combatant suffer three **Penalization Number (PN)** to all not mental based rolls.

- **Effect:** Blind characters grant attackers opponents Basic Combat Advantage.
- **Detriment:** Characters affected suffer the loss of three PN.
- **Visionless:** Blinded characters cannot see nor give flanking bonuses or gain any Basic Combat Advantage modifiers.
- **Disadvantage**

Basic Combat advantage - *Combat Modifier*

One of the most common Combat Modifiers is basic combat advantage; it represents a situation in which the defender cannot give full attention to an attacker. Multiple enemies' pressing a defender at the same time; stunned, distracted or otherwise caught off guard can grant attackers combat advantage. Characters who are granted Basic Combat Advantage gain a Plus two to their To Hit Scores made at the target.

- **Bonus:** Characters gain a +2 bonus towards To Hit rolls made against a target.
- **Line of Sight:** Character must have a clear view of a target to be granted combat advantage.
- **Advantage**

Cover - *Combat Modifier*

If characters are considered to have cover while being attack they gain an Combat Modifier to their defense. Cover grants the character plus two Defense Value. If a character has superior cover they gain an addition plus four to their Defense Value. This gain is temporary and when a character leaves their cover they lose this bonus.

- **Bonus:** Defending character gain a +2 bonus to Defense Value for cover and a bonus +4 with superior cover.
- **Line of Sight:** Characters that have cover exposed only half their bodies and a character with superior cover exposed only a forth of their bodies.
- **Advantage**

Dazed - *Combat Modifier*

A dazed character grants Basic Combat Advantage to attackers and dazed suffer two **Penalization Number (PN)** to all rolls.

- **Effect:** Dazed characters grant attackers Basic Combat Advantage to attack rolls made against the dazed character.
- **Detriment:** Characters affected suffer the loss of two PN.
- **Incoherent:** Dazed characters cannot give flanking bonuses or gain any attack advantage modifiers.
- **Disadvantage**

Deafened - *Combat Modifier*

A Character that becomes deafened grants enemies Basic Combat Advantage and suffer one **Penalization Number (PN)** to all rolls.

- **Effect:** Deafened characters grant attackers Basic Combat Advantage to attack rolls made against the dazed character.
- **Detriment:** Characters affected suffer the loss of one PN.
- **Incoherent:** Deafened characters cannot give flanking bonuses or gain any attack advantage modifiers.
- **Disadvantage**

Demoralized - *Combat Modifier*

Characters sometimes cause such a physiology impact on a target than can demoralize them. Targets that are demoralized grant Basic Combat Advantage to all enemies.

- **Effect:** Attackers gain Basic Combat Advantage.
- **Duration:** The effects of a demoralizing can last no longer than three rounds and no shorter than one round. Targets can roll a Cognitive Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects.
- **Disadvantage**

Flanking - *Combat Modifier*

When two or more combatants are attacking a single target they grant flanking. When flanking increase a character's To Hit Score by two for each additional ally focusing attacks on the same target.

- **Bonus:** Characters gain a plus two To Hit bonus when attacking a flanked target.
- **Adjacent:** Flanking is only granted when two or more allies or combatants are adjacent to the target.
- **Limit:** Characters cannot receive more than plus six bonuses from flanking.
- **Advantage**

Mega Damage - *Combat Modifier*

Mega damage is a damage multiplier used when a character is attacking an object that isn't considered a combatant or living. Mega damage changes the all damage catastrophic. When characters are under the effects of Mega Damage they increase all Would values by double and the damage type to Lethal as well as Direct.

- **Bonus:** Character gains catastrophic damage.
- **Object:** The target must be considered a non-combatant or living object such as; a rock, building or mountain.
- **Advantage**

Prone - *Combat Modifier*

When a character becomes prone they grant Basic Combat Advantage with that bonus increased by an additional three; Prone combatants cannot gain any Combat Modifiers. Unless otherwise stated prone characters can spend a move action, stand up, to remove the effects of prone.

- **Effect:** Attacking characters gain a +5 bonus To Hit rolls made against a target that is Prone.
- **Falling:** If a character is knocked unconscious while flying they will safely descend to the ground a distance equal to their flight Speed. Any further and the will suffer damage from the fall.
- **Down & Out:** Characters are unable to perform actions and cannot gain any attack or combat modifiers.
- **Disadvantage**

Surprised - *Combat Modifier*

As explained earlier in the chapter during a surprise around any combatant that is allowed to act gains Basic Combat Advantage over surprised combatants.

- **Effect:** Surprised target grant Basic Combat Advantage to attackers.
- **Hidden:** Combatants must be attacking from a hidden place, stealth, or during a surprise round for enemies to get surprised.
- **Disadvantage**

Helpless - *Combat Modifier*

When a character is considered helpless they become susceptible to attack, attackers gain Basic Combat Advantage. Helpless increases that bonus by an additional two for a total bonus of four. Helpless combatants cannot gain Combat Modifiers.

When helpless character must make a Corporeal saving throw with an NT of five, plus three for each Game Path available for play to stop the effects

- **Effect:** Attacking characters gain a +4 bonus to attack rolls made against a target that is helpless.
- **Falling:** If a character is knocked unconscious while flying they will safely descend to the ground a distance equal to their flight Speed. Any further and the will suffer damage from the fall.
- **Helpless:** Characters are unable to perform any actions and cannot gain any attack or combat modifiers.
- **Duration:** The effects of a Helpless can last no longer than three rounds and no shorter than one round. Targets can roll a Corporeal Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects.
- **Disadvantage**

Unconscious - Combat Modifier

Any combatant that becomes unconscious cause all attacks to automatically count as a Coup Da Grace, meaning all incoming attacks' damage counts as direct Lethal damage. Additional characters defense is reduced to zero, with no struggle, while unconscious.

- **Effect:** Attacking characters attacks count as Coup Da Grace.
- **Falling:** If a character is knocked unconscious while flying they will safely descend to the ground a distance equal to their flight Speed. Any further and they will suffer damage from the fall.
- **Unconscious:** characters are unable to perform any actions and cannot any attack/combat advantage modifiers.
- **Disadvantage**

Attack Modifiers

Where Combat Modifiers are granted though other situational means or handled out by the Architect if they say it is appropriate. **Attack Modifiers** are controlled by the players. Instead of gaining a tactical advantage by chance Attack Modifiers allow players to Ki Points to gain bonuses to their attacks on the fly.

Attack Modifiers range from making an attack more powerful or possibly quicker. Either way, player are able to only use two different of Attack Modifiers, unless they have the **Unlocked Ki Merit**; to which they can apply as many as they wish with whatever the level limit.

Simply and easy basic stuff here. Each Modifier is listed with a level this is the number of times it can be applied to any attack. Meaning if a modifier has a level of three characters can apply its benefits three times to one attack, but players must pay for each level they apply normally.

- **Example:** Rohan applies Deadly Blow to his attack twice. Deadly Blow cost 5 Ki Points per level, Rohan pays 10 Ki points total plus the normal cost of the attack.

Blow Through - Attack Modifier

Remember those killer Robots Cooler had, none of the Z-Fighters could hurt them. While until they put a little more push in their punches! Sometimes you need just a

little extra push to get through those tougher villains. Characters can grant Blow Through to any attack granting it one rank of Penetration per level applied. See Signature Technique for Penetration rules.

- **Bonus:** Attack has one rank of Penetration
- **Ki Point Cost:** 7 Ki Points per level
- **Level Max:** 3

Deadly Blow - Attack Modifier

Another common attack modifier is Deadly blow. It represents a character delivering an opponent a serious strike. Deadly blow increases the character's Wound Value by two.

- **Bonus:** Characters gain a +2 bonus to their Wound Value made against a target that grants, or when they have, deadly blow.
- **Assault:** An Attack must have successfully stuck a target to be granted deadly blow.
- **Ki Point Cost:** 9 Ki Points per level
- **Level Max:** 3

Knockback - Attack Modifier

Characters can strike or blast a target so hard they cause them to be thrown back or down. Adding knockback to an attack allows players to push back or down their target three yards. Notably, when applying knockback to an attack that attack's Wound Value has a **Penalization Number (PN)** of three, that force is used to knock the target back.

- **Bonus:** Knockback or down a target with any type of attack.
- **Detriment:** -3 Wound Value to the attack.
- **Limit:** 3 yards per level
- **Ki Point Cost:** 11 Ki Points
- **Level Max:** 12

Tech Box

Knock back was a challenge. We wanted it to be strong, but not too strong. When playing on a squared game board is be hard to move 60 spaces. So Architects can increase the distance or level max if they like.

Power Shot - Attack Modifier

Often characters will gain an advantage over their target, not with speed; but brutal force. When characters use Power Shot they increase their To Hit Score by two.

- **Bonus:** Characters gain a +2 To Hit bonus to their attack made against a target.
- **Ki Point Cost:** 6 Ki Points per level
- **Level Max:** 3

Haste - Attack Modifier

Some attack types can grant enemies Counter Actions against you, such as a energy attack in melee range or using the ability Blitz.

Characters may spend an additional seven Ki point to give their attacks Haste which makes their attack not provoke a counter action. However, the attack cannot score Crippling Blows

- **Bonus:** Hasten attacks do not cause Counter Actions against the user.
- **Detriment:** Cannot score crippling blows
- **Ki Point Cost:** 7 Ki Points
- **Level Max:** 1

"Cheap, yet Deadly!" - Attack Modifier

So an encounter grows in length. What if you want a cheap throw away move, some random nonsense to blast a bad guy with when you are low on Ki points? "Cheap, yet deadly!" Characters can apply "Cheap, yet Deadly!" to any attack without paying any cost. "Cheap, yet Deadly!" cuts the attack's total Wound Value in half, to a minimum of one. It also cuts its total Ki Point cost in half, to a minimum of one. Sounds awesome right? Fire a tiny Kamehameha instead of a planet cracking one.

- **Bonus:** Attack cost half the total Ki Points than normal.
- **Detriment:** The attack's Wound Value is halved.
- **Ki Point Cost:** Free (0) Ki Points
- **Level Max:** 2
- **Example:** Garrett attacks and uses "Cheap, yet Deadly!" on his attack. Normally his attack has a Wound Value of 8 and a Ki cost of 12. He instead only pays 6, but his attack now has a Wound Value of 4.

Applying "Cheap, yet Deadly!" a second time increases its effects. Cutting the Ki Point cost in half again, but also cutting the Wound Value of the attack in half again too; to minimums of one.

- **Example:** As above Garrett applies "Cheap, yet Deadly!" again. His attack cost 3 and has a Wound Value of 2.



Additional Costs

Only a few more Attack Modifiers to cover, but these modifiers have a special caveat to them. They not only cost additional Ki Points, but also Maneuverers! What you say? Yeah, but don't worry they are worth it in our opinion, go ahead check them out.

When a modifier calls for an action as well as Ki Points it means that the player must pay not only the normal action, but an additional amount of Maneuverer.

- **Example:** Rohan uses Swift Charge which requires one action. So Rohan uses one action for his attack and another Maneuverer for Swift Charge, Rohan uses two Maneuverer for his one attack.

Swift Charge - Attack Modifier

Need a boost? Like Most Attack Modifiers Swift charge gives you just what you need to stomp those evil doers into the dirt. Swift charge is an attack with a little more bang for its buck.

Characters can spend an additional fourteen Ki Points and one Action to give any type of attack Swift charge. Swift Charge increases the attack's To Hit and To Inflict Scores by two and its' Wound Value by three.

- **Bonus:** +2 To Hit and To Inflict, +3 Wound Value to any type of attack
- **Ki Point Cost:** 14 Ki Points
- **Maneuverer Cost:** 1
- **Level Max:** 1

Focus Shot - Attack Modifier

Taking some time to aim your shot? Here is how you do that cupcake. Focus Shot allows players to spend Maneuverers to gain pluses to their attack's To Hit pool.

Each Maneuverer spent increases the character's attack's To Hit score by two.

- **Bonus:** +2 To Hit for each action spent aiming at a specific target.
- **Ki Point Cost:** Free (0) Ki Points
- **Maneuverer Cost:** 1
- **Level Max:** 3

Wrapping Up

There are a few small things we wanted to add and cover before we finish up this delicious Combat sandwich.

Attack Interruption

At any point during an attack characters can chose to stop or interrupt their attack. Meaning during the To Hit or To Inflict they can decide to pull back the attack.

There are a few caveats however, is a player pulls an attack before the To Hit has been roll then nothing happens, but the lose of that action. If the player pulls the attack before the To Inflict roll they must roll an Impulsive Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects.

No matter when a player decides to interrupt their attack they will always still "use" or lose the Maneuverers spent on the attack.

Another type of attack interruption can be causes by a Triggered Action. If a player sets a trigger for take place right before an attack is carried out their trigger action might interrupt the attacker.

Example: Rohan attacks Garrett. Garrett's triggered action is to too attack Rohan right before he attacks. Garrett hits and causes Rohan to be Defeated Since he is not defeated Rohan cannot use his attack and his action is lost.

Ki Redirecting

Stand right there if you think you are tough enough. Sounds familiar right? Sometimes you might want to change tar-

gets at the last second before firing your attack. With redirecting you can do just that, although your Architect might call for a skill roll of some sort for your bluff.

Players can redirect any Ki based attack before they roll any dice after they have declared a target. In doing so they suffer **Penalization Number (PN)** three To Hit and To Inflict.

You never know when you need to blast a bad guy in the face without them knowing it is coming.

Tech Box

This element might be in race cases, but we still felt it was useful for moments of surprise and general badassery. A good example of when this would come into play is right within the DBZ TV show its self. When Super Vegeta fired his Final Flash attack at prefect cell.

In Closing

That is pretty much it for the Rounds & Combat chapter, it is pretty glorious right? We tried to cover everything we could and bring the feel of DBZ to the tabletop.

We didn't want to simply bring Goku and Vegeta to your living room, we want to capture the true essence of DBZ and make table combat feel as close and as badass as it is in the show and Manga.

One final note if there is even a problem or dispute over rules simply roll a dice, for evens or odds, and make a ruling that way. No reason to lose gaming time, friends or party members over it. Have fun! That is the point. *"On to the next chapter, hope you are ready, you sexy beast!"*

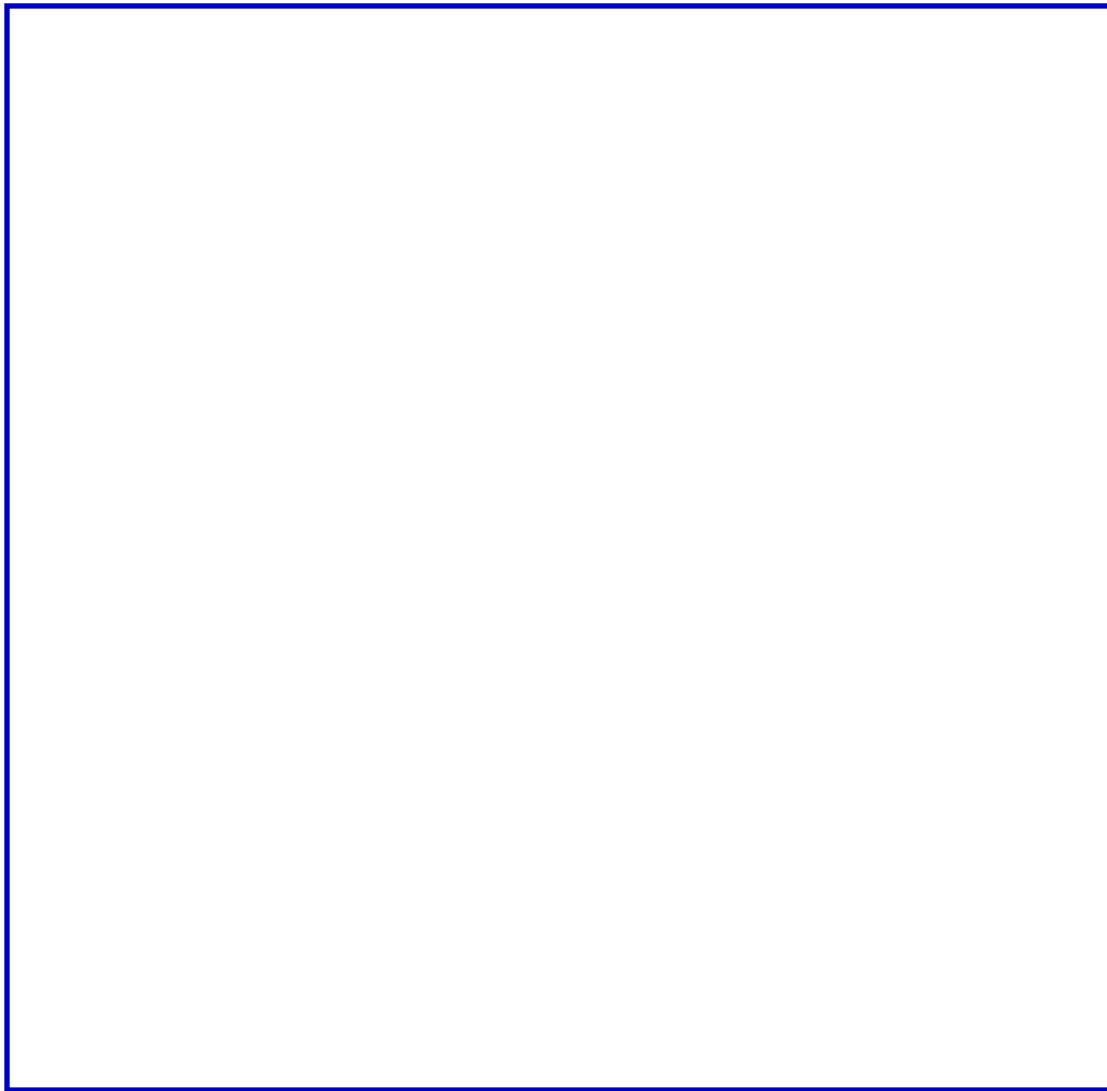
Magic & Power Levels

You been hearing a lot about magic and Power Levels; along with Ki Meter, Ki Points, etc. The Magic & Power Level Chapter will describe each element in detail and give you rules for creating your own magic ability.

