Dragonball Full Fuzion

FUZION POWERED

Welcome to Dragonball: Full Fuzion, a Full Fuzion upgrade of the Dragonball Z Anime Adventure Game published by R. Talsorian Games using the Instant Fuzion rules. The upgrade to the Full Fuzion rules will hopefully clear up any questions presented in the original Instant Fuzion version. More detail has been added to certain areas and others have been simplified to make play easy, yet add more overall depth to the game.

This project started when rules questions began about the original version and kept coming up faster than I could extrapolate answers from the original rules. The rules were fun and fast paced, but they seemed to need a little more detail So, following the suggestion in the book, I took it upon myself to write a Full Fuzion version of the game. I figured it would be a one or two day project at best. Now, more than two months later, I'm finally putting the finishing touches on it.

Revised and play tested, it seems everything is in order, so here it is, Dragonball: Full Fuzion. Its not the only Full Fuzion Dragonball game out there, but I hope you try it and find it to be one of the best.

Feedback is encouraged, so let me know how you like, what you like, and what you think could be done better. The greatest joy I could get would be to hear you used my plug-in in one of your home campaigns, or even just a rule from it. My current e-mail address as of this revision is jma@alltel.net.

Newer versions and revisions will be released as will several plug-ins, beginning with one on equipment. The rules are admittedly sparse when it comes to background and characters, in fact, I opted to leave specific characters out of this revision and instead release them later under on single plug-in.

This plug-in requires the Full Fuzion rules available online (Fuzion Rules Revision 5.2) or in the Champions New Millennium RPG from Hero / R. Talsorian Games, and it would be helpful to have a copy of the latter available as well (It is an excellent game.). This plug-in also assumes a decent degree of Dragonball knolwedge, though later plug-ins will make it easier for all Dragonball fans to enjoy.

The terms Sub-Characteristics and Derived Characteristics are used interchangeably in this work.

Enjoy the game and send Vegeta to The Next Dimension one time for me.

Matt

Chapter One:
Character Creation:

Creating a character for Dragonball: Full Fuzion is not that complex, and it is a lot like creating any other Fuzion character. Any other Fuzion character may be brought into a Dragonball: Full Fuzion game or vice versa with little modification.

The first step to create a character is to choose the character's race. This is a big decision and will give the character several options and possible advantages and drawbacks if the player selects a non-human race. The GM must approve the player's race selection and GMs should keep in kind that mixing certain races that are very powerful with lesser powerful races can produce bad results.

The races available are:

Human: Humans as we know them and all the inhabitants of Dragonball Earth such as the various animal people seen in the series.

Nameccians: The peaceful, yet powerful elder race that counts Piccolo, Dende, Kame, and nails among their number.

Saiyans: Potentially the most powerful race in the universe. Born warriors, Saiyans are near peerless fighters.

Arlians: This insectoid race becomes nearly extinct thanks to the destruction of their homeworld.

Androids: Robotic humans that are extremely powerful. All androids will have some scientist as their creator.

Each race has distinct advantages and disadvantages and are detailed below:

Humans:

Humans are the inhabitants of planet Earth. They come in many colors and forms, and the animal people of Dragonball Earth are counted under this category. Humans are relatively weak compared to the other races however, though they do tend to be rather clever fighters and have the potential to become quite powerful if they train enough. They tend to make up for their physical shortcomings with technology and have created androids and cybernetcis that can match the universe's best fighters.

Humans receive no adjustments to their Characteristics and receive 100 Character Points (CP) and 60 Option Points (OP) to be created with.

Humans determine their starting power level by rolling 3d6, noting one roll as the hundred's place, one roll as the ten's place, and one roll as the one's place and adding 44 to the total number generated.

Example: I roll 3d6: The first d6 is a 6, the second d6 is a 2, and the third d6 is a 4. The number is 624. Then I add 44 to that for a total of 668. The character will have a starting Power level of 668.

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Nammecian:

Nammecians are the inhabitants of planet Nammek. They are a peaceful and wise race. Asexual by nature, Nammeks resemble Earth males, but reproduce by budding off a copy of them selves. This process takes a lot of energy is not done very often in a Nammecian's long life.

The copy grows slowly are quickly depending upon how much energy was placed into it when it is created. If a "average" amount of energy is placed in it, the "father" is weakened for a week and unable to power up or fight. The copy will grow at the rate of an average human child. If all the energy a parent has is placed into the copy, the parent will die, but the child will reach maturity in only 12 years.

All Nammcian characters have the power of stretching their limbs naturally. They begin play with this power as an Inborn ability and it costs no Power Slots nor power to use. They also begin play with Regeneration as an Inborn ability. This costs no Power Slots, though it does cost power to use.

Futher, there are two distinct sub-races of Nammecians, Healers and Warriors. Healers will not physically fight or injure another. They never learn ki powers, though they do have an ability the Warriors do not. They can use their Regeneration ability on others with a touch. The Healer must touch the person to be regenerated while the Regeneration is working.

Warriors are usually bigger than healers and can learn ki powers, though they cannot heal others using their Regeneration power.

Nameccians have advanced technology, though they seldom use it. They dislike technology and prefer to live more "natural" lives. Their homes make use of technology, but not to excess.

All Nammeccians get 100 Character points (CPs) and 60 Option Points (OPs) to be created with.

All Nameccians gain a +3 to their WILL Characteristic.

Nameccians get use 3d10 instead of to determine their starting Power Level. Three 10s is 1,000.

Nameccians can "merge" with each other and form a single being out of two or more. The more forceful personality is the one that retains control and the one whose body is the one to retain its form. The more passive personality becomes a dormant background personality, though it can be called upon for advice.

Merged Nameccians gain the knowledge of both individuals and a tremendous increase in power. If a Warrior and a Healer merge, then the more forceful personality of the two determines what sub-race, Warrior or Healer the individual will be and any powers not available to that sub-race are no longer available for use by that Nameccian.

When Nameccians merge, take the highest stats of each one individual. This becomes the base for the merged character. Then take the lower scores and add half of them rounded up to their applicable higher score. Power level and power up is added directly with no adjustment.

Derived Characteristics are figured from the new Characteristics and not carried over form either individual.

Example: Two Nameccians decide to merge. Nameccian A has a Strength Characteristic of 10. Nameccian B has a strength characteristic of 9. Nameccian A's Strength is the highest, so it becomes the base. Namccian B's Strength is halved to 4.5 and rounded up to 5. This is then added to Nammeccian A' 10 for a total of 15. The merged Nammecian will now have a Strength Characteristic of 15. This process is done for all Characteristics.

Nameccian Warriors begin play with the **Power Up** Talent.

Saiyans:

Saiyans are a warrior race and are among the most powerful creatures in the universe. Born to battle Saiyans revel in all things combat related, and though science is not unknown to them, they would rather be fighting than in some lab developing any kind of new technology.

A decimated race, the Saiyans were rendered nearly extinct by Frieza. Now they are only represented by a small handful of survivors.

There are two sub-races of Saiyans, Elite and Common. Common Saiyans were more numerous and represented the normal population of Saiyans. They were very powerful, but not as powerful as the Saiyan Elite. They were the workers and normal citizens of the Saiyans. The Saiyan Elite were the ruler class of the Saiyan race and were much more powerful in general than the more common Saiyans.

There is not that much difference game term wise between the two sub-races except that Saiyan Elite may retain control of themselves when in Oozaru form and have a slightly higher starting Power Level and a few Characteristics modifiers. Either maybe used as player characters.

Common Saiyans get 110 Character Points (CPs) and 50 Option Points (Ops) to be made with. They determine their starting Power level using 3d10 just as Nameccians do, but add 50 to the total. They get +1 to their Dexterity, +1 to their Reflexes +2 to their Strength, and +2 to their Constitution Characteristics. They also get +5 to their Power Up Sub-Characteristic.

Saiyan Elite get 120 Character Points and 60 Option Points to be made with. They determine their starting Power level using 3d10 just as Common Saiyans do, but add 100to the total. They get +2 to their Dexterity, +2 to their Reflexes +3 to their Strength, and +3 to their Constitution Characteristics. They also get +10 to their Power Up Sub-Characteristic.

Going Oozaru:
All Saiyan, upon exposure to Brute Rays, mainly gotten from the Full Moon, they can go Oozaru. This changes the Saiyan into a 100 ft tall were monkey. Unless wearing Saiyan Armor, or other special clothes, clothes do not change size with the character. Common Saiyans go berserk and become rampaging monsters under the Gm's control, though strong emotions will remain (The Oozaru would not harm someone they loved and would seek out any who they hated for destruction if present).
Saiyan Elite remain in complete control of themselves at this time.

Going Oozaru gives the character great advantage and minimal disadvantages. This are listed below:

- The character's Power level goes up times 10.
- The character's Physical and Combat Groups of Characteristics (STR, CON, BODY / TECH, DEX, REF) all go up times 10. All Sub-Characteristics are recalculated based on this.
- The character gains a ki blast fired from the mouth (1 Power = 2 Damage / 40 Endurance / Area Effect: 10 yards / +1 Power, +10 Endurance for an additional 10 yards.)
- The character is at +5 to being hit due to size.

Going Super Saiyan:
This is a very powerful ability and is covered in detail in the **Other Information** chapter.

All Saiyans start play with the **Power Up** Talent.

Arlians:

The insectoid inhabitants of planet Arlia. Their race is rendered nearly extinct during the Vegeta Saga.

Tall and multi armed, Arlians are obviously alien and rather frightening to look at, though they are not particularly fierce creatures. They appeared to have access to futuristic technology and apparently some bio-technology as well.

Arlians will face difficulties if they come to Earth as they will be perceived as monsters.

Arlians receive 100 Character Points (CPs) and 60 Option Points (Ops) to be made with.