CHAPTER SIX

MAGIC & POWER LEVEL

Power Level - Ki Points - Magical Abilities



THE MYSTERIOUS SIXTH SENSE!

"IT'S THE UNPREDICTABLE NATURE OF THIS GAME THAT ATTRACTS ME."

MAGIC & POWER LEVEL

Mythical Energies

Ki, also known as chi or simply energy is the life force used by all life in the DBZ universe. This energy also bears some realistic tendencies being that is "used" in the real life martial arts, such as Kung Fu and Tai Chi.

Ki is made up for three elements; energy, courage and mind. Ki can also be positive and negative, depending on the user.

Ki is know as the latent energy or fighting power within a living being. This force is a tangible energy inside everyone, with its major focus being in the center of the body. By drawing it out, an individual is able to manipulate it and use it outside the body. Ki can be used for many different techniques. Because there are physical limits to the strength of the body itself, it is necessary to increase one's Ki to overcome this barrier and become stronger.

Ki Points

We talked about them, mentioned them and at some points even told you what you can spend them on; so let's talk about them.

These points are the numeric representation of a character's latent energy. Characters gain **Ki Points** based on their **Power Level**.

Players can spend Ki Points on many different aspects inside the DBZ engine. Nearly every single actions inside of combat requires Ki Points and many outside as well. Ki Points are folded into every corner of the Dragon Ball Z Role-Playing Game and are the corner stone for the manga, TV Show and universe.

Power Level

This is the a numeric control or the limitation of a character's Ki Points. A charac-

ter's **Power level** regulates the maximum number of Ki Points they have, can spend per-round.

During character creation all players start at Power Level one. At Power Level one characters have twelve Ki Points in their Pool and an **Influx Rate** of seven. To determine the number of max Ki Points and a character's Influx reference the chart below.

Characters can increase their Power level later by role-playing or for sixteen experience points per level.

POWER LEVEL	KI POINT POOL	INFLUX RATE
1	14	8
2	16	12
3	28	16
4	34	18
5	42	22
6	50	26
7	58	30
8	64	33
8	72	37
10	80	41
+1	+8	+4

Every rank of Power Level after ten has an Influx Rate of plus four then the previous rank. Ki Point Pool increases by eight. At Power level nineteen a character would have one hundred fifty-two Ki Points (152) and an Influx Rate of seventy-nine (79).

Ki Point Pool

This is the total or maximum amount of Ki Points a character has depending on their Power Level. It is the total number of points they can spend during a single encounter.

Character's can restore their Ki Points, outside of combat, by resting following the same rules for healing in the Rounds & Combat Chapter. When restoring Ki Points naturally characters restore eighty points of Ki every six hours or roughly a fourth of the day.

Without rest between encounters character's start each new encounter with only half their **Ki Point Pool (KPP)**.

Influx Rate

A character's Influx Rate is the total amount of Ki Points they can spend during a round of combat. If a character has an Power Level of seven they have an Influx Rate of thirty, meaning they can only spend thirty Ki Point during any single round of combat; of their fifty-eight total Ki Points they have. Character's can spend Ki Points on nearly anything with the help of Maneuvers.

- **Example:** Rohan is Power level 2. He spends one Standard Actions and attacks Garrett with a physical attack. Rohan spends three Ki Points of his twelve he has for the round. Rohan attacks two more times with physical attacks costing six more Ki Points lowering this current Influx from 12 to 3. Rohan wants to save his Ki Points and ends his turn. He subtracts nine Ki Points from his Pool of sixteen.

Tech Box

We covered Power up and Surge in the Rounds & Combat Chapter, but we wanted to touch on them again in this chapter also. Since you know it is about Ki Points and such.

Temporary Increases

There are a few ways you can increase you Power Level and over all effectiveness during combat, besides spending experience points. Power Up and Surge.

Power Up

Power Up increases your character's overall badassery by letting you spend more Ki Points. Characters can Power Up as many times during combat as they wish by first passing a Corporeal Saving Throw with a NT of five, plus three for each Game Path available for play.

Power Up requires a standard action. Powering up increases a character's Influx limit by temporary increasing their Power level. Each time a character Powers Up they increase their Power level by one. All affects of Power Up last a until the end of the player's next turn. Power Up prompts a counter action for opponents within melee range.

- **Requirements:** Standard Action
- **Information:** Temporary increases a character's Power Level by one.

Surge

Surge can only be used once per encounter. This backup power is the energy or potential characters are holding back, a second wind of sorts.

When used this ability allows the players to recover an amount of Ki Points equal half their normal total points.

- **Requirements:** Standard Action
- **Information:** Restores Ki Points equal 1/2 their normal total.
- **Example:** Garrett has a total of 12 Ki Points normal. After three rounds of combat has 4 Ki Points left. Garrett uses Surge and restores 6 Ki Points.

Magic

Magic is a special type of power usable by a set few who learn how to utilize it. Magic is primarily used for supportive techniques, such as possession, and there aren't many examples of it used offensively. Typically, magic is completely distinct from Ki, and so while a magic user may posses low Ki power, they could easily posses immense magic abilities.

We decided to integrate them on a few levels to help create a more unique RPG profile within our system. Magical abilities were created. These included things like; shapeshifting, telekinesis, Magical Materialization or abilities like Instant Transmission.

Magical Ability

Magically abilities use Ki Points following the same rules and in the same ways as all other features of the DBZ engine do. You can even create your own **Magical Ability**.

These are special powers characters can use inside and outside of combat. Powers that are based on magical or supernatural forces. They use Ki Points much like attacks or other Actions do.

Characters can have as many magical abilities as they wish. Magic abilities are typically costly to learn, but cheap to use. Following are a few examples we already created.

Magical Materialization - *Magical Ability*

The creation of small and simple items from "thin air". Characters can use this ability to materialize simple tools, clothes, weapons, and other small items. The limit is up to the player's imagination and the Architect's regulations.

- **Benefit:** Create simple tools, clothes, and small items.
- **Limitation:** Player's imagination and the Architect's regulations.
- **Prerequisite:** Presence +5
- **Xp Cost:** 18 experience points
- **Ki Point Cost:** 2 Ki Point

Telekinesis - *Magical Ability*

Characters are also able to mentally lift objects, some even with great weight (much in the same way as they would when they use their strength). The character can automatically lift objects that weigh up to 1 point below their Presence Plus. To successfully lift at their maximum Presence Plus, or higher, a Presence check is required.

- **Benefit:** The player gains the use of telepathy and can mentally lift objects.
- **Limitation:**
- **Prerequisite:** Presence +8
- **Xp Cost:** 12 experience points
- **Ki Point Cost:** 1 Ki Point

Telepath

This ability lets character use Telepathy, which allows them to speak using their minds with one another so they can't be heard by anyone else. Sometimes over great distances. Players can spend additional Ki Points when using Telepath to reach further targets.

- **Benefit:** Speak to another character using your mind, no one else can hear what is being said.
- **Limitation:** Distance. Players can only speak to someone based on their Presence Plus. For every two Presence a character has they can speak at a distance of 160km or 100 miles.
- **Prerequisite:** Presence +10
- **Xp Cost:** 18 experience points
- **Ki Point Cost:** 2 Ki Point
- **Increase Distance:** Every 2 Ki Points spent doubles the current distance a character and speak to another.

Dynamic Magic Ability

This ability is rather open-ended. It allows a player, with help from their Architect, to create their own Magical Ability. You can do nearly anything you want with this abilities. There are a few rules though. Firstly, you must work closely with your Architect on concept of the ability. Secondly, you cannot create an ability that is already listed in this section. Third, Architects have final say. Other than those few things use your imagination. Notably, Dynamic Magic Ability has no experience point cost. The cost is created between you and the Architect.

Moreover, if your ability is to have multiple uses or levels you will need to discuss that experience cost too. Really though, players, we are leaving this one up to you one hundred percent.

- **Benefit:** Player's imagination and the Architect's regulations.
- **Limitation:** Player's imagination and the Architect's regulations.

Tech Box

With time constrains we didn't get to give the Magic & Power Level Chapter as much love as we wanted. We have major plans for this chapter and plan on expanding it in later editions of DBZ RPG.

CHAPTER SEVEN

SIGNUATURE TECHNIQUES

Power Level - Ki Points - Magical Abilities



A FINAL, DESPERATE ATTACK!

"KA-MA-EHA-MA-EHA!"

SIGNATURE TECHNIQUES

Signature Techniques

Many characters and foes wield powerful techniques, such as Goku's Kamehameha or Vegeta's Final Flash Attack. This section will allow and help characters to create their very own unique and special ability or attack. It is very important to remember that such techniques can become very powerful and very complex, so it is suggested that players discuss the creation of a special technique with the group, and more importantly, with the Architect.

Character can have as many Signature Techniques as they wish. If a character does not have the Unlocked Ki Merit they can only have one Signature Technique.

Characters purchase Signature Techniques for ten experience points. When building a Signature Technique characters can purchase Advantages and Disadvantage to bestow on their technique.

Where Advantages are positive effects, Disadvantages are negative effects. Advantages cost experience points and Disadvantages reward experience points towards the respective technique.

If players have any reservations about this section, it is encouraged that they be discussed as a group.

- **Information:** Characters can have as many Signature Techniques as they wish
- **Cost:** Ten Experience Points
- **Limitation:** A character can only have one signature technique if they do not have the Merit Unlocked Ki

Creating A technique

Let's get into it shall we? Players can create a new Signature Technique by spending experience points, having the Merit, "Unlocked Ki", and ten XP to pick up a new signature. Then they can spend additional experience points to improve and buff their

signature move.

At character creation players get a free Signature Technique and ten bonus experience points which they can only spend on said technique, even if the character does NOT have the Unlocked Ki Merit. The free (and all other) technique follows the same rules for creation, so check out the technique types.

Note all characters can create physical techniques even WITHOUT the Unlocked Ki Merit.

Technique Types

There are three types of techniques; Physical, Energy and Aura. When creating a new technique characters must pick what category their move will belong too. Whether they are building a powerful beam attack or an impenetrable shield barrier, characters must choose an ability type. Additionally, when purchasing Advantages and Disadvantages, each will be labeled respectively.

Players select from one of the three following technique types, these are the basic techniques which players can then modifier with Advantages or Disadvantages.

- **Signature Physical Attack:** There aren't any differences from the Basic Physical Attack. +3 To Hit, +2 To Inflict, +2 Wound Value & cost 3 Ki Points
- **Signature Energy Attack:** There are four different types of energy attacks players can create, and each have their own bonuses and application cost. You can find the different types on the next page. Signature energy attacks follow all normal energy attack rules.
- **Signature Aura:** A special ability, were you can light the air around them on fire with Ki. Aura is pretty complex, so make sure you read its entry on the next page.

Energy Attack Types

As we'll explain in the Rounds & Combat Chapter there are expanded types of energy attack that differ from a character's **Basic Energy Attack**. These types can only be used with a Signature and have extended rules and regulations in addition to the standard guidelines listed in the Rounds & Combat Chapter.

Each type listed below has a experience point cost listed with it, this cost is the amount a player must pay to create this type of Signature Technique this is in conjunction with the technique purchase amount discussed on the last page. If the type of energy attack a character wishes to create a is not listed they are encouraged to discuss its creation with their Architect.

- **Sphere**
- **Blast**
- **Explosion**
- **Beam**

Energy Sphere - Experience Point (7)

An Energy Sphere is small or large balls of Ki that are thrown like a ball at a target. An Energy Sphere requires characters to spend two additional Ki Points than normal. Energy Sphere attacks can only target a single enemy.

- **To Hit Bonus:** +1
- **To Inflict Bonus:** +3
- **Wound Value:** +4
- **Ki Cost:** Eight (8)
- **Effect:** In addition if character has Combat Advantage over the target an Energy Sphere attack gains Power Shot.

Ki Blast - Experience Point (11)

A Ki Blast in the shape of a cone which extends from the hand of the attacker. Ki Blast calls for a character to spend four additional Ki Points than normal. Ki Blast energy attacks can damage multipliable targets in a 90 degree arch in front of the attacker.

- **To Hit Bonus:** +3
- **To Inflict Bonus:** +1
- **Wound Value:** +3
- **Ki Cost:** Ten (10)
- **Effect:** Cone blast can hit multiple targets; up to three maximum.

Energy Explosion - Experience Point (19)

Energy Explosions can be either a ball of Ki or a simply detonation of energy. Energy Explosions require characters to spend six additional Ki Points than normal. Energy Explosions energy attack can damage multipliable targets all-round the initial target, 360 degrees at a range equal to twelve yards. The attack is carried out normally against the each target within that explosion area.

- **To Hit Bonus:** +3
- **To Inflict Bonus:** +3
- **Wound Value:** +3
- **Ki Cost:** Fourteen (14)
- **Effect:** 360 explosion can hit multiple targets; up to six maximum.
- **Radius:** Character can increase the explosion radius by six yards for every 2 additional Ki Point spent when attacking. This is on top of the any normal cost.
- **Area-Of-Effect**

Energy Beam - Experience Point (17)

A direct attack, an Energy Beam is a focus and controller blast attack in the form of a sphere with a tail, like a comet ending when coming in connect with its target. Energy Beam can only target a single enemy. Sometime, multipliable enemies might be nearby the impact of an Energy Beam if this happens those enemies close enough will also suffer damage from the attack, this is a splash damage effect.

- **To Hit Bonus:** +2
- **To Inflict Bonus:** +2
- **Wound Value:** +9
- **Ki Cost:** Twenty-two (22)
- **Splash:** All target within three yards of impact will suffer one half of the total damage inflicted to the intend target. The attack is carried out normally against extra targets.

Aura

Characters can take this ability and combine it with Advantage or Disadvantage to create an **Aura**. Characters can only combine Aura with a specific few abilities. Aura is a complex ability and any use of it should be discussed with your Architect.

Aura techniques its self require the character to two Ki Point to active and two Ki Points per round to **Sustain**. Other advantages added to Aura increases its Sustain cost by one, taking an advantage multiple times increases it by one for every two Value Level.

- **Example:** Rohan has a signature technique (ten experience) and makes it an aura, he decides to add damaging to it for (six experience) now as long as his aura is active the affects will be sustained. Enemies physically touching or attacking him might suffer damage.

Advantages and Disadvantages will be labeled with the **Aura Archetype** if they are "equitable" to a Aura technique. Additionally, any affect a target would suffer while striking a target can overcome with a Corporeal Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects. Characters that have successfully past Saving Throw to stop or resist the effect do not have to take another test for the remainder of that round. Players only test once a round against Aura effects.

Moreover, Aura technique don't function like normal attacks, they count as direct and all strike the target is the defender or attacker score a successful strike on the Aura's owner.

Getting Started

Now that we have covered the basic need to know stuff lets go through the step by step to create your very own special Signature Technique to scream at your friends and wake up the neighbors with!

1. Technique Concept

Consider what kind of technique you want to create. Do want a power beam attack? Or something like Yamcha's wolf-fang fist? What advantages does your technique

have? Maybe you want to base a technique off of your favorite character's? Talking with your group and Architect find something fun, unique and super awesome.

2. Check with your Architect

After coming up with a technique concept make sure to run it by your Architect to see if it's appropriate for the game.

3. Purchase a Technique

Everything has a price and the payment is experience points. New techniques cost a flat down payment of ten experience points per technique.

4. Picking your Type

Are you going to build an Physical technique? Or maybe an Aura? Select the type of technique you want to make.

5. Advantages

Special specific abilities you can purchase to make your technique fix you perfectly.

6. Disadvantages

Give you technique some drawbacks and score some sweet bonus experience to purchase more advantages.

7. Finishing Touches

Determine your techniques total Ki Point cost, damage, experience cost and other bonuses.

Remember, players should always discuss the creation of a Signature Technique with their Game Group and Architect.

Advantages

Special abilities you can purchase using experience points to improve or give your technique to increase it's power and capabilities. Advantages range from a cost of four experience to twelve experience. Additionally, Advantage archetype will be labeled as such. No Advantage can be take multiple times unless it has the Value Level archetype.

- **Limitation:** No Advantage can be take multiple times unless it has the Value Level archetype
- **Cost:** Four to Twelve Experience Points

Value Level

Advantages and Disadvantages with this archetype can be taken more than one time up to a listed maximum. The maximum is listed next to the archetype in brackets.

Each level increases that Advantage or Disadvantage affect. When purchasing or selecting to take additional levels the cost or reward might increase and/or lower. Each entry will explain any increases or decreases in bonus or rewards with multiple level.

Damage Over Rounds (DOR)

Any Advantage or Disadvantage with this archetype can cause damage directly to the target's Life Points over a period of time. Characters can attempt Corporeal Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects. The NT for a DOR's affect can be increased by one at the cost of six Experience Points up to a maximum NT equal to the Game Path. Heroic is ten, Paragon is twenty and so fourth. So a Supreme Path the maximum DC could be fifty.

A DOR's effect cannot last longer and five rounds and will automatically end at the start of a sixth round. Characters that have successfully past Saving Throw to stop or resist the effect of a DOR do not have to take another test for the remainder of that round. Players only test once a round if they past that specific DOR.

Additional, strikes against a target affect with a DOR does not increase the number of rounds it last or the amount of dam-

age the DOR inflicts each round. Targets can be affected with any number of DOR's from different sources or attacks.

- **Information:** The NT for a DOR's effect can be increased by one at the cost of six Experience Points up to a maximum DC equal to the Game Path.
- **Limitation:** A DOR's effect cannot last longer and five rounds.
- **Saving Throw:** Corporeal Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects.

Accurate - Technique Advantage

This advantage increases the techniques ability to strike a target. Signature Techniques with Accurate gain Plus one to their respective To Hit Score. This ability can be taken three times, a second purchase cost two more then normal price and a third cost four more, but increase the bonus by one for the second and two third purchase.

- **Advantage**
- **Energy, Physical**
- **Value Level (3)**
- **Xp Cost: 5**

Bleeding - Technique Advantage

Flaming, acidic, corrosive, bleeding or any other similar effect that delivers continuing indirect damage to a character is considered a bleeding affect. Any ability with this special effect will cause one Direct Damage to an enemy it affects. For this affect to take place the ability it is "attached" to must have struck, came in contact with and caused damage to the target. This ability can be taken three times, A second purchase cost two more then normal price and a third cost four more than normal, but increase the effects by one damage point for each additional purchase for a total of four damage at Value Level 3.

- **Advantage**
- **Damage over time (DOT)**
- **Physical, Energy, Aura**
- **Value Level (3)**
- **Xp Cost: 5**

Damaging - *Technique Advantage*

Damaging increases the Wound Value of a technique by one for the first purchase and by one for each additional purchase. It can be taken up to six times, additional purchases cost one more experience point than the last purchase. Meaning if a character purchase damaging a second time it will cost seven experience points and the third time will cost eight experience points, so fourth and so on.

- **Advantage**
- **Energy, Physical, Aura**
- **Value Level (6)**
- **Xp Cost: 6**

Dynamic Advantage - *Technique Advantage*

This Advantage is pretty awesome. It allows you to do pretty much anything you want. Want a wield a energy sword create complete by Ki? Dynamic Advantage. What to spit out ghost version of yourself that can blow up? Dynamic Advantage. You can do anything you want with this Advantage. There are a few rules though. Firstly, you must work closely with your Architect on concept of the Advantage. Secondly, you cannot create an Advantage that is already listed in this section. Third, Architects have final say. Other than those few things use your imagination and create a Ki blast in the shape of a flying cow. Notably, Dynamic Advantage has no experience point cost. The cost is created between you and the Architect. Moreover, if your advantage is to have multiple value levels you will need to discuss that experience cost too. Really though, players, we are leaving this one up to you one hundred percent.

- **Advantage**
- **Energy, Physical, Aura**
- **Value Level (x)**
- **Xp Cost: (x)**

Homing - *Technique Advantage*

One of the more unique abilities, homing cannot be combined with any area-of-effect attacks. When attacking with a Homing technique and a character misses the target for whatever reason the character may attempt to attack the target again.

With the same attack without the cost of another Action or Ki points. However, the attack's Wound Value is cut in half; rounded down.

- **Advantage**
- **Energy, Physical**
- **Xp Cost: 10**

Penetration - *Technique Advantage*

Need to get through that pesky armor or a defensive character's, well defense. Penetration reduced the effectiveness of a character's defense.

Each Value Level of Penetration causes the target of the attack to suffer one **Penalization Number (PN)** to their defense Score. Additionally, if the target would benefit from an **Extra Dice (ED)** for any reason they also suffer **Dropped Dice (DD)** for each Value Level of Penetration.

This ability can be taken up to three times, each time increases its effects by one for both PN and DD.

- **Advantage**
- **Energy, Physical, Aura**
- **Value Level (3)**
- **Xp Cost: 7**

Stat Boosting - *Technique Advantage*

This advantage allows characters to increase specific attributes temporarily. Characters can select a single Attribute for each purchase of stat boosting. Characters can attempt to increase that selected Attribute by any amount up to a maximum the Plus determined by the Game Path.

Players will state their target number than make a Corporeal Saving Throw with an NT of five, plus three for each Game Path available for play to stop the effects.

If passed the Attribute is increased until the end of the next Round or the character can not long sustain it. Characters must make a Corporeal save each round they are attempting to or sustaining a boost. If they fail they suffer three damage directly to their Life Points Characters cannot boost **Presence** or **Scholarship**.

- **Advantage**
- **Energy, Physical, Aura**
- **Rank (3)**
- **Xp Cost: 9**

Disadvantages

Technique Disadvantages are negating effects that Signature Techniques inflict upon their welder. A lot of Technique Disadvantages are scary enough alone, but the combination of them can spell defeat for almost any characters. It is important to discuss the purchase and use of Technique Disadvantages with your gaming Architect. Some Architect may disallow any combination that seems inappropriate.

Each disability gives a character back 'X' amount of Experience Points, but inflicting a possible bad disadvantage to their **Signature Techniques**. The return Experience Points can only be spent on the Technique which the Disadvantage was giving to.

- **Information:** Each disadvantage grants to character "free" or bonus experience points at a cost of inflicting a defect on their signature technique, This free experience must be spent on the affect technique.
- **Refund:** Three to Ten Experience Point.

Backblast - *Technique Disadvantage*

The attack produces some sort of Backblast or other side effect that affects anyone or anything standing directly behind the attack (within 3 yards) including the attacker. Backblast inflicts two damage directly to the wielder. This ability can be taken up to five times; each time is it taken the damage is increased by one.

- **Disadvantage**
- **Energy, Aura**
- **Value Level (5)**
- **Refund: 4**

Dynamic Disadvantage - *Technique Disadvantage*

This Disadvantage is pretty awesome. It allows you to do pretty much anything you want. Just like it's counterpart you can pretty much do anything you can imagine. You can do anything you want with this disadvantage. There are a few rules though. Firstly, you must work closely with your Architect on concept of the Disadvantage. Secondly, you cannot create a

Disadvantage that is already listed in this section. Third, Architects have final say. Other than those few things use your imagination.

Notably, Dynamic Disadvantage has no experience point Refund. The Refund is created between you and the Architect. Moreover, if your Disadvantage is to have multiple ranks you will need to discuss that experience Refund too. Really though, players, we are leaving this one up to you one hundred percent.

- **Disadvantage**
- **Energy, Physical, Aura**
- **Value Level (x)**
- **Refund: (x)**

Inaccurate - *Technique Disadvantage*

Signature Technique with Inaccurate are extremely hard to control or wield. Inaccurate decreases the effectiveness of a Signature Technique. Techniques with this disadvantage are unable to use Combat Advantage and reduce the attackers respective To Hit Score by one for each purchase of Inaccurate a Signature Technique has. This ability can be taken up to three times.

- **Disadvantage**
- **Energy, Physical**
- **Value Level (3)**
- **Refund: 3**

Low Penetration - *Technique Disadvantage*

The attack has an inferior ability to penetrate a target's defense. Decreases the Wound Value of a technique by one for the first purchase, minimum of one, and by one for each additional purchase. It can be taken up to four times.

- **Disadvantage**
- **Energy, Physical**
- **Value Level (4)**
- **Refund: 4**

Self-Destruct - *Technique Disadvantage*

This one is kind of hard to design and give a fair refund for, but we think you'll like it. Any Signature Technique with this ability will slay the attacker if they successfully strike their target. Meaning after all associated rolls have been made and the attack has caused at least one damage. The wielder is then reduced to zero Life Points and counts as being defeated, they must take a Demise Check with a modified Demise Rate of six.

Typically, in DBZ we never see anyone live through this type of attack, but then why ever build the thing in a Pen & Paper game right? So we give you a little bit of room to attempt to survive, but only a little bit. The target suffers direct damage equal to the attacker's total Life Point value in addition to any other effects or bonuses the technique might have.

- **Disadvantage**
- **Energy, Physical**
- **Refund: 4**

Short Range - *Technique Disadvantage*

Characters are able to make the attack only at short ranges and must be within three yards or Melee Range to perform the Signature Techniques. Using an energy attack in melee range has its own effects as stated in the Rounds & Combat Chapter, Additionally, when using a Signature Techniques with Short Range increase any Combat Modifier granted to the enemies by one.

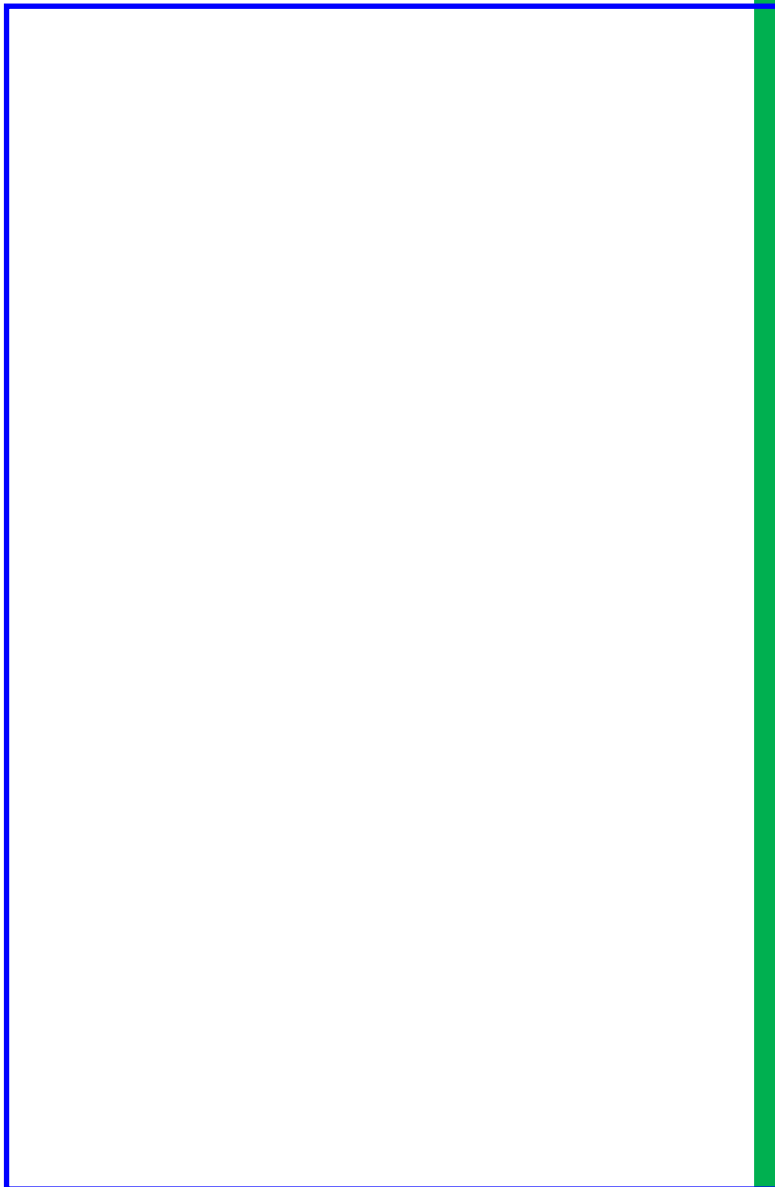
- **Disadvantage**
- **Energy**

- **Refund: 4**

Stat Drain - *Technique Disadvantage*

This disadvantage allows characters to decrease specific attributes temporarily. Characters can select a single attribute for each purchase of Stat Drain. Characters decrease the selected attribute by the specific Level Value of Stat Drain to a minimum of one. Meaning if a player has Stat Drain (STR) with a level value of 2 using the technique it is attached to their STR rank would be reduced by two. Mental attributes cannot be decreased or used with Stat Drain

- **Disadvantage**
- **Energy, Physical, Aura**
- **Level Value (5)**
- **Refund: 4**



Vitality Drain - Technique Disadvantage

The Signature Technique draws upon the user's personal energy or health and drains them of it. With disadvantage character suffer either the lost of additional Ki Points or Life Points while using the technique. Taken once characters will select to loss either six more Ki Points than normal, not counted against their Influx limit or three direct damage to their Life Points when using the technique. Vitality Drain can be taken multiple times either to increase the negative effect of the already selected drain or to take the opposite drain affect.

Meaning a technique can have both Ki and Life drain or a more powerful version of one. If a single effect is chosen to be increase the effect is increased by two with a second purchase.

- **Disadvantage**
- **Energy, Physical, Aura**
- **Level Value (2)**
- **Refund: 4**

Finishing Touches

Make the ultimate technique? Make Kamehameha look like a joke? We sure hope so. We attempted to add as much juicy goodness as we could for you. Now let's figure out just how much this technique is going to set you back.

Experience Cost Calculation

Pretty straight forward, nothing is free. You have you base Technique cost of ten XP, if you made an energy attack you have between seven to nineteen more XP. You get the idea, we know you can add and do simple math; at least we hope so. Just be sure you kept track of what you spent and what you got Refunded. Might even have another player or the Architect go over it with you just in case, we all want to play fair. We will create an example technique for you to check out.

Calculation Ki Cost

Everything cost Ki Points in the DBZ engine. Actually calculating the cost of an attack is rather easy, assuming that you add; no need for a calculator or silly decimals!

So how much does your new Technique cost. Let's start with a physical Technique. A Base Physical Attacks cost three Ki Points to use, this is the baseline.

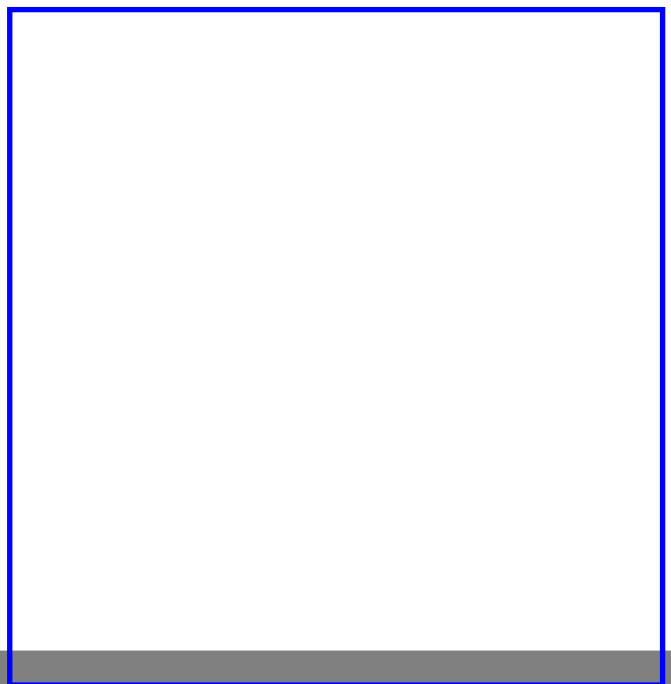
Now lets not forget those sweet Advantages you gave it, each one increases the cost by another Ki Point; additional Level Value count too. So on average you are looking at paying between seven to upwards of twenty Ki Points to perform your physical technique.