Arlians determine their starting Power level using 3d6 +50.

Arlians also receive a +1 to their Strength Characteristic.

Androids:

Androids is the collective term for all humanoid robots designed to emulate living beings. The most advanced androids seen in Dragoball were designed by the human scientist, Dr. Gero. Human androids are very powerful in general and never tire or need to eat or breathe. They cannot truly die and if destroyed, they can be repaired.

This does not cover humans that have been cybernetically enhanced unless that cybernetic enhancement was something like having their brain placed in a robotic body ala Dr. Wheelo.

Androids receive 120 Characteristic Points (CPs) and 65 Option Points (OPs) to be made with.

Androids determine their Power Level by rolling 3d10 +100.

Androids get a +1 to all of their Characteristics and a +5 instead of a +1 to Constitution. They also get a +10 to their Power Up Sub-Characteristic.

Androids are immune to poisons and toxins and never need rest or food or air. They can survive easily in space or under the sea.

Androids attacks are fueled by synthesized ki energy sent to mechanical weapons systems and such have no Power Level to detect, though this energy process works exactly the same as normal Power level and Power Up actions do in game terms.

Androids are not subject to mental attacks, though they may be subject to effects that effect computers or electronics.

All Androids begin play with the equivalent of the **Power Up** Talent.

Chapter Two:
Character Creation:

Dragonball: Full Fuzion characters have several parts that make them up.

These are

Characteristics and Sub-Characteristics: The "Stats" that define the character.

Complications: The quirks the character has.

Skills: The knowledge the character has managed to learn.

Talents: Natural abilities the character has that make them unique.

Perks: Certain advantages the character may enjoy.

Techniques: The unique fighting moves known to the character.

Powers: The super human powers, if any, the character has.

To make a character, players follow these guidelines:

- Select Race
- Distribute CP among Characteristics
- Take Complications (if any) for extra OP
- Buy Skills
- Buy Talents
- Buy Perks
- Select Techniques and Martial Arts
- Select Powers

Chapter : Three
Characteristics

Characteristics:

A character in The Dragonball Z: Full Fuzion RPG uses
nearly the standard list of Fuzion **Characteristics** and
Sub-Characteristics.
Those Characteristics and Sub-Characteristics are
listed and explained below.

Characteristics and their associated Sub-Characteristics
help define your character and their Physical and Mental
abilities. Its how you tell which character has the
potential to be smarter, or is faster, or tougher than
any other character.

They are not powers in and of themselves. They define your character mentally and physically so as to better set guidelines as to what that character can and cannot do.

Dragonball Z: Full Fuzion characters have the following characteristics:

INT
WILL
PRE
TECH
REF
DEX
CON
STR
BODY
MOVE
POWER LEVEL

And the following Sub-Characteristics:

Stun Defense (SD)
Energy Defense (ED)
Speed (SPD)
Recovery (REC)
Endurance (END)
Killing Defense (KD)
Energy Killing Defense (EKD)
Stun
Hits
Luck
Run
Sprint
Swim
Leap
Resistance (RES)
Dormant Power Pool (DPP)
Active Power Pool (APP)
Power Up (PWR UP)

Each of these Characteristics and Sub-Characteristics are defined at below.

Characteristics:

INT: How smart a character is or has the potential to be.

WILL: How strong the character's willpower is and how stubborn they can be.

PRE: How inspiring or powerful the character's personality can be.

TECH: Working with small tools and machinery.

REF: How quick the character reacts. Used to attack in combat.

DEX: How quick the character can dodge and how agile they are. Used to dodge in combat.

CON: How healthy the character is.

STR: How strong the character is. Used for melee damage in combat.

BODY: How "tough" the character is. How massive and sheer physically tough they can be.

MOVE: The base speed the character can move in combat.

POWER LEVEL: The character's overall Power Level. How much power the character can generate.

Sub-Characteristics:

Stun Defense (SD):
The amount of damage subtracted from non energy, non-killing, DC
attacks. (**CONx5**)

Energy Defense (ED):
The amount of damage subtracted from energy, non-killing, DC
attacks. (**CONx5**)

Speed (SPD):
How fast your character can react. For every 4 points of Speed (rounded down),
Your character gets an additional action per Phase. (**1/2 of REF**)

Recovery (REC):
How fast your character heals. The character gets back this many STUN points
per turn spent resting and this many HITS back for each day of
medical attention. (**STR+CON**)

Endurance (END):
This characteristic represents how long your character can expend energy,
whether in physical endurance or use of special abilities like Ki Powers.
Generally, strenuous activity for 1 hour or 1 minute of
super heroic combat expends a point as does using most Ki Powers which
have their Endurance costs listed in their descriptions.
Endurance returns whenever you take a Recover Action. That restores as
much Endurance as your Recovery. (**CONx10**)

Killing Defense (KD):
The amount of damage subtracted from non-energy, killing DC damage.
Usually less than Stun Defense. (**CONx2**)