Nail Gun

- **Description:** Blue and pink spiral-cork screw beam attack.
- **Attack Type:** Energy
- **Energy Type:** Beam
- **Ki Cost:** $28 = 22$ (Beam) + 2 (Accurate rank 2) + 1 (Damaging rank 1) + 3 (Penetration rank 3)
- **Advantages:** Accurate (2), Damaging (1), Penetration (3)
- **Disadvantages:** Limited Shot (3)
- **Experience Point cost:** $66 = 10$ (Signature Technique) + 17 (Beam Attack) + 39 (Advantages; Accurate rank 2 = 12, Damaging rank 1 = 6, Penetration rank 3 = 21) - 12(Limited Shot rank 3).

Charging Up!

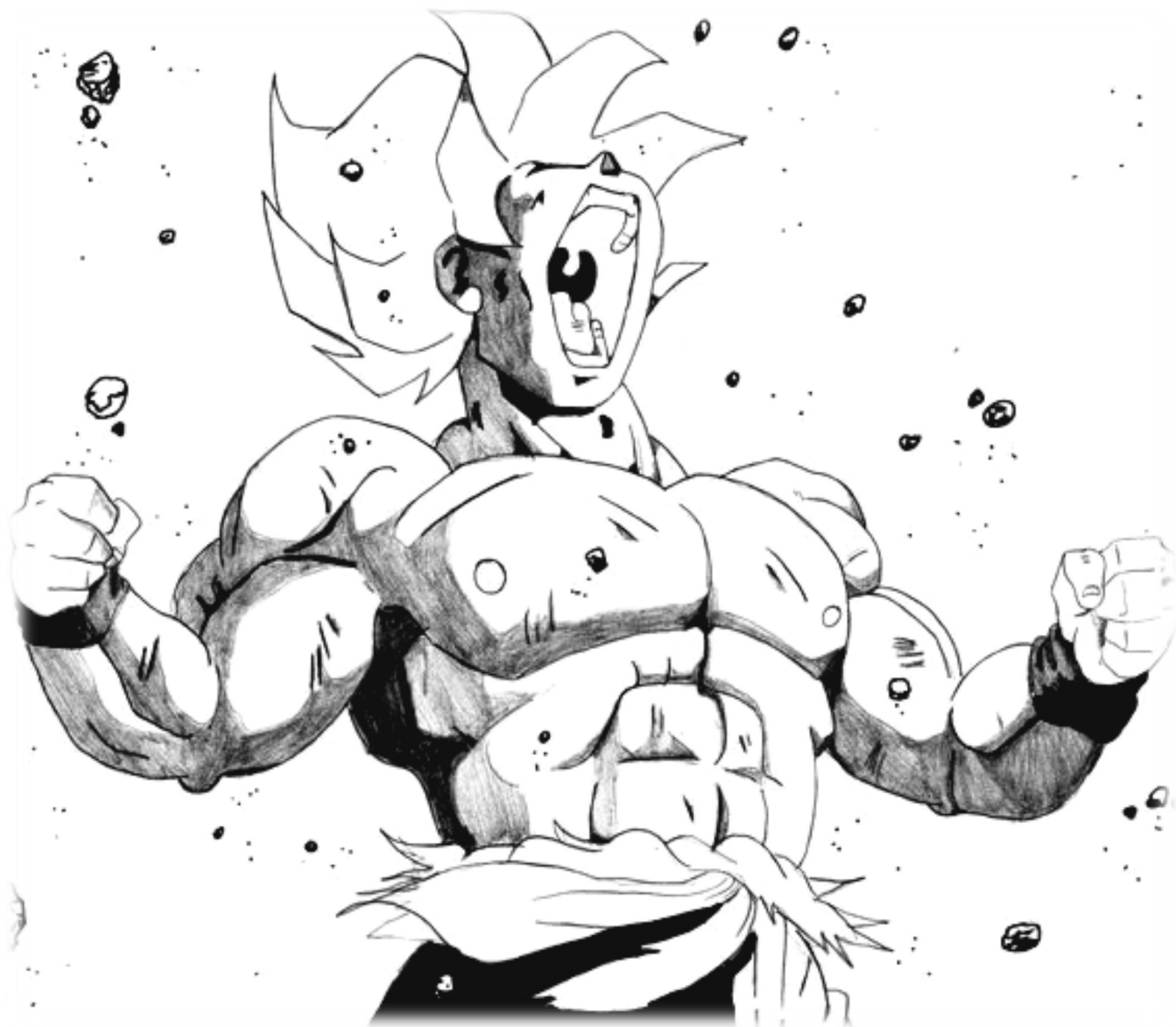
You can charge up any type of energy attack per rules in the Rounds & Combat Chapter. Be careful they'll cost you even more Ki Points. For now lets move on to the Chapter you have been waiting on, TRANSFORMATIONS!



CHAPTER EIGHT

SIGNUATURE TECHNIQUES

Transformations - Alternate Forms - Fusion



BEYOND THE LIMITS!

"I HAVE BECOME THE LEGEND."

TRANSFORMATIONS

Transformation

In the Dragon Ball Z universe there are many powerful beings. Perhaps the single most iconic image in all of DBZ is the Legendary Super Saiyan transformation, the pinnacle of strength for the entire Saiyan race. An **Alternate Form** or **Transformation** that allows and grants increased power, speed, and much more. The Super Saiyan is, but one of many transformations that were featured throughout this chapter. There are many transformations and advancements that we'll cover. Over the next chapter we will discuss the powers within Transformations, their rules and their regulations.

Obtaining Transformations

Aside from Arcosians, Namekians and Majin, no race starts with transformations at the start of a campaign or game. Transformations should always be either the climax of a story arc or the main reward that the arc gives the players. Be creative!

However, sometimes Architects do mind a noob tube or two. So we went ahead and added a little flavor and some optional experience cost just in case. *"Don't worry we got your back bro, you'll be a Super Saiyan someday!"*

Alternate Forms

All transformation are and count as Alternate Forms. We will see this term a bit through this chapter. No character can have active or receive the bonuses from more than one Alternate Form at a time. So yeah no double Super Arcosian Namekain form for you, sorry.

Each Transform state will be labeled as a Alternate form if this rule applies to it. Aside from that there are few other specific rules.

Stress Test

Each round a character is in any Alternate Form they must roll a Stress Check. A Stress Check is a Corporeal check. If failed characters cannot sustain their altered state and fall out or de-transform. Stress Check base NT is listed with each transformation. Stress Check's NT are increased by three for each Game Path available for play

When falling out of a Alternate Form characters suffer a loss of Ki Points equal to the alternate form's **Transformation Cost**. Falling out of an Alternate Form requires no real time in game and happens during the round's Effect Phase, again covered in Rounds & Combat Chapter.

Transformation Cost

Nearly all transformation have a activation cost or **Transformation Cost** and a **Sustain Cost**. A activation cost is an amount of Ki Points a character must spend before they can use or activate the Transformation. Transformation Cost do not count towards a character's Influx Rate.

All normal Transformation Cost and Sustain cost for all Alternate Forms increases by eight Ki Points for each Game Path available for play.

Alternate Form Stages

Some transformations have multiple stages; such as **Super Saiyan** or Arcosians **Metamorphosis**. Each stage will have it's own entry with labeled bonuses, cost and effects. Alternate Form stages do not stack together in any fashion and you cannot gain bonuses from more than on stage at a time. Notably player only have to pay the cost for the stage they are attempting to enter or have entered. They do not need to pay the cost for each stage if they skip into a high form.

Secret Powers

An ability possessed by all races in the DBZ universe, but lets be honest we included this for the other races, you know Humans and the like, that have trouble keeping up with those pesky power house Super Saiyans. Unlike transformation these do not count as a Alternate Form but are permanent additions to a character's base stats. **Secret Powers** purchase by anyone simply by spending experience points.

However, we still suggest you discuss the purchase with your Architect. They might want you to only access these forms through role-play or some other ritual. These forms and their bonuses to stack together.

Secret Powers and Alternate Forms also stack together, if a character has unlocked two different Secret Powers and then transforms into a Super Saiyan that gain all three benefits. We can hear the screams of min-max'ers everywhere already.

All bonuses from Secret Powers can exceed the maximum Plus limitation bestowed by the Game Path.

Accessibility

Some forms have regulations on when or what Game Path they are accessible in and for. Both **Alternate Forms** and **Secret Powers** have accessibility, both are labeled as such too. Player can only obtain and use them if they have access to the required Game Path. Players must be playing in or a higher Game Path then the accessibility to gain access.



Hidden Power - Secret Power

This Secret Power draws out all of the user's latent power. The awakening of the potential strength and skill within the fighter. Increase physical power and Ki energy along with slightly, yet, noticeable changes in appearance. Ranging from minor height increases to more power and radical Ki auras.

- **Bonuses:** +2 Influx Rate pre Power Level, + 2 Mobility & Dexterity, + 2 Marital Prowess or Ki Precision or Ballistic Expertise
- **Experience Cost:** Thirty (30)
- **Accessibility:** Paragon
- **Form:** Secret Power

Unlocked Potential - Secret Power

Releasing the true potential of a character this transformation awakens the fighters combat prowess granting them even more power and skill. Another increase in physical power and Ki energy. More minor, yet, noticeable appearance changes. Characters with Unlocked Potential gain Dragon Fury.

- **Bonuses:** Dragon Fury, +1 Dragon Rush & Surge, + 2 Marital Prowess or Ki Precision or Ballistic Expertise
- **Experience Cost:** Fifty (50)
- **Accessibility:** Perfect
- **Form:** Secret Power
- **Requirements:** Hidden Power

Dragon Fury

Character's can use **Dragon Fury** in place of **Dragon Rush**, all bonuses that would normally apply to Dragon Rush also apply to Dragon Fury; think of it as an upgraded version. When combining an Maneuvers with Dragon Fury character's Dice Score is increased by two automatically. If the action combined with Dragon Fury cost Ki Point the cost is waived for that single action. This is on top of the normal effects of Dragon Rush as explained in the Rounds & Combat Chapter.

If Dragon Fury's is used in conjunction when firing a charged attack the final Ki Point cost of the entire attack will simply be halved; rounded up.

Mythic Warrior - Secret Power

The true power of a character, the seventh gate opened. The sleeper has awoken! Character's gain access to the very depths of their latent abilities. When using **Improved Dragon Fury** ignore the Botch rule; otherwise it follows all normal rules that have been laid out. Additionally, the character gains **Brutal Strike** to all attack actions; both physical and energy.

Moreover, players always treat their Power Level as being two higher than normal. This does allow them "break" the Game Path limitations on Power Level.

- **Bonuses:** Brutal Strike, Improved Dragon Fury, +2 Power Level, + 2 Martial Prowess or Ki Precision or Ballistic Expertise
- **Experience Cost:** Fifty (50)
- **Accessibility:** Mythic
- **Form:** Secret Power
- **Requirements:** Hidden Power & Unlocked Potential

Brutal Strike

Attack actions with this **Combat Modifier** applied to it gain an additional three to their Wound Value when they score a Critical Success.

- **Example:** Rohan attacks Garrett and scores a critical success. He has a Wound Value of 6 normally. Brutal strike makes it a 9.

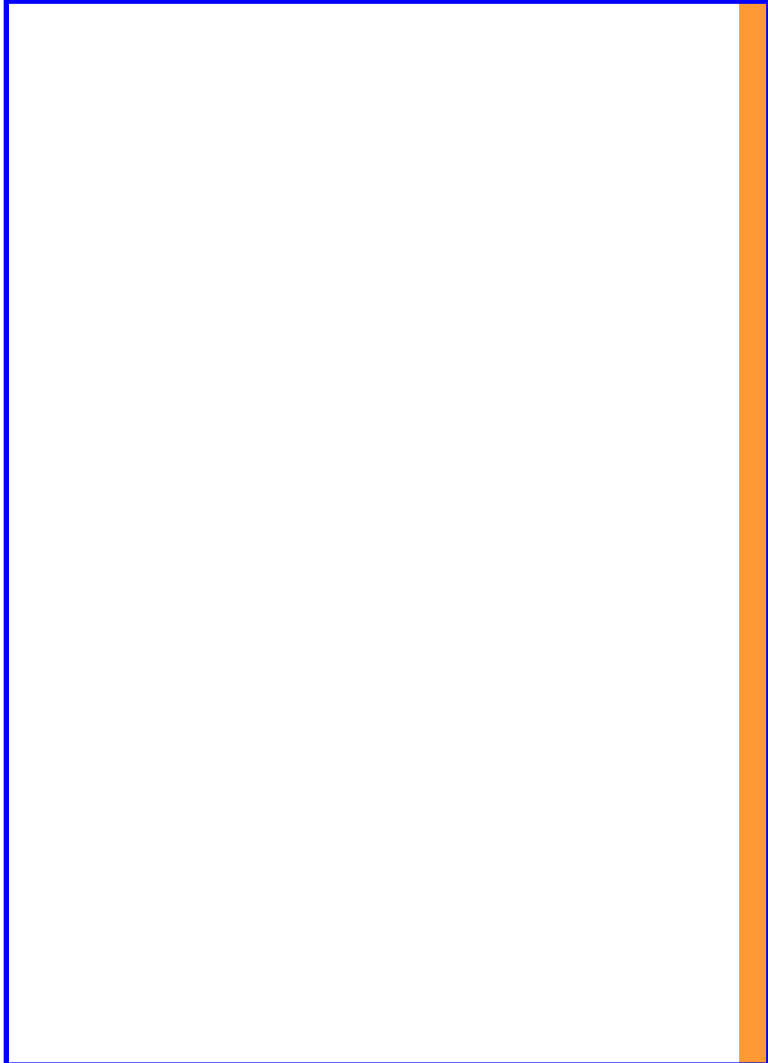
Great Namekain - Alternate Form

Also known as Giant Form, a form used by Namekians. The transformation causes the user to grow to enormous proportions, reaching a size of nearly ten times their original size and increasing their power by an unspecified multiple. Namekians are able to perform this transformation by spending experience points, think of it as a natural ability they must practice and learn to perform. Characters can activate Giant Form for Ki Points and requires a character spends a Full Turn Action to activate.

However, with the increased physical mass and strength Giant form reduces characters' speed and initiative. At any point a character becomes Unconscious or reaches five Life Points or less they will lose all Giant Form bonuses and revert

back or falling out of into their normal form.

- **Bonuses:** +3 Physical To Inflict Scores, +3 Physical Wound Values, +3 Influx Rate, +1 Soak Score.
- **Penalties:** -5 Speed, Initiative & Defense
- **Limitations:** At any point a character becomes Unconscious or reaches five Life Points or less they will lose all Great Namekain bonuses and revert back or falling out of into their normal form
- **Transformation Cost:** 7 Ki Points to activate and requires a character spends a Full Turn Action.
- **Sustain Cost:** 4 Ki Points per round
- **Stress Test:** NT Five (5)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form
- **Experience Cost:** Twenty-Five (25)
- **Accessibility:** Paragon





Super Namekain - Secret Power

A select group of extremely adept Namekains discovered the secret to unlock a higher level of consciousness within themselves, becoming "Super Nameks." Namekains who managed to unlock this form have seemingly insurmountable powers. Super Nameks are not fundamentally a different type of Namekain, simply very powerful ones. In DBZ we only see one Super Namek, Kami, who spits with Piccolo. When they reunite their power increases astronomically.

Obviously, requiring a transformation to need a backstory and another NPC would be difficult for the Architect. So we included the form and its bonuses. We leave its implication up to the group and Architect, we added an experience cost too.

- **Bonuses:** +4 To Hit, +2 Wound Value, +3 Influx Rate per Power Level, +5 Speed and Initiative, +5 Recovery Rate, Brutal Strike, Improved Dragon Fury
- **Experience Cost:** Fifty (50)
- **Accessibility:** Perfect
- **Form:** Secret Power

Saiyan Tails

All Saiyan characters have a monkey-like tail that allows them to transform in a Great Ape, also known as Ozaru, when they look at the full moon of any planet. When a Saiyan's tail is squeezed, it causes them agonizing pain. An enemy may attempt to grab a Saiyan's tail by using the **Grapple** rules in the Rounds & Combat Chapter. If grabbed the character is immobilized and counts as being **Helpless**. They can attempt a Corpo-

real Check to overcome the effects of being grabbed. NT five plus three for each Game Path available for play

If a Saiyan's tail is cut off they lose access to the **Great Ape** transformation completely. Unlike in the DBZ show Saiyans' tails can not regrow if they were only pulled or popped off.

- **Corporeal Test:** Base NT Five (5)
- **Bonus:** Great Ape Form
- **Limitations:** If grabbed the character is immobilized and counts as being Helpless.
- **Modification:** Saiyan characters can reduce the Corporeal Test base NT by one for four experience points. If reduced to zero the negative effects of being grabbed no longer apply.

Great Ape Form

Ozaru changes the Saiyan into a giant ape with unmatched strength during the full moon. However, with the increased physical mass and strength Ozaru reduces characters' Speed, Initiative and Recovery Rate.

Characters can also lose control of this form also, meaning they will randomly attack anyone, even allies; each round characters must roll an **Enrage Check** with a NT five plus three for each Game Path available for play. An Enrage Check is a Cognitive Check. If they pass they can act as normal. If they fail, they must randomly attack a combatant involved in the encounter.

Character can only use this form during the full moon, which would be at the Architect's discretion.

- **Bonuses:** +4 To Inflict Scores, +2 Physical Wound Value, +4 Influx Rate, Brutal Strike, +2 Soak Score.
- **Penalties:** -5 Speed, Initiative & Defense
- **Limitations:** At any point a character becomes Unconscious, or reaches five Life Points or less they will lose all Ozaru bonuses and revert back or falling out of into their normal form
- **Transformation Cost:** 8 Ki Points to active and requires a character spends a Full Turn Action
- **Sustain Cost:** 5 Ki Points per round
- **Enrage Test:** NT Five (5)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form

Ascend Super Saiyan

This is a step-up form, between Super Saiyan and Super Saiyan two. This is a purchasable ability a character can buy after achieving Super Saiyan one. Ascend Super Saiyan endows characters with extreme corporal powers.

However, with the increased physical mass and strength ASSJ reduces characters' Speed, Initiative and Recovery Rate.

- **Bonuses:** +5 Physical To Inflict, +4 Physical Wound Value, +2 Energy Wound Value, +3 Influx, Brutal Strike
- **Drawbacks:** -7 Speed, Initiative, -2 Recovery Rate, -4 Defense
- **Limitations:** At any point a character becomes Unconscious or reaches five Life Points or less they will lose all ASSJ bonuses and revert back or falling out of into their normal form.
- **Transformation Cost:** 15 plus and it requires a characters to spend a Full Turn Action to activate
- **Sustain Cost:** 9 Ki Points per round.
- **Stress Test:** NT Eight (8)
- **Transformation Stage:** Stage One Half (1.5)
- **Form Type:** Alternate Form
- **Experience Cost:** Sixty-Five (65)
- **Accessibility:** Perfect
- **Abbreviations:** ASSJ

Legendary Super Saiyan

During times of immeasurable stress or great woe Saiyans and half-Saiyans alike have the arcana ability to transform into Super Saiyans. Saiyans players will start with trying to achieve Super Saiyan one this ability can't be learned unless a player has achieved the transformation through some type of immeasurable force or stress. Typically a player's Architect will grant this ability to them. However, characters are also able to purchase Super Saiyan forms by spending experience points if allowed by the GM. Super Saiyan endows characters with extreme power as well as some changes to their physical features such; as golden or yellowing spiked hair, green or blue eyes.

- **Bonuses:** +3 To Hit, +2 To Inflict, +2 Wound Value, +6 Influx, +8 Speed & Initiative, +4 Recovery Rate and +4 Defense & Soak Score
- **Limitations:** At any point a character becomes Unconscious or reaches five Life Points or less they will lose all Super Saiyan bonuses and revert back or falling out of into their normal form.
- **Transformation Cost:** 12 Ki Points to active and requires a character spends a Full Turn Action
- **Sustain Cost:** 8 Ki Points per round
- **Stress Test:** NT Five (5)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form
- **Experience Cost:** Fifty (50)
- **Accessibility:** Legendary
- **Abbreviations:** SSJ



Super Saiyan Two

Remember that time Gohan punch Cell so hard he throw up Android 18? Yeah, we do too; pretty gross right? The ultimate transformation of the Super Saiyan line up, the pinnacle of Saiyan perfection.

- **Bonuses:** +6 To Hit, +4 To Inflict, +4 Wound Value, +6 Influx, +8 Speed & Initiative, +8 Recovery Rate and +6 Defense & Soak Score
- **Limitations:** At any point a character becomes Unconscious or reaches five Life Points or less they will lose all Super Saiyan bonuses and revert back or falling out of into their normal form.
- **Transformation Cost:** 18 Ki Points to active and requires a character spends a Full Turn Action
- **Sustain Cost:** 14 Ki Points per round
- **Stress Test:** NT Eight (8)
- **Transformation Stage:** Stage One (2)
- **Form Type:** Alternate Form
- **Experience Cost:** Seventy-Five (75)
- **Accessibility:** Perfect
- **Abbreviations:** SSJ2

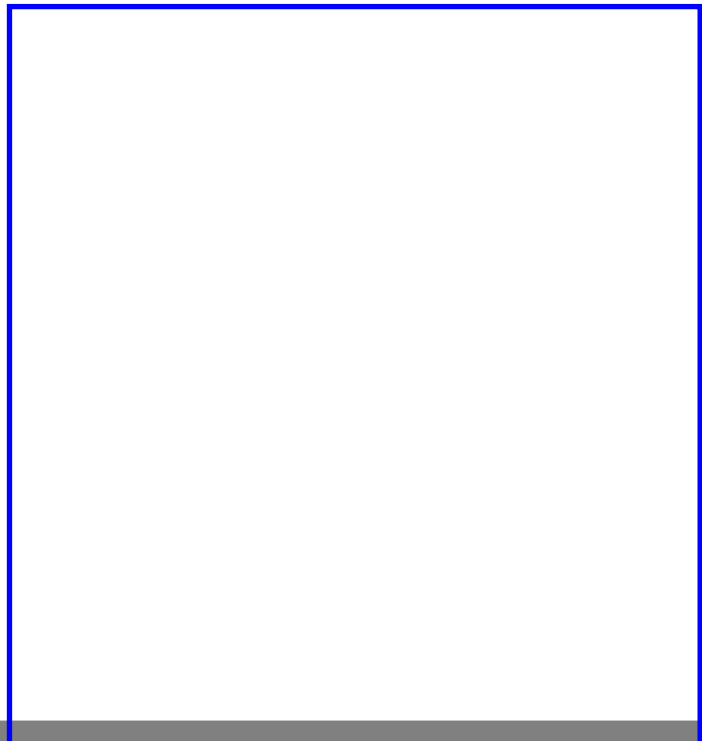
Super Saiyan Three

Did we say SSJ2 was the pinnacle of Saiyan perfection. Whelp, we might have lied a little bit. Behold! Super Saiyan Stage Three the true apex Super Saiyan form. Unlike other forms of Super Saiyan SSJ3 is ex-

tremely powerful, but deadly to the character.

Super Saiyan Stage Three not only requires players to spend Ki point to sustain its power is so radical it requires players to spend Life Points as well. Each round a player sustains SSJ3 they must take a Corporal Save. If they pass continue as normal. If failed the character suffers five direct damage and must immediately take a Stress Test with an increased base NT of eighteen.

- **Bonuses:** +10 To Hit, +8 To Inflict, +6 Wound Value, +10 Influx, +12 Speed & Initiative, +10 Recovery Rate and +8 Defense & Soak Score,
- **Limitations:** At any point a character becomes Unconscious or reaches five Life Points or less they will lose all Super Saiyan bonuses and revert back or falling out of into their normal form.
- **Drawbacks:** Corporeal Saving with NT eight which is increased by three for each Game Path available for play
- **Transformation Cost:** 22 Ki Points to active and requires a character spends a Full Turn Action
- **Sustain Cost:** 18 Ki Points per round
- **Stress Test:** NT twelve (12)
- **Transformation Stage:** Stage One (2)
- **Form Type:** Alternate Form
- **Experience Cost:** One-Hundred (100)
- **Accessibility:** Mythic
- **Abbreviations:** SSJ3



Metamorphosis

Arcosian do not start a game in their true forms, they are transformed into small less powerful forms of themselves. At character creation Arcosians players start in their transformed state called base form or **Suppressed Form**.

They use Suppressed Form to hide their true power from their enemies; this ability also serves as a way to cause less stress to their bodies. Think of it this way Arcosian are so powerful they can not control their own power so they de-transform into less powerful form instead of the other way around.

There is no need for them to be force into a transform state like a Super Saiyan would; Arcosians simply gain the benefit of Metamorphosis at Character Creation. Arcosians do not lose Metamorphosis when they become Unconscious or reaches five Life Points or less, they can simply remain in a transformed state.

Each form of Metamorphosis can drastically change the character appearance. From large spikes, horns to increase height, size and girth. Characters must activate and transform into each stage before advancing to the next.

- **Information:** Arcosian do not start a game in their true forms, they are transformed into small less powerful forms of themselves called Suppressed Form. Metamorphosis stage bonuses stacks
- **Limitations:** Characters must activate and transform into each stage before advancing to the next.

Brute Form

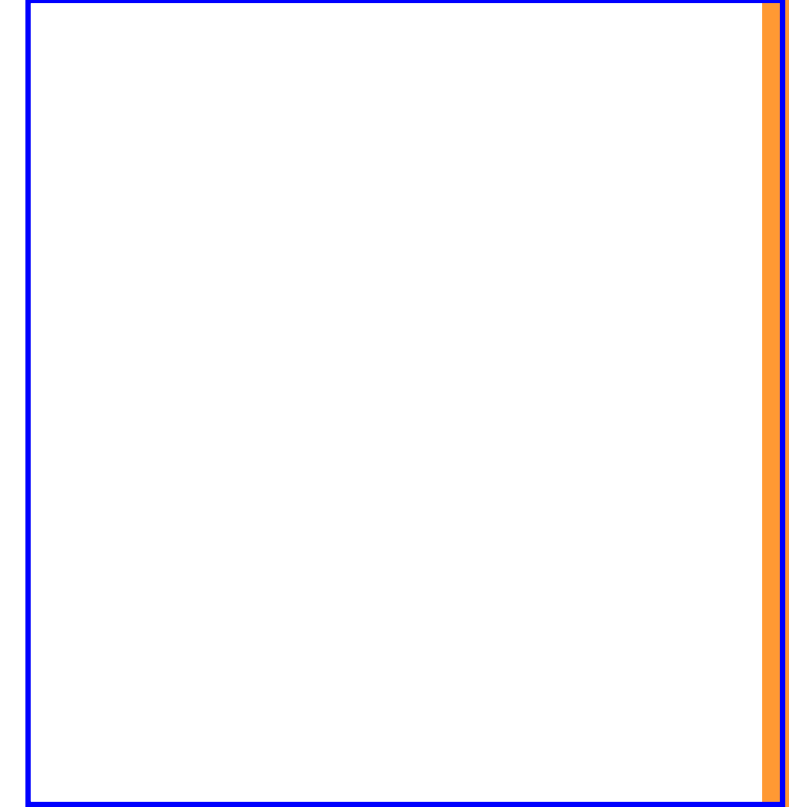
A powerful unlock of their true powers Arcosians gain a huge power increase from this state as they edge closer to their true form. Typically this form comes with increase girth and height as well as size and raw strength.

However, with the increased physical mass and strength of Brute Form reduces characters' Speed, Initiative and Recovery Rate.

- **Bonuses:** +2 To Hit, +2 To Inflict, +1 Wound Value, +3 Influx, and +4 Defense & Soak Score
- **Transformation Cost:** 8 Ki Points to

active and requires a character spends a Full Turn Action

- **Sustain Cost:** 6 Ki Points per round
- **Stress Test:** NT Eight (8)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form
- **Accessibility:** Heroic
- **Abbreviations:** ABF



Power Form

One step away from their True form Arcosians gain another large increase to power from this form. This form is typically noticeable by the amount of spikes, horns and additional growth.

- **Bonuses:** +4 Energy To Hit, +3 Energy To Inflict, +2 Energy Wound Value, +8 Influx, and +4 Defense & Soak Score
- **Transformation Cost:** 14 Ki Points to active and requires a character spends a Full Turn Action
- **Sustain Cost:** 12 Ki Points per round
- **Stress Test:** NT Fourteen (14)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form
- **Accessibility:** Heroic
- **Abbreviations:** APF

True Form

Perfection! The ultimate form of the Arcosians. This is the True Form of any Arcosian character. The pinnacle of their power and strength.

- **Bonuses:** +8 To Hit, +8 To Inflict, +5 Wound Value, +8 Influx, +10 Speed & Initiative, +8 Recovery Rate and +7 Defense & Soak Score
- **Transformation Cost:** 20 Ki Points to active and requires a character spends a Full Turn Action
- **Sustain Cost:** 16 Ki Points per round
- **Stress Test:** NT Twenty (20)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form
- **Accessibility:** Heroic
- **Abbreviations:** ATF

As you might have noticed there are no experience cost for any Arcosian Metamorphosis stage. As touched on before players start with the ability and are able to transform into any stage.

Notably, you can see that the Stress Test for each stage is high and nearly impossible for any new character to achieve, this is by design. As players progress and earn experience points and new powers, players can lower the Stress Test of each stage making it easier for them to control. Staying in line with the natural progression of other races and players in a DBZ campaign.

Pure Form

A Majin's true identity, their unleashed and raw power. This is a character's unbridled and unaltered form. Players take this form when they eject all assimilated combatants, however, due to its extremely random influx of power characters run the risk of becoming uncontrollable.

Pure Form is always available to a Majin character at all times, however, each round at the start of their turn during the **Effects Phase** they must take a Cognitive Check with NT four which is increased by one every round.

If passed continue as normal. If they fail the check they **Berserk** from the overwhelming power and become uncontrollable.

During a round a character **Berserks** they will randomly attack targets in an encounter until they have spent their reminding Maneuverers. Berserk last until the end of the character's next turn after they Berserk.

- **Bonuses:** +5 To Hit, +5 To Inflict, +5 Wound Value, +6 Influx, +8 Speed & Initiative, +8 Recovery Rate and +6 Defense & Soak Score
- **Transformation Cost:** 16 Ki Points to active and requires a character spends a Full Turn Action
- **Berserk:** During the Effects Phase they must take a Cognitive Check with NT four which is increased by one every round.
- **Sustain Cost:** 8 Ki Points per round
- **Stress Test:** NT Twenty (20)
- **Transformation Stage:** Stage One (1)
- **Form Type:** Alternate Form
- **Accessibility:** Heroic
- **Abbreviations:** ATF

Tiers of Power

As stated before all normal Transformation Cost and Sustain cost for all Alternate Forms increases by eight Ki Points for each Game Path available for play.

This increase is relative to the Form's accessibility. Meaning if a Form is not accessible until the Game Path Legendary it is unaffected by the above increase until a more advanced Game Path is open and a Character pays their Breakthrough.

Transformation Power Up

When characters Transform in any Alternate Form they count as having used the ability Power Up, once, for free with no cost or other restrictions until the end of their next turn.

Transformation Fatigue

Characters can only attempt a Transformation every three rounds. Moreover, once a Transformation has ended a character cannot active another within three round.

Improving Transformations

Mastering a transformation takes practice, skill, patience and above all else experience points. Players can improve a transformation by reducing its active cost, sustain cost and other properties. When purchasing a improvement it is important to remember that it only affects one transformation and only one stage of that form. So, if we purchased to improve the sustain cost of SSJ2, only that form's sustain cost would be affected. Another example is if you reduced the Stress Test NT of, lets say, Brute Form only that form's Stress would be lowered. *"Start saving that experience and lets make Super Saiyan a kids play thing."*

Improvements

Characters can purchase the following improvements for a single stage of a transformation. Each improvement has a experience cost in brackets labeled with it. Improvements can be purchased more than once and can only be purchased for transformation that the character currently has access to and/or owns.