Energy Killing Defense (EKD):
The amount of damage subtracted from energy, killing DC damage.
Usually less than Energy Defense. (**CONx2**)

Stun:
The amount of STUN (Non-Killing) damage the character can take
before being knocked out. Every four points of STUN lost forces the character
take one HIT as well. No Defense can prevent this additional HIT damage.
(**BODYx10**)

Hits:
The amount of HITS (Killing) damage the character can take
before being killed. Every one HIT of damage causes one STUN damage
as well. No Defense can prevent this additional STUN damage.
When the character's HITS reach 0, that character is knocked out and will
continue to lose 1 HIT per Phase until the character reaches -10 HITS
at which time the character dies. One Phase worth of aid from a character
with any medical type skill will cease the character from loosing further
HITS per phase, though true medical treatment is needed for HITS to start
returning. The character remains in a coma until their HITS are back up
to at least 1 HIT.
(**BODYx10**)

Luck:
The amount of luck the character has. The character can spend points from
this Sub-Attribute to increase damage and dice rolls on a one for one
ratio. Once spent however the points do not return until next gaming session
or when the GM decides to allow them to replenish. (**INT+REF**)

Run:
The maximum combat speed a character can run and still attack and evade.
(**MOVEx2**)

Sprint:
The maximum non-combat speed the character can move.
(**MOVEx3**)

Swim:
The maximum speed a character can swim. (**MOVEx1**)

Leap:
How far the character can leap.
(**MOVEx1**)

Resistance (RES):
Your character's ability to resist mental or psychological atacks or stress;
basically your mental "HITS".
(**WILLx3**)

Dormant Power Pool (DPP):
How much Power your character currrently has left that is not available
for use. Usually equal to your character's Power Level until some Power
is used. Power is drawn from here into the Active Power Pool. As Power
is placed into the Active Power Pool, the Dormant Power Pool is lowered.
Basically the character's reserve of Power.
(**DPP=POWER LEVEL**)

Active Power Pool (APP):
How much Power your character currently has available for fueling their
abilites. Normally the Active Power pool is at zero until a character
is Powered Up. Power from the Dormant Power Pool is placed here as the
character Powers Up. Power stays in this pool until the it is used or
the character relaxes or is k.o'ed. It then returns to the Dormant Power
Pool at the same rate as the character's Power Up once per round.

Power Up (PWR UP):
The rate at which the character transfers Power from the Dormant Power Pool
to the Active Power Pool (1 point of Power for 1 point of Power Up) with
each action they spend doing so.
(**WILL+STR**)

Chapter Four:
Complications

One way to get more Option Points when creating a character is to take on a few **Complications**-social,
mental, physical, or emotional situations/problems that define and enhance your character; they can also be
linked to various events to add to a character's background. Complications will vary depending on the
campaign. The Value of a Complication is based on its Frequency, Intensity and Importance:

Frequency
Just how often does your problem impact your life? The answer is the problem's Frequency; how often the
GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

Frequency:	Value:	Guideline:
Infrequently:	5	Once every few gaming sessions.
Frequently:	10	Once every gaming session.
Constantly:	15	More than once every gaming session.

Intensity

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis ( ) right after it, but we also provide you with a handy table of general roleplaying guidelines:

Intensity/ Value Guideline:

Mild [5]   May roleplay to overcome it or make Everyday WILL + Concentration Roll to overcome

Strong [10]   May roleplay to overcome it or make Competent WILL + Concentration Roll to overcome

Severe [15]   May roleplay to overcome it or make Incredible WILL + Concentration Roll to overcome

Extreme [20]   May roleplay to overcome it or make Legendary WILL + Concentration Roll to overcome

Example: Stubborn: Risk incarceration, bodily harm or financial/ social ruin [10] means the Intensity of this Complication will get you 10 points.

Importance

Importance rates how important the Complication is to the character and the Campaign. For example, taking Foreigner in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your roleplaying. The final application is up to the GM.

To Determine a COMPLICATION'S Value

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance.

Importance & Value Guideline

Minor [divide by 5] Minor effect on combat or damage, minor (-1) effect on skills or world reaction.

Major [divide by 2] Major effect on combat (-3), or 1 and 1/2 times damage, serious effects on skills, etc...

Extreme [x1] Extreme effect on combat (-5), or 2x damage, or extreme effect on skills, etc…

Example: I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth (10+10)/5 = 4 Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!

List of Complications:

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded: You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

Bipolar : You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).

Delusions: You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15) .

Masochist: You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).

Phobia: You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).

Paranoia: (just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focused on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).

Split Personality: You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead: Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).

Bad Tempered: You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Coward: You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).

Obsessed: You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).

Shy: You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).

Stubborn: You just hate to give in-to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Berserker: You can't control your fighting rage- you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).

Unlucky: Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20)

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Age: You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce Reduce any 3 Characteristics (except Mental Group) by 3 (15).

Dyslexia: You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

Epilepsy: You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).

Missing Limb: Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).

Reduced Hearing: You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).

Reduced Mobility: You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadraplegic; unable to move below the neck (20).

Reduced Sight: Your eyesight is impaired in some way. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).

Uncontrollable Change: You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).

Vocal Impairment: Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).

Vulnerability: You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

Susceptibility: You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15)

SOCIAL COMPLICATIONS

These are things with serious Social and Societal consequences for you:

Public Figure: You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

Bad Rep: People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

Secret Identity: You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).

Poverty: Money is hard to come by for you, harder than for most. You are, financially- wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

Personal Habits: People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

Oppressed: You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

Distinctive Features: You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).

Outsider: You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their Intensity of enmity against you:

CapabilitiesWhat can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).ExtentHow far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20)

Note: Instead of using the normal Intensity table, use the following scale:
Intensity: What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor: These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Sense of Duty: You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow: This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Dependents: These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

Addiction/dependence: You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

Honesty: You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Impulsiveness: You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).I

Intolerance: You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

Jealousy: You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10. Physically violent (15).

Kleptomania: You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Lecherous: You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

Chapter Five:
Character Skills:

Skills play a big role in the Dragonball: Full Fuzion game. Skills are measure of what your character knows and are used in the game by adding their value to the applicable stat for situations in which having the Skill would be useful such as driving with the Driving Skill.

Characters receive the following "Everyman Skills" (Skills all people would have), all with a starting rating of 2: Perception, Concentration, Education, Persuasion, Athletics, Local Expert, Hand to Hand, and Evasion.

Characters that have no Skill in a certain area may use a skill they do have that is related the Skill they need (GM's choice on what is relative) at half the Skill's rating.

Skills that require a specialty like **Melee Weapons** at half effectiveness when dealing with things related to the overall Skill, but not exactly the character's specialty.

Characters can attempt to do things that would require skill without the appropriate skill, but do so at the normal level of the applicable Characteristic, or half that level at the GM's discretion.

The Skills listed below are listed with the Characteristic they most often modify. Skills can be used with different Characteristics depending on the current use of the Skill and the GM's ideas of how the Skill should be used by the character.

Skill List:

Fighting Skills:

Evade: Basic skill at getting out of the way. Used for defense against someone using the Marksmanship; Melee Weapons; and Hand to Hand (martial Arts)
Skills. (DEX)

Hand to Hand: Basic skill at fighting with your hands. In Dragonball: Full Fuzion, this skill also adds to the amount of damage a character inflicts in hand to hand attacks at a rate of +1 DC for every 1 point of Hand to Hand Skill. The amount of bonus DC cannot exceed the character's STR Characteristic. (REF)

(*Example: If a character has a Hand to Hand to Skill of 20 and a STR Characteristic of 10, that character will receive 10 bonus DC from his Hand to hand Skill.*)

Melee Weapons: Skill with certain types of melee weapons. The character must choose which group of weapons they wish to be able to
use from the list below. IF the character wishes to learn Skill in another group, the Melee Skill must be bought again.

Long Blades
Axes
Staffs
Polearms
Short Blades
Daggers
Flails

Ranged Weapons:

Gunnery: Firing vehicle-mounted weapons, ship mounted weapons and artillery.
(REF)

Heavy Weapons: Firing military weapons such as cannons and bazookas.
(REF)

Marksmanship: Skill at using certain personal firearms and bows as well as thrown weapons. The character must choose which group of weapons they wish to be able to
use from the list below. IF the character wishes to learn Skill in another group, the Marksmanship Skill must be bought again.

Pistols
Rifles
Machineguns
Long Bow
Short Bow
Crossbow
Shurkin
Daggers (Thrown)
Spears (Thrown)

Awareness Skills

Concealment: You can hide items and find items that other people have hidden. (INT)

Concentration: The ability of focus and mental control. This would encompass feats of memory, recall, physiological control and Mental Powers. (WILL)

Deduction: This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)

Lip Reading: This skill enables the character to read lips as long as thier target's lips are visible. (INT)

Perception: The ability to spot lies and clues as well
as notice small details. (INT)

Shadowing: The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

Surveillance: The ability to set up a static surveillance of a subject
without having it detected. (INT)

Tracking: The ability to follow a trail by observing tracks, marks,
broken twigs, and so forth. (INT)

Control Skills:

Animal Handler: The skill of handling, training, and caring for animals. (INT)

Mecha Pilot: Skills required to pilot a giant robot suit, including
maneuvers and evading attacks.
(Adds to what ever Attribute is applicable at the moment.)