- **Transform Reduction (9):** Reduce the number of Ki points it cost to activate a form by two, to a minimum of three. This includes an additionally cost from Tiers of Power.
- **Sustain De-cost (13)** The Sustain cost of a transformation is reduced by one, to a minimum of two. This includes an additionally cost from Tiers of Power.
- **Stress Relaxation (13):** Reduce the target NT for the forms Stress Test by two, to a minimum of one. This includes

any increases.

- **Brutal Improvement (15):** Give any form Brutal Strike, if the form already has increase its bonus by one, to a maximum of ten.
- **Speedy Transformation (17):** Decrease the transformation time to three Maneuverers, a second purchase reduces it to one Maneuverers and a third purchase reduces it to a free action.
- **Fatigue Block (20):** When falling out of a transformation or de-transforming decrease the down time between transformation attempts by one round.

Fusion

Fusion is the process of merging two separate beings into one, combining their attributes, from strength and speed to reflexes, intelligence and wisdom. When properly fused, the single being created has an astounding level of power, far beyond what either fuses would have had individually. In the DBZ engine we cover the two some known and most popular fusion techniques, The **Fusion Dance** and **Potara Earrings**.

Each type of Fusion works differently, but ends with a similar outcome, combining two halves into a whole. It is important to note that while performing a Fusion technique in combat all enemy combatants are granted Combat Advantage, Power Attack and deadly blow.

Fusion Dance

A fusion performed using a dance, a dance developed by an alien species called the Metamorans. The dance results in a completely new merged being with characteristics from both mergers.

There are certain requirements to the Fusion Dance that both players must fulfill to complete the transformation. However, players may pick one of two methods; if the GM allows it.

The first method players must roll a series of skill checks passing the NT for each step, passing all the checks will complete the fusion dance and the transformation will be successful. Failing one or more steps doesn't mean the fusion will fail, but it might result in some pretty fun antics. Consult your Architect when failing a step. There are six checks for the Fusion Dance which typically can be rolled in an order. Both participants must roll three Athlete and Acrobatics skill checks with a NT of eight which is increased by five for each Game Path available for play.

The second method is much more fun, but requires some room in your game area. Players can perform the Fusion Dance in the real world. Completely the dance to the satisfactory of the Architect, let the shenanigans begin.

Each player stands six paces from each other, side to side. They hold their arms out so each person's arms point away from their partner, palms open and facing forwards. While saying "Fuuuu..." each person shuffles their feet sideways towards their partner. Both people must take exactly three steps at this time. While doing so, each person swings both arms over their head so each of the two sets of arms point to their partner's. Then, while saying "sion..." each person swings their arms across their body, turning them so their palm faces the floor and closing their fists. At the same time, they must bring outer leg up so it is at a right angle, with their shin facing their partner and their foot level with their knee. Finally, each person shouts "Ha!" and leans their torso over so it is slanted towards their partner. They bring their arms up over their head so they point "upwards" (in relation to themselves) with their index fingers out. They must then fully extend their outer legs. At this point each

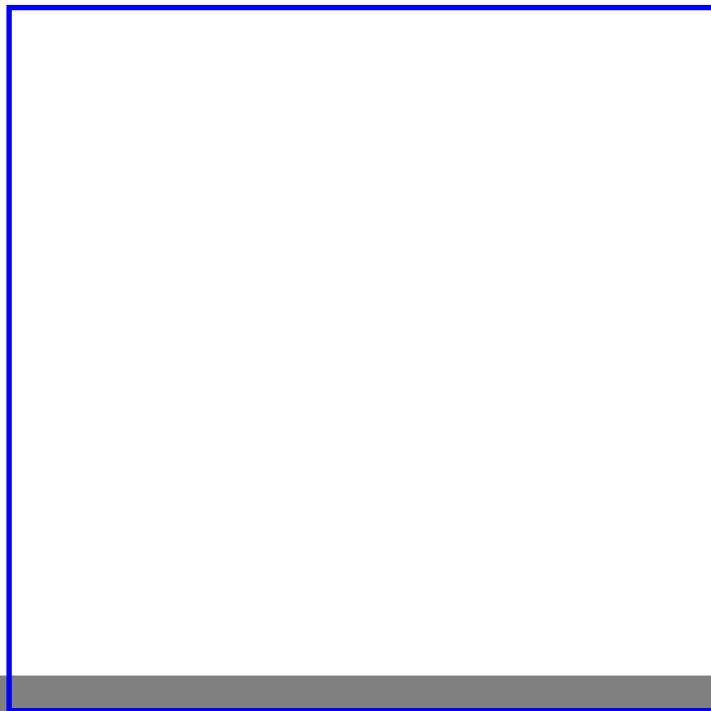
person's fingers should touch their partner's fingers. If both characters do this right, the fusion will be successful.

The Fusion Dance is a powerful transformation that allows to players to fusion their characters together and act as one character during encounters. In the DBZ TV show Fusion Dance only has a specific time limit, in our DBZ engine it last only three rounds.

This can be performed during combat and requires a Full Round Action by both characters to complete; the Fusion will be take place at the end of the characters' involved with the lowest Initiative in the order. During their Full Round Action character's can roll their skill checks or perform their dance.

After the Fusion both players will act on the same turn as one character. They will add together all aptitudes on their character sheet, but Life Meters. This includes Merit, Magic Abilities and Signature Techniques. The Fusion Dance can break the Game path rank limit. In addition, if both characters share another transformation they gain its bonuses double while using it Fused. Example if two Saiyans fused and use Super Saiyan, its bonuses would be double.

The Fusion Dance can be performed by different races with other races. A Fusion Dance transformation changes the characters Initiative Order, but does not allow them to take two turns a round. Moreover, characters cannot successfully fuse more than once per encounter.



Potara Earrings

The Potara Fusion are an ancient artifact of Other World that can be used to, permanently if they are Kais, fuse two people together. These earrings are worn by all Supreme Kais as part of their standard outfits, and come in various colors. When one pair of Potara earrings are worn by a single person they have no special properties. However, if two individuals each wear one earring on opposite ears, the true power of the artifacts is revealed. The earrings have the ability to fuse two people into a single entity, substantially enhancing the abilities of both individuals.

These earrings combine both users into a new being all the way down to their clothes. This fusion does allow for advanced transformation, states such as Super Saiyan forms, to be accessed after the fusion. Using the earrings is very simple, in comparison to the fusion dance. Each person puts on the earrings on the opposite ear of their partner. The orb on the earring glows and both users are thrown together. The new being emerges glowing in green light with the earrings still on each of the two ears.

This type of Fusion last only three rounds. This can be performed during combat and requires a simple Move Action by both characters to complete; the Fusion will be take place at the end of the characters' involved with the lowest Initiative in the order. During their turn character's can act as normal after they "pay" their single Move Action for the earrings.

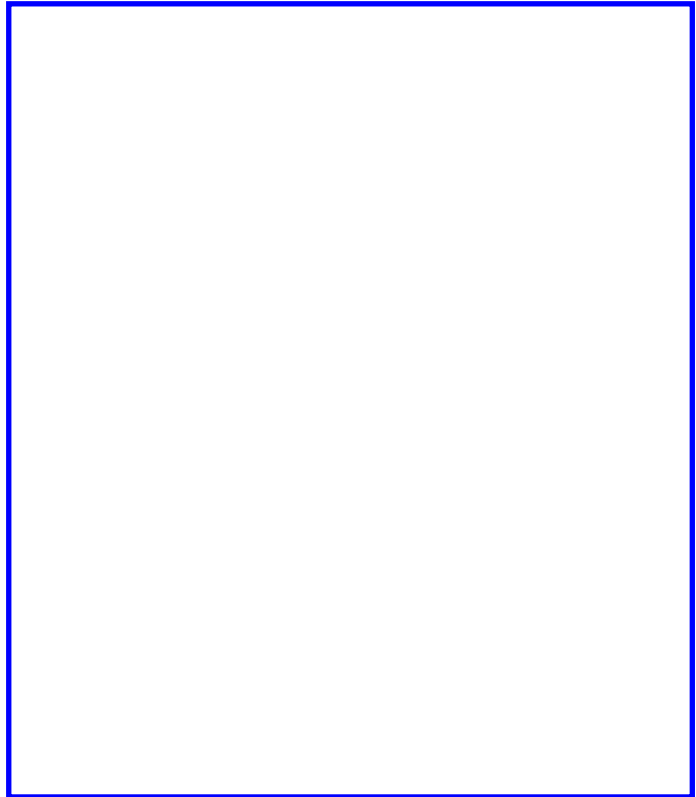
Both players raise their attributes, skills and Power Level to the highest between the two characters. Meaning if one character has a ST Plus of twenty-five and the other of only fifteen the new character's ST will be twenty-five. All new aptitudes are then increased by five. Meaning the new character's ST of twenty-five will increase to a final ST of thirty. The new character will have access to both character's Merits, Magical Abilities and signature techniques as well as any other purchases either player has made.

The Potara Earrings can not be used by different races; both characters must be of the same race. If both players have, however unlikely, completely equal attributes, skills and Power Level the earrings

will have no affect on them. Transformation act as normal for a Potara fused character.

The Architect

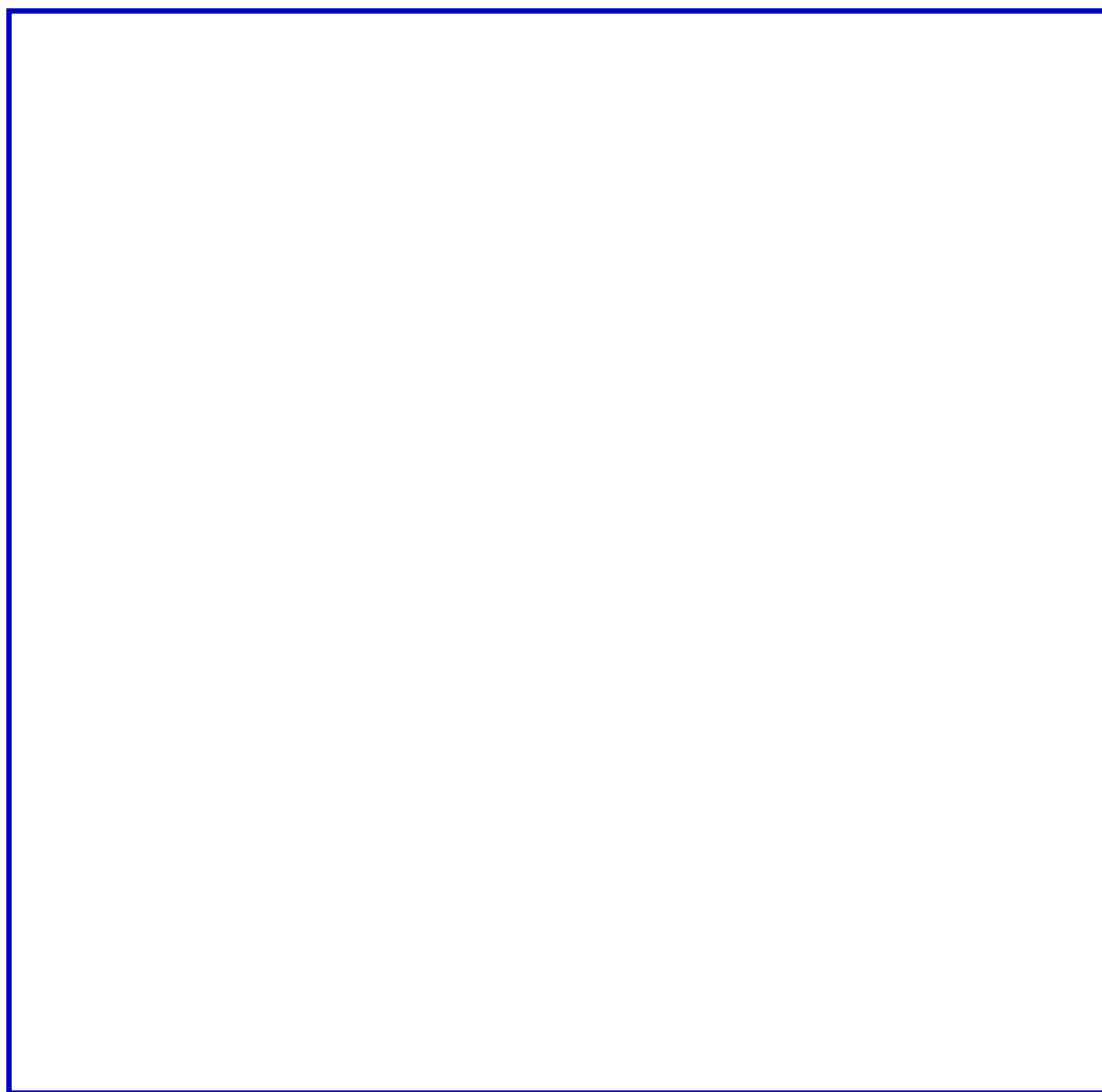
The next Chapter, that last chapter, is about the Architect and the DBZ engine its self. Some explanatory things and some special rules. It is worth checking out for all players. Plus Character Record Sheets are at the end of it!



CHAPTER NINE

ARCHITECTS & ADVENTURES

Villains - Campaign Types - Battlegrounds



THE MAN BEHIND THE MASK!

"DON'T WORRY ABOUT THE GUY BEHIND THE CURTAINS."

ARCHITECT & ADVENTURES

Architect

The Architect is the games narrator or Game Master , the one who directs the story and the players through the imagined world. We choose to use the Architect system for its ability to allow the GM to describe combat and other encounter situations in a more elegant fashions. We could have spent days writing rules for kicks, head-butts, punches, double fist punches, etc. Why would take the imagination away ? That is just silly, so we chose the Architect system giving more control to the GM of the game.

Scene Description

In a Architect system the game mechanics don't always depict what happens in the combat. Meaning that if a combatant is punched and knockback mechanically the Architect might describe is as the combatant was racked in the face with a hard right hook, as the air its self is pushed away from the force the combatant is knocked back and slammed into the mountain side. You get the idea, be creative, be described give your players that hair raising action.

Tools of the Architect

A GM has many tools at their disposal, but we are going to give a quick cover of the most important ones. Namely those that help the GM keep control and the forward momentum of the game. A lot of these a season role-player will be and should be familiar with, but we wanted to touch on them anyways.

Story Arcs and Hooks

It is important as a Architect you have a hook for each player's character. Meaning you have something that not only would

draw a character into the main story arc of your game, but that player too. There are an endless list of hooks out there in imagination land so be creative and be unique. Players keep playing you they stay interested mix it up.

Experience Points

The lifeblood of character development, with it there is no mechanical progression which could cause a game to drag and become boring. So hand it out, make sure you award your players for all the hard work they do, heck even for just showing up on time. We typically suggest players should be awarded between twelve to thirty experience a session depending on the Game Type chosen.

Architects can use these numbers or completely make up their own amounts. These are just suggestion for a typical game session and used during play testing.

- **Hard:** 12 to 18 experience points.
- **Moderate:** 18 to 24 experience points.
- **Standard:** 24 to 30 experience points.
- **Easy:** 30 to 36 experience points.

Game Path Bonus

So players gain additional bonus experience points based on the Game Path, if the Architect wants. This on top of the experience handed out for the Game Difficulty.

- **Heroic:** 12 to 18 experience points
- **Paragon:** 32 to 38 experience points
- **Legendary:** 52 to 58 experience points
- **Perfect:** 72 to 78 experience points
- **Supreme:** 92 to 98 experience points
- **Mystic:** 112 to 118 experience points

Soul Points

Much like experience points Soul Points not only give characters the ability to correct poor decisions, but help keep players from running ram-rod all over the imagined world doing as the please. Soul Point rewards help keep player playing their character to a moral alinement. Do forget to award, not just for beating a bad guy, but for role-playing too.

Combat Modifiers

Have a special situation during combat? Let's say it is pretty sunny out or a fierce storm use those modifiers to give combat a epic feel, make throwing dice at each other a little more exciting. Do see a modifier you like, make one up. Don't forget to tell a story even during combat. Blow up a planet, but take twelve sessions telling your players how close it is to blowing. Keep is exciting.

There are loads more, but we wanted to touch of those few that are pretty important and make sure our Architects had a good grasp on them. We have one more pretty exciting thing to cover the



Mini Characters

Mini Characters are PCs or NPCs that have a set amount of aptitudes they can use and have very limited or specific actions that can perform.