Driving: Driving cars, motorcycles, jeeps, tanks, hovercraft, and other ground and water vehicles. Generally this skill must be purchased for one type of
vehicle. The character must pick from one of the types below. If the

character wishes to be able to know how to drive more than one of these types of vehicles, the Skill Driving must be bought again. (REF)

Cars and Trucks
Heavy Trucks
Motorcycles
Construction Vehicles
Snow Mobile
Tanks
Hovercraft
Boats
Jet Ski
Ships
Personal Subs
Submarines

Pilot: Flying crafts of all sorts from prop planes to jets to air cars.
The character must choose a group of vehicles from the table below. If the character wishes to be able to know how to piolet more than one of these types of vehicles, the Skill Pilot must be bought again. (DEX)

Air Cars
Air Cycles
Air Scooter
Prop Planes
Civilian Jets
Military Jets
Helicopters
Space Craft

Power Use: The ability to use a paranormal power or supernatural skill. This skill is how well the character can use their powers and should be used to adjust all rolls attempting to use or involving powers. This skill is used with attack powers to make attacks, to operate certain powers and is also used when trying to use a power in a clever way

(for instance, varying the frequency of your force field to match another force field, or similar pseudo-science). The Technique Characteristic should be used when making Skill Rolls for Use Power, though other Stats may be used if the GM decides the situation warrants (for instance, using Will in a contest of Power versus Power in a classic comic book or magical confrontation). The Power Points in the Power could even be used as the "Characteristic" if the GM feels the situation is appropriate. The main use of this skill is when a character decides to create an attack to use. The character must beat the Difficulty Value of creating the attack with a TECH + Power Use Skill + 1d10. (Varies)

Riding: This is the ability to ride another living creature. The type of animal the character knows how to ride must be specified when the skill is bought. Due to the wide variety of creatures that can be ridden, a list is not given here. (DEX)

Body:

Acrobatics: The ability to perform flips, jumps, and rolls like a circus acrobat. YOu can also jump and flip over an obstacle and land on your feet, ready to fight. (DEX)

Athletics: Basic Athletic Skills like flipping, leaping, escaping, throwing and swimming. The character gains a good level of generic athletic ability in all fields, under these rules, a specialty is not required. (DEX)

Climbing: Ability to climb surfaces as long as there are slight handholds. The basic climbing speed is 2m/y per round. (STR)

Contortionist: The ability to manipulate your body into impossible positions. It aids in escaping bonds and fitting through tight places. (DEX)

Stealth: The ability to hide in shadows, move silently, or avoid detection in combat situations. (DEX)

Social Skills:

Bribery: A character with this skill knows how to bribe someone. (PRE)

Conspiracy: Knowledge of how to influence individuals and organizations and how to conduct such operations. (INT)

Conversation: This ability allows the character to extract information from people with careful conversation. The use of this skill takes time and if the roll missed, the subject realizes he is being pumped for information.

Interrogation: The ability to forcibly extract information from individuals. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking and is an expert at manipulating subjects into revealing desired information. (PRE)

Leadership: The skill of leading others. (PRE)

Persuasion: The ability to convince people or persuade them. (PRE)

Seduction: The ability to gain other's trust by using sexual means.
This only works on characters of the opposite sex or homosexuals. (PRE)

Streetwise: This skill gives the character the knowledge of the seamy side of civilization: he knows to find the black market, talk to thugs, gain information and so on. (PRE)

Trading: The ability to bargain and barter with merchants or customers. (PRE)

Wardrobe &/Style: A grasp of fashion, wardrobe, and personal grooming.
A character with this skill knows how to show off clothes and look his best. (PRE)

Technique:

Bugging: The ability to properly install and find listening, visual or other sensing devices. (TECH)

Demolitions: The ability to properly use, handle, set, and defuse explosive devices. (TECH)

Electronics: The ability to identify, understand, repair and rewire elctronic devices. (TECH)

Forgery: The ability to create false documents, identification, currency, and so forth. (TECH)

Gambling: The ability to win gambling games that require some skill.
The character may also use this skill to cheat at those games. (TECH)

Lockpicking: This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)

Paramedic: This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)

Security Systems: The ability to recognize and evade with various alarm systems and traps. The character can create and operate such systems given enough time and equipment. (TECH)

Weaponsmith: The character can create and maintain various types of weaponry. THe type of weaponry the character can create and maintain must be chosen from the list below. If another type of weaponry is wanted, then the skill must be bought again. (TECH)

Muscle-Powered Melee
Muscle Powered Ranged
Firearms
Energy Weapons
Other

Performance:

Acting: The ability to assume a character and play a part. Someone who is well versed in this skill can fake moods or emotions, or hide their true identity. (PRE)

Disguise: The ability to change a character's appearance through make up and costumes. (TECH)

Mimicry: The ability to imitate someone else's voice or other sounds. (PRE)

Oratory: The ability to speak to a large crowd and to deliver a stirring message to an audience. (PRE)

Performance: The skills of acting, some stagecraft, singing and musicianship combined. (PRE)

Singing: The ability of using your voice to
produce melodies for entertainment. (PRE)

Slight of Hand: The ability to palm items, fool the eye, and
perform magic tricks and such. (REF)

Ventriloquist: The ability to "throw" one's voice and make it sound
as if its coming from some other location. (PRE)

Education:

Bureaucratics: How to deal with bureaucrats, cut through the red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)

Business: The basics of starting and running a business. Supply, demand, hiring, procurement, sales, and marketing. (INT)

Computers: How to build, maintain, program and operate computers. (TECH)

Criminology: The character knows how to look for clues, dust for fingerprints, examine evidence, search through files, and such things. (TECH)

Cryptology: The ability to code and decode files and messages. (INT)

Education: General knowledge about subjects from science to trivia.
Very much like the Skill Science and the two are nearly identical, except education may be used in some situations that Science cannot be used to full effect because Education deal with intelligence in general where Science is a bit more specific.

Espionage: Gathering and assessing intelligence and orchestrating spying operations. (INT)

Expert: Advanced information in any one field of knowledge. The character must choose what field they are an expert in. IF the character wishes to be an expert in more than one area, this Skill must be bought again. Because of the vast area that this Skill could cover, no list is possible for the
character to choose from. (INT)

Languages: The ability to speak, write and understand a language.
This includes codes, dialects, and hand signs. The character must designate what particular language they know when the Skill is chosen. Must specify a primary language in that family. All others in that group are at half primary. IF the character wishes to know more than one language, this Skill

must be bought again. Because of the vast area that this Skill could cover, no list is possible for the character to choose from. (INT)

Local Expert: Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)

Navigation: Knowing how to take sightings, use maps and charts, plot courses, work from wind and, weather, and other guides. (INT)

Professional: The ability to perform a certain profession (such as an artist, actor, doctor, hockey player, scientist, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. The character must designate what particular profession they know when the Skill is chosen. IF the character wishes to know more than one profession, this Skill must be bought again. Because of the vast area that this Skill could cover, no list is possible for the character to choose from. (INT)

Research: Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon soruces. (INT)

Science: How to design labs, experiments, write scientific papers, test hypotheses, and your skill at science in general.

Survival: This skill enables a character to "live off the land", find food, water, identify dangerous plants and animals and survive in general. No specialization is required in this game. (INT)

System Ops: This skill allows the character to operate sensing and communications equipment. No specialization is required in this game. (TECH)

Tactics: The ability to manage a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle. (INT)

Chapter Six:
Character Talents:

Talents are natural abilities a character has that aren't truly learned, but are something the character either discovers he can do, or is born with.

Talents costs 3 OPs each and Talents marked with an "X" can be purchased in multiple levels (Each level costs 3 OPs) with each level being cumulative with the last.

Talents:

Talents are an innate ability, (not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. Each Talent costs 3 points each. If levels (indicated by an X) can be taken in the Talent, each additional level will cost another OP.

The following Talents are available in Dragonball: Full Fuzion:

Acute Senses (X) : One of your five senses (sight, sound, smell, touch, taste) is extremely accurate. If the sense is touch, then you can read print with your finger tips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by smell and track them like a bloodhound. If the sense is sight, you automatically get a +1 to all sight related PRE checks and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.

Ambidexterity: You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand)

Animal Empathy: Animals like you. They will never seek to harm or attack you unless severely provoked. You seem to attract whatever animals are common to

the area, and they will immediately gravitate to your side, although they may not do what you ask them to do.

Beautiful / Handsome (X) : Your are extremely good looking; people will automatically stop and stare at you when you pass and you are generally surrounded by admirers. In addition, you have a +1 bonus to your Persuasion, performance, and Wardrobe / Style skills for each level of this talent.

Blind Reaction: You can attack in total darkness or while blinded or deafened with no penalty.

Combat Sense (X) : Your reflexes are keyed for danger; you automatically react faster than anyone else; for every level of this talent taken (up to 5), you may add +1 to your initiative rolls (combat only).

Direction Sense: You never get lost. You can always find North and never need a compass.

Double Jointed: You can bend and move your limbs in extreme ways. You can fit into space half your height and width and it is impossible to tie you up with a single rope. You can only be restrained using restraints like cuffs, shackles, and nets.

Eidetic Memory: You never forget anything you have read, seen, heard, smelled, or touched.

Hide Power Level: This Talent allows a character to hide his true Power Level from Scouters and the "Sense Ki" Talent. The amount of Power in the character's Active Power Pool is read as his true Power Level.

High Pain Threshold: You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.

Immunity: You are immune to the effects of one specific poison or disease group.

Intuition: You have an uncanny feel for hunches; the GM will give you a chance to make a PER roll whenever he thinks you get a hunch, even if there no percentile chances.

Lightning Calculator: You can do automatically do complex math problems in your head without using any aids.

Longevity: You are extremely long lived, but do not show any perceivable signs of aging. No matter what your age, you always look and feel like a person half you age.

Nightvision: You can see in all but absolute darkness.

Perfect Pitch: You know if something is in tune. Your voice is always in tune and you gain a +3 to any musically related task.

Rapid Healing: You gain an additional +3 HITS per time unit in addition to your normal healing rate.

Savant: The character can learn techniques and super powers (not martial arts schools) just by seeing them used once.