A mini character can only perform ac-

tions that a text says they can or that their aptitudes can. Meaning if a mini character only has a To Hit, To Inflict and Wound Value aptitudes all it can do it attempt to attack.

Mini Characters are awesome for simple NPCs and other small time character which might not denote a whole filled out character sheet. They are a fly by night type of character that can be created and used in nearly any situation.

- **Example:** This basic solider only has the ability to attack with a Ballistic attack. They can't perform any other task because they lack the aptitudes to do so.

Basic Solider

Ballistic To Hit: +1

Ballistic To Inflict: +1

Ballistic Wound Value: +2

All Mini Characters only have the Fatal Life Level accessible in their Life Meter. Unless otherwise changed by the Architect.

Antagonist

Every game needs a bad guy trying to blow something up, or taking over a planet, searching for the dragon balls or even claiming reign over the whole galaxy. They might even simply be stealing candy from a baby, those monsters!

Here is how you make them. Now, there are a couple of options here; you can make a Bad Guy or you can make a Goon Squad, or Villain.

"Bad Guy"

To make a bad guy create a character using the rules we laid out already. However, they gain one extra full Life Level to their Life Meter called *Weakened Life Level*. This Life Level is just like all other Life Levels it has ten boxes and is filled in right to left. Weakened Life Level is above Fatigue Life level is order of suffering damage.

Moreover, they can select up to three additional Merits and gain twenty experience points for this free signature technique at character creation.

Goon Squad

Thugs, underlies, sidekicks or Mooks (*Yeah we played Munchkin too.*) A Goon Squad is a group of baddies that aren't strong on their own, but combined can be a challenge. A Goon Squad counts as a Mini Character with a single aptitude called Menace Rating.

Architect can make this number completely up between the range of three to twenty-five. The Architect can spend a Squad's Menace Rating on any aptitude accessible by them, in any fashion they see fit.

A character might attack the Squad so the Architect spends five Menace Rating to give the Squad's Defense Score a Plus five. They might attack two players using a Plus four to their To Hit and Plus two to their To Inflict. It is up to the Architect how the Menace Rating is spent.

A Goon Squad has Life Meter doesn't have Level they simply can suffer a number of damage between ten to thirty. An Architect might even make it move depending on the Menace Rating of the squad.

Villains

Treated and functions like a normal character in creation and play. With the added benefit of additional Life Points, Ki Points and Influx.

Villains gain two Weakened Life Levels, meaning they have an additional twenty boxes for damage; a total of five Life Levels. Villains also double their Ki Point Pool and Influx Rate.

Moreover, they can select as many Merits as they wish without limit. Finally, Villains have access to Death Attacks. You know death beam, death kick, death punch, or death head-butt.

Death Attack - Attack Modifier

This is a special Attack Modifier that only Villains have access to. Death attack can be use with any type of attack.

Death Attacks are not subject to Penalization Number (PN) or Dropped Dice (DD), as well the attack ignores the Botch rule.

When attacking with Death Attack if

the Villain's Power Level is double plus one of the target's the attack automatically becomes direct Lethal Damage.

When the Villain's Power Level is above the target's, by two or more, the attack causes damage to the target they suffer the effects of Devastated Threshold, a Penalization Number (PN) of two, until the end of their next turn; even if their Devastated Threshold wasn't reached. Characters can take a Steadfast check as normal, but can't score a bonus Dragon Rush.

If a difference between the Attacker and the Target's Power Level does not fall into the top two options then Death Attack gains Penetration rank three.

- **Bonus:** No PN or DD, No Botch, Auto Lethal Damage, Devastated effects.
- **Ki Point Cost:** 80 Ki Points
- **Level Max:** 1

Tech Box

We created these moments went an Architect might want to blow a player's best friend into bits. Simply, Death Attack is a tool not to be used with every single attack and we suggest you don't do that.

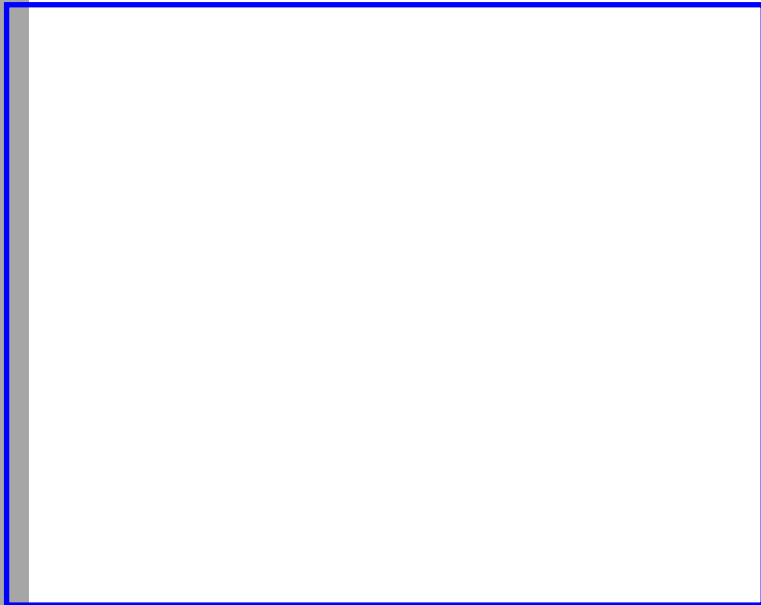
Training System

One of the most important and probably one of the coolest aspects of the Dragon Ball Z engine is the built in Training System.

Characters will always wish to improve themselves and while a game's Architect will provide lots of chances to earn experience and learn new abilities sometimes characters might end up having down time which they can use to train and get extra experience. The Training System was developed for the time at which Architect give players' time to role-play or act without guide.

Training Sessions normally take eight to twelve game hours in-game. Players must rest between training sessions at least eight game hours. If characters score no successes during any training they cannot train again for a game at least a single day and must spend that time recovering.

Training Session base NT is eight, plus three for each Game Path available for play.



Conditions

The Training System is simple enough to learn and yet hard to master. Players select an amount of **Conditions**, up to any maximum. Conditions are elemental or climate environments that help characters train themselves. The formula is, for each Condition a character selects they gain one **Fitness Point** if they complete the training.

For each condition a character selects increases the base NT of the training session by two.

Intensity Level

This **Intensity Level** is the how harsh or rigorous the Condition is, characters can increase an **Intensity Level** as high as they wish. Each level of Intensity increases the base NT by three.

Training Pool

Once a character has created their Training Session they will add together the NT. The NT is the required number the player must roll on their checks to pass the training.

There are three checks a character must pay in order to complete a Training Session; Corporeal, Impulsive, and Cognitive saving throws. As long as a player pass all three they will receive **Fitness Points**.

Fitness Points

These points are awarded for completing a Training Session. **Fitness Points** can be used at any time in exchange for experience points. One **Fitness Point** is equal to six experience points.

If a character only passes two of the three checks for the Training Session they still receive half of the possible **Fitness Points**.

Characters gain a number of **Fitness points** equal to the number of **Conditions** they passed plus one for each **Intensity level**.

Battle Grounds

Okay, we have the Heroes and we have the Villain, but where do they fight? On a grid paper with some dice? Heck, no.

We created **Battle Grounds** to help players and Architects get a real feel of immersion.

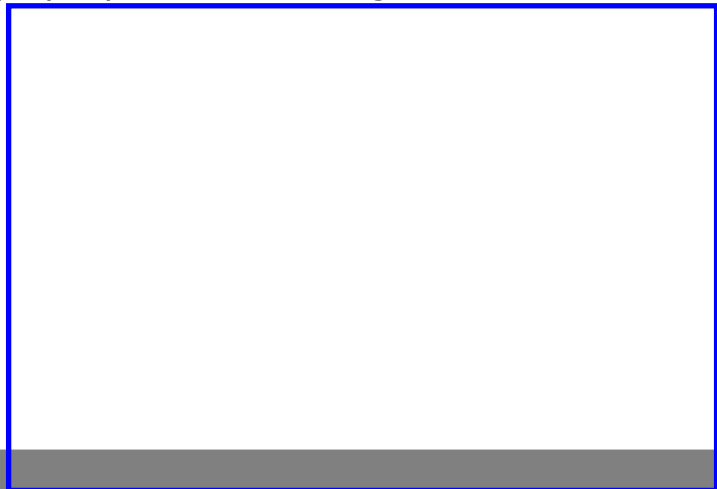
Battle Grounds are simple enough, pick any where you can imagine and that is where the battle takes place. Really easy so far, now you'll pick or randomly decide from the weather affects and terrain features.

Yeah, that is right you can per-build a battle ground or do it on the fly. "*Bat-\$h*t crazy right? We know.*"

The Gird

You can play the DBZ engine with or without a grid. Without a grid we used yards to describe distant, with a grid you would use squares or one space. One space or square is equal to three yards.

The system was designed with a single game using both a gird and freeform. It was intended to by dealers choice we wanted our players to have as much freedom in play style as we would get.



Battle Terrain

Not a all inclusive list, but a good start. We included the most basic and simple things. Battle Terrain works great with a grid or without if you preferred. You can choose from the list or simply roll a single D10 for a random result. You can even mix and match and have more than one or all five!

- **(1-2) Water Feature - Hardness 0** - A large or small water type feature, either a lake, ocean, steam or swamp.
- **(3-4) Rocky Features- Hardness 2** - Tall rock formations. For each result of this terrain add three Rocky Feature to the battle area.
- **(5-6) Forest Features - Hardness 1** - Trees or thick brush. For each result of this terrain add three to five Forest Features to the battle area.
- **(7-8) City Features - Hardness 2** - Buildings, houses or other city type features. For each result of this terrain add two to five City Features to the battle area.
- **(9-10) Course Feature - Hardness 1** - Any type of course feature such as gravel or sand. This pick will cover the entire battle area.

Like we said this is a simple and non-inclusive list, but enough to get the battle ground filled up with some playful terrain features to throw those baddies into and maybe rip a few shirts.

We encourage players and Architects to use these features and come up with there own to help make a battle even more dynamic. Now on ward to battle weather!

Terrain size

While using a grid and adding terrain is great and really brings a new dynamic to you typically hack and smash, but some times there just isn't enough room on the table. We didn't want tie terrain a standard size. We thought leave it up to the Architect, however, if you are using terrain for a different RPG a standard size might come into play.

So give created a few guidelines to help. We listed the number of squares the feature might take up, they aren't adhered to any single shape either. You might have

a feature with ten squares and those squares can be arranged any fashion.

- **Water Features:** 6 to 12 squares
- **Rocky Features:** 4 to 8 squares
- **Forest Features:** 1 to 4 squares
- **City Features:** 6 to 12 squares



Battle Weather

We have created the Battle Ground now we need to know, is it sunny or is it pouring down destruction and kittens. **Battle Weather** affects can be combined in any fashion. Want it to be raining, while a thick fog rolls into your sunny day why not. Weather affects might also give negatives to specific skills so it is best to check them.

Climate Test

Characters can resist the effects of any weather type by wearing an Explorer Outfit and taking a **Climate Test**. Using a Survival Check with a NT of five, plus three for each Game Path available for play.

Sunny Day - *Battle Weather*

This is the normal and default weather affect that every encounter will have unless stated otherwise. It doesn't give any special benefits.

- **Positive:** +3 Recovery Rate

Fog (1-2) - *Battle Weather*

Imagine a battle in thick fog where all you can see are flashing of color and explosion of Ki. Vulcan' awesome right?!

There are two types of fog light and thick. Both affect a players ability to use energy attacks and see.

- **Light Fog:** When shooting into combat allies Impulsive check NT is increased by 3.
- **Thick Fog:** When shooting into combat allies Impulsive check NT is increased by 6. Additionally, players have a PN of 2 to all To Hit Scores.

Winds (3-4) - Battle Weather

Typically there is always wind, but we are covering the more aggressive winds. Those from with storms or hurricanes. You know the kind that blow over houses and create fifty foot waves.

- **Forceful Gale:** Strong winds which reduce a player's Defense Score by 1 and Speed and Initiative by 2.
- **Typhoon:** Blasting winds, that cause buildings and other reinforced structures to buckle and break. Reduce a player's Defense by 3 and Speed and Initiative by 4.
- **Hurricane Winds:** Powerful and rapidly shifting winds reaching triple digits, which Reduce a player's Defense by 4 and Speed and Initiative by 6.

Rain (5-6) - Battle Weather

There are three types of rain you can have during a battle each with it owns penalties. Drizzle, Down Pour and Storm.

- **Drizzle:** Light rain that causes the Recovery Rate to be reduced by 2.
- **Down Pour:** Heavy rain that affects battle and movement. All To Hit Scores are reduced by 2. Speed and Initiative are reduced by 3.
- **Storm:** Thunder and light with heavy rains. All To Hit Scores are reduced by 3. Speed and Initiative by 4. Additionally every two rounds of combat the Architect rolls a single D10 if the result is a one or two randomly strike an combatant with lighting. Lighting has an To Hit Plus of 5, To Inflict Plus of 3 and Wound value of 5. It also causes Direct Lethal damage to the target.

Cold (7-8) - Battle Weather

Cold weather varieties in it is forms. You might have actual cold weather or snow, maybe even ice. Sometimes all three!

- **Freezing Temperatures:** Character Recovery Rate are reduced to 2. Additionally, all To Hit Scores suffers negative 2 dice and all Defense Scores suffers a negative 1.
- **Snow Fall:** Fast, large and wild snow fall covering everything in sight with inches of snow. Player's Speed and Initiative are reduced by 2 and all To Hit

Scores suffers a negative 1.

- **Ice:** Freezing large areas of land and cooling the air down to extreme temperatures. Ice reduces player's Ground Speed and Initiative by 4. Additionally, when characters move while on the ground they must take a Impulsive Save with NT five, plus three for each Game Path available for play. If failed they fall Prone.



Desert (9-10) - Battle Weather

This weather affect doesn't actually mean a desert per-se, but strong heat and dry or humid air. Sometime hot like maybe a burning building something you know pretty warm.

- **High Temperatures:** Remember fire mountain? Yeah, the one that was on fire. Players Steadfast Score is reduced by 3 and every time they spend any amount of Ki Points increase the value spent by 3.
- **Volcanic:** A DBZ battle on top of a active volcano? That would be epic, like really we can't think of anything better than that, it is a Volcano com'on! Players Steadfast Score is reduced by 4 and every time they spend any amount of Ki Points increase the value spent by 6.

Cataclysm - Battle Weather

Unlike all other weather affects Cataclysm is just that a maelstrom of crazy weather. Typically, followed by the earth shattering explosion of the planet.

When using a cataclysm weather every round pick three different weather affects randomly and apply them to the encounter. Doubles don't count so roll until you have three different effects. Enjoy the end of the world! Oh did we mention an Explore Outfit doesn't do anything against Cataclysm weather? "Yeah, it doesn't do anything against Cataclysm weather."

Campaign types

So we covered some pretty useful tools for the Architect, we checked out how to create the perfect villain and we saw what random and built battlegrounds can do to immerse your players into combat. Well, while all that is good what happens if you can't find a Architect? Or what if you down a few players for that weeks session? Don't worry we thought of that too and got you covered with different Campaign types.

Homebrew Campaign

This is the standard campaign setting where a group of friends get together and roll funny shape dice, travelling along inside of a imagined story. With the help of a Architect the players will progress through a rich and engaging story arch. Pretty standard stuff. Like when you, we all did it once, used to play D&D in the basement. "You know, with you mirror ball and shag carpet."

Battle Royale

Don't have a Architect? Can't rope someone into being one? No problem, we invented a different type of gameplay for you.

A Battle Royale, all the players create characters as normal for a Mythic Game Path. There are no rules barring those already in place for character creation, on top of that each player gets an extra thousand Fitness Points to spend! You read that right three thousand, this is you typical Sunday walk though the park. This is dragon balls to the wall min-max madness!

Once everyone has created a character roll initiative and start the battle the last man standing wins. It's a Deathmatch, free-for-all win takes all. For glory or nerd points this type of campaign gets everyone involved. "Did we just rhyme?"

Marital Arts Tournament

Battle Royale a bit much for you? Enjoy something more traditional and controlled how about a Marital Arts Tournament. One verses one combat to see who is the best and most powerful fighter in the World,

best player at mini-maxing. Again, a perfect alternative for groups without a willing Architect or simply a great side mission or break in a main story arch of any campaign. There are few specific rules for a Martial Arts Tournament every will need to know.

Stage of Power

Players will build a character using the Game Path Heroic per the standard rule set we have covered with an extra one hundred experience points. Each quarter of the tournament characters will increase to the next Game Path and be granted another bonus fifty Fitness points to improve their character between quarters.

Players can choice to start in any Game Path if they wish or simply only play a specific path. Either way, agree as a group and start yelling your attacks at each other; wake the neighbors!

Quarters

A tournament is a single elimination, one verses one match. There are typically four quarters; First Round, Quarterfinals, Semifinals and finals. During the First Round all combatants fight against one another, defeat means elimination. Groups without an even amount of players or a large amount of players might have more than one First round.

The winning combatants continue on to the Quarterfinals where they will repeat the process against until there are only eight winning combatants. After players have been crowned winners of the Quarterfinals will move on to the Semifinals where the number of combatants should be no more than four. The two winning combatants then fight in the finals for reigning champion.

If you are having trouble with creating a bracket for you Tournament we would like to point you to the following URL for help.

[https://en.m.wikipedia.org/wiki/Bracket_\(tournament\)](https://en.m.wikipedia.org/wiki/Bracket_(tournament))

Example and Charts

We are going to cover some examples; character sheets, signature techniques and a combat scenario we used for the basic test of the system.

We are also going to give you a few charts to check out the most important is the Rank XP cost charts for Attributes and Skills, we like simple math we like it more when someone else does it for us. So enjoy we're helping you out, don't worry we used a calculator so you don't have to.

Conclusion

This concludes the Architect & Adventure Chapter and the Dragon Ball Z fan created engine Rule Book. We hope that we have captured the essence of DBZ and brought all the enjoyment, humor and general awesomeness to your tabletop.

What will happen next, what will change, will we add something new or improve a mechanic? *"Find out next time! On Dragon Ball Z RPG!"*

After all the examples and chart, etc it is the end of the Rule Book. I know we were sad too, but we were so excited! We got the chance to put together an awesome engine. The Internet's number one Dragon Ball Z Pen and Paper Role-Playing Game!

Don't worry we will keep working to improve the engine and bring DBZ to your tabletop!

Stat Plus	Xp Cost	Total Xp Spent
1	-	-
2	12	12
3	12	24
4	12	36
5	12	48
6	12	60
7	12	72
8	12	84
9	12	96
10	12	108
11	12	120
12	12	132
13	12	144
14	12	156
15	12	168

Skill Plus	Xp Cost	Total Xp Spent
1	-	-
2	7	7
3	7	14
4	7	21
5	7	28
6	7	35
7	7	42
8	7	49
9	7	56
10	7	63
11	7	70
12	7	77
13	7	84
14	7	91
15	7	98

Donkey Hammer Punch

Description: Single fist flaming lunging punch

Attack Type: Physical

Ki Cost: 8 = 3(Physical technique) + 1 (Accurate rank 1) + 3(Damaging rank 3) + 1(Bleeding rank 1) + 6(Vitality Drain rank 1)

Advantages: Accurate (1), Damaging (3), Bleeding (1) - DC = 2

Disadvantages: Vitality Drain (1)

Experience Point cost: 43 = 10

(Signature Technique) + 31(Advantages; Accurate rank 1 = 5, Damaging rank 3 = 21, Bleeding rank 1 = 5) + 6 [DOT increase by DC 1] - 4[Vitality Drain rank 1]).

Flaming Flamingo

Description: Purple and black flaming Aura

Type: Aura

Ki Cost: 5 = 2(Aura) + 3(Stat Boosting rank 3)

Sustain Cost: 5 = 2(Aura) + 3(Stat Boosting rank 3)

Advantages: Stat Boosting (3) - Strength, Dexterity, Tenacity

Disadvantages: Low Penetration (3)

Experience Point cost: 38 = 10 (Signature Technique) + 21(Stat Boosting rank 3) - 12(Low Penetration rank 3).

Christmas Rock

Description: Red and green pulsing aura

Type: Aura

Ki Cost: 6 = 2(Aura) + 1(Accurate rank 1) + 3(Bleeding rank 3)

Sustain Cost: 6 = 2(Aura) + 1 (Accurate rank 1) + 3(Bleeding rank 3)

Bleed Damage: 3 Direct Damage

Advantages: Damaging (3), Accurate (1), Bleeding (1) - DC = 1

Disadvantages: N/a

Experience Point cost: 46 = 10 (Signature Technique) + 36(Bleeding rank 3) + 5(Accurate rank 1).

Character Sheets

Now we are going to cover each section of the **Character Record Sheet** and show you an example sheet. We separated the Front and second piece of the character sheet into sec-

tion or areas which we have explained below. The front sheet has area one through five on it each labeled with a number and color coated. The second sheet has area one through six through nine on it.

Area 1 (Red)

General information about the character and the player, as well as information about the current game type, path and difficulty.

Area 2 (Blue)

This section is a character's attribute area, here players will labeled each aptitude tree either Primary, Secondary, Tertiary or Auxiliary by marking in the small box to the right of each tree with a single letter denoting its range.

Area 3 (Light Green)

This is the information section, a quick reference for players to see their Life and Ki Points as well as their Saving Throws, Defense Value and Soak. Everything tied in from either an attribute or skill typically is found here.

Area 4 (Pink)

This area is all about them Skills, skills are listed in alphabetical order and each with it corresponding attribute tree. Since there are four trees we suggest your mark each one with the first letter of their tree.

Area 5 (Brown)

This section is for a character's Signature Techniques and special abilities.

Area 6 (Black)

Quick reference to track the bonuses and powers of, up to, four transformations available to a character.

Area 7 (Light Blue)

An area for logging equipment, Zeni, Merits and other note worthy information.

Area 8 (Dark Green)

Quick start and experience table area, all a player needs to pick up some dice, a pencil and make a character.



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DRAGONBALL RPG
ROLE PLAYING GAME

1

CHARACTER NAME:
PLAYER NAME:
RACE:

ARCHETYPE:
STATURE:
SPEED:

GAME PATH:
GAME DIFFICULTLY:
CAMPAIGN TYPE:

2

APTITUDES

ATTRIBUTES	STAT PLUS	TEMPORARY PLUS
MO MOBILITY		
MP MARITAL PROWESS		
KP KI PRECISION		
BE BALLISTIC EXPERTISE		
ST STRENGTH		
PO POTENCY		
DE DEXTERITY		
TE TENACITY		
SC SCHOLARSHIP		
PR PRESENCE		

SKILLS

SKILLS	STAT	SKILL
ACROBATICS	DE	
ADVENTURING	SC	
ATHLETICS	ST	
BLUFF	PR	
CLAIRVOYANT	PR	
CONCEALMENT	PR	
CRAFT	SC	
DIPLOMACY	PR	
INTIMIDATE	PR	
INTUITION	SC	
INSIGHT	SC	
KNOWLEDGE	SC	
MANIPULATION	PO	
PERCEPTION	SC	
SENSE	PR	
STEALTH	DE	
SURVIVAL	TE	
THIEVERY	DE	
THREAT	PR	
USE DEVICE	SC	
USE MAGIC	PR	

4

LIFE METER

FU																			
BL																			
FA																			

KI METER

1	2	3	4	5	6	7	8	9	10

3

PHYSICAL ATTACK

To Hit Plus:

DEFENSES

DEFENSE SCORE:

ENERGY ATTACK

To Hit Plus:

SAYING THROW

CORPOREAL:

SIGNATURE TECHNIQUE:

KI COST/SUSTAIN COST:

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

KI COST/SUSTAIN COST:

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

KI COST/SUSTAIN COST:

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

KI COST/SUSTAIN COST:

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

KI COST/SUSTAIN COST:

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

KI COST/SUSTAIN COST:

ADVANTAGES

DISADVANTAGES

5

SPECIAL & MAGICALLY ABILITIES:

TRANSFORMATION:

STAGE:

KI COST:

SUSTAIN COST:

BONUS:

TRANSFORMATION:

STAGE:

KI COST:

SUSTAIN COST:

BONUS:

DRAWBACKS:

TRANSFORMATION:

STAGE:

KI COST:

SUSTAIN COST:

BONUS:

TRANSFORMATION:

STAGE:

KI COST:

SUSTAIN COST:

BONUS:

DRAWBACKS:

6

EQUIPMENT:

7

MERITS:

NOTES:

EXPERIENCE TABLE

Attributes: Twelve experience points

Skills: Seven points

Signature Techniques: Ten experience points

Power Level: Sixteen experience points

8

Battle Example

The following excerpt is the 1st round of battle between Rohan and Garrett and is how a typical round of combat might play out during a game session. Each Action is broken down and all the metrics are explained and labeled.

"The battlefield was muddy and wet, the bitter wind swept the hillside and the ground was slick with rain. No meadow flowers were noticed today, nor the sound of the dismal downpour. The two Warriors stood apart staring at each other as the rain dances around them, silence fall and the battle began."

Rohan & Garrett roll Initiative (1D10+DE)

Rohan scores a 12 and Garrett scores a 10.

Rohan's Turn

Rohan uses an Maneuver as a Standard Action and Powers Up. Increasing his Power Level to 5.

Garrett's Turn

Garrett uses one Maneuver as a Move Action and changes from Battle Stance to All-Out Offensive. He spends another Maneuver as a Standard Action for Blitz with a Basic Physical Attack.

Blitz (+4 [+2 To Hit & +2Power Shot], +2 Wound Value)

Basic Physical Attack (+3 To Hit, +2 To Inflict, Wound Value 2)

Blitz Basic Physical Attack (+7 To Hit, +2 To Inflict, 4 Wound Value)

Rohan's Defense Score is 8, Garrett's To Hit Score is 13

To Inflict Pool (+2 To Inflict, + 4 ST)

Garrett's To Inflict Score is 14, Rohan's Soak Score is 9.

Garrett causes Rohan to suffer 4 Standard damage to his Life Points.

Garrett's Influx Rate drops from 18 to 12, his attack cost 6 Ki Points. Basic Physical Attack was 3 points and Blitz was 3 Ki Points.

Garrett spends his last Action to use Surge.

Surge restores 8 Ki points to Garrett's Ki Meter.

Rohan's Turn

Rohan uses an Maneuver as a Standard Action for a Basic Energy Attack with Swift Charge and Focus Shot level 2. Which cost Rohan another three Maneuvers.

Swift Charge (+2 To Hit, +2 To Inflict, +3 Wound Value)

Focus Shot (+4 To Hit (+2 for each level)

Basic Energy Attack (+2 To Hit, +3 To Inflict, 3 Wound Value)

Focused Swift Basic Energy Attack (+8 To Hit, +5 To Inflict, 6 Wound Value)

Garrett's Defense Score is 7, Rohan's To Hit Score is 11.

To Inflict Pool (+5 To Inflict, + 2 PO)

Rohan rolls his To Inflict pool and scores 14, Garrett's Soak Score is 9.

Rohan causes Garrett to suffer 6 Standard damage to his Life Points.

Rohan's Influx Rate drops from 22 to 2, his attack cost a total of 20 Ki Points. Basic Energy Attack was 6 points and Swift Charge was 14.

End of the 1st Round

Rohan

- **Power Level: 5**
- **Ki Point Pool Remaining: 42 - 20 = 22**
- **Influx Rate Remaining: 22 - 20 = 2**
- **Damage: 4** Standard Damage

Garrett

- **Power Level: 4**
- **Ki Point Pool Remaining: 34 - 6 = 28**
- **Influx Rate Remaining: 18 - 12 = 6**
- **Damage: 6** Standard Damage



IBZ

The logo for 'Dragon Ball Z RPG' is centered at the top. 'DRAGONBALL' is written in a large, bold, stylized font with a star in the 'O'. Below it, 'RPG' is written in a similar but smaller font. Underneath 'RPG', the words 'ROLE PLAYING GAME' are written in a smaller, simpler font. The background of the entire page is a dense, grayscale collage of various Dragon Ball Z characters and scenes.

DRAGONBALL

RPG

ROLE PLAYING GAME

SPECIAL THANKS

The Dragon Ball Z Pen & Paper Role-Playing Game was written by Andreavnn and created with the assistance of his closest and dearest friends.

Special thanks to those friends and the other online community at Dragon Ball z RPG, along with other resources which help create this publication.

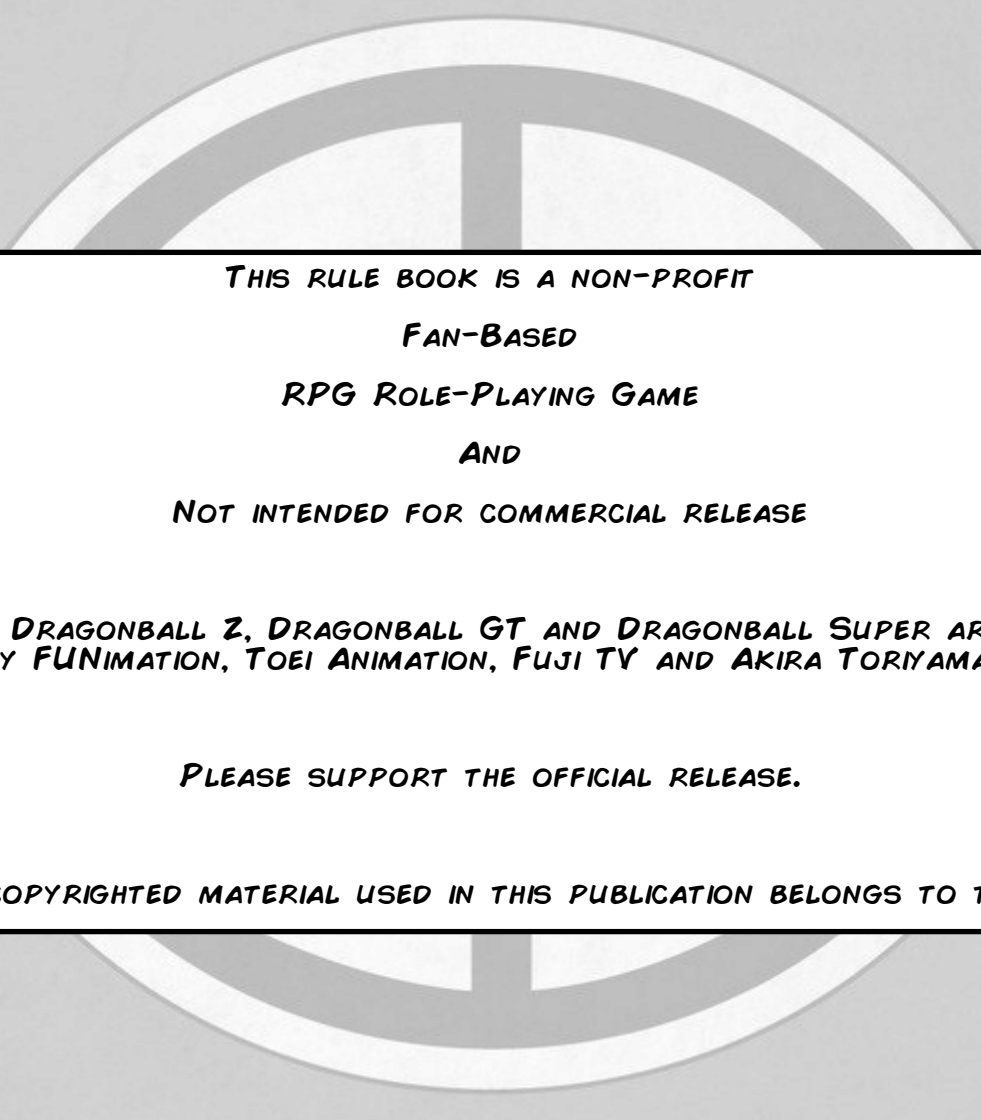
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Sir Avestain
Booggieman2u
Vareg
Newbie
Rabid-Duck-King
Sarcin
SeventhDiatrube

Sinaaq
Sir Quinton
Steelbraxus
Marduk
JooBastage
SmokeyKai
SlyDragonPyro
Twerkz

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This is just some of our many community members who have liked our Facebook Page, Shared our post, commented or messaged Us. We couldn't get everyone, there are just too many, but we want to thank not only these members; but all of our community members! Thank you for making our Dragon Ball Z Pen and Paper Role-Playing Game the number one go to fan-created homebrew DBZ RPG on the Internet!



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YOU'LL NEVER STOP MY GALICK GUN!!



NOW PREPARE TO JOIN FILTHY PLANET IN OB-LIVION ...!!!



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DRAGON BALL

ドラゴンボール