Gadgeteer: The character can easily invent futuristic gadgets from nearly any piece of equipment they can find. With a few spare parts, you could build a starship.

Shtick: A shtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in, always having a cigar hidden somewhere on your person, etc. Shticks must be okayed by the GM and should never have an important combat or skill application-always shooting the gun out of the bad guy's hand would be a very dangerous shtick to allow.

Sense Ki (X): Sense Ki allows a character to sense the current power level of an individual hiding his ki, or the true power level of a character who does not have the "Hide Power Level" talent. A character who can Sense Ki can sense the location, general condition, and movement of any target Ki source in range as long as it is not being hidden. The character can scan his range for ki sources and will recognize any ki source he has scanned before. Exact power levels cannot be determined. The GM should give at most, a number within 100 of the target's power level if the target is not hiding its power level (It would be invisible to detection in the first place if it were.) and only then if the character has had some experience with numbered Power Level measurement like Scouters.

There are seven levels of this talent.

Level One: Allows Ki to be sensed throughout the same continent.
Level Two: Allows Ki to be sensed throughout the same hemisphere.
Level Three: Allows Ki to be sensed throughout the same planet.
Level Four: Allows Ki to be sensed throughout the same solar system.
Level Five: Allows Ki to be sensed throughout the same galaxy .
Level Six: Allows Ki to be sensed throughout the same universe.
Level Seven: Allows Ki to be sensed throughout the dimensions.

Keep in mind that the objects being sensed must have a Power Level of at least one that is not being hidden. If the targets has the "Hide Power Level" Talent and is completely powered down (Active Power = 0) he is effectively invisible to this power. Unconscious beings have a Power Level of 0.

Speed Reader: You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).

Time Sense: You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

Chapter Seven:
Character Perks:

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Option Points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best-the GM is the final arbiter of a Perk's worth on the 1~10 scale); level 8 or 9 should really mean something!

Perks are extremely campaign dependent and should be created for each campaign individually. Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: A "Mafia Godfather" Contact might require a favor of you someday too!

Once the GM has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affectation; in a cyberpunk campaign, that same status would have serious impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost.

Campaign Style Multiply Perk By
- **Very High Impact x4**
- **High Impact x3**
- **Moderate Impact x2**
- **Little or No Impact x1**

Membership   1 per level   You can call upon the resources of an organization, person, government,   or group-but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in the FBI would make you a janitor, but at 10 you're the Director's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.

License   1 per level   The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)-you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; A Private Investigator's license 4; a Bounty Hunter's license might cost 6; a CIA or secret service agent's license 8, a Federal Marshal's license costs about 9, and having an unconditional license to kill might cost 10.

Contact   1 per level   You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to die for you.

Favor   0.5 per level   A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). Note: that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

Renown   1 per level   Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international figure.

Wealth   1 per level   Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 OP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you're rich; you don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you're a millionaire, can live anywhere and buy almost anything you want. The GM might let you exceed Wealth 10, making you a billionaire!

Chapter Eight:
Martial Arts
and Techniques:

Martial Arts and Techniques are similar to each other in Dragonball: Full Fuzion, but are different.

Martial Arts represent schools of combat the character has been taught and all the maneuvers that school lets the character use.

Techniques represent single maneuvers the character has learned or taught himself that are unique fighting stances and moves. Techniques may or may not be associated with a particular martial art school, though are usually created by the character.

Martial Arts requires much more space to explain, so they will be listed last. Techniques are a bit more simple, so they will be listed first.

Techniques

Techniques are single maneuvers the character may know and the amount the character may know is equal to the Technique Slots the Character has. The number of Technique Slots a character has is equal to the character's Intelligence + Reflexes divided by 2.

(INT + REF)/2 = Total **Technique Slots** Available

Think of gaining a power as plugging it into an available
Technique Slot.

When there are no more **Technique Slots**, the character cannot
learn any new powers until a characteristic increase
raises the number of **Technique Slots** available.

If somehow a character loses **Technique Slots** that causes
him to lose slots he does not have open, such as slots that already contain a technique, he doesn't lose the techniques
in them, rather, he can gain no new techniques until he

returns his number of total **Technique Slots** to the number
he needs to actually have all the techniques he has slotted.

The character may fill all of his initial starting **Technique Slots** with techniques.

Techniques are created by taking a normal hand to hand or normal kick (A kick is at –1 to hit and +1 to damage) and making adjustment to it by adding to and taking away from its accuracy or its damage.

Damage the attack does can be increased by an amount of dice by taking away the same amount of dice from the Characteristic or Characteristic / Skill total (whichever is applicable) used to try and hit with the Technique. The to Characteristic or Characteristic / Skill total (whichever is applicable) may be raised by an amount of dice by taking away that amount of dice from the Technique's damage.

Example A: To make a Technique that does +9 dice of damage; the Technique would be at –9 dice to hit.

Example B: To make a Technique that would be at +9 dice to hit, the Technique's damage would be at –9 dice.

After deciding on this, the Technique can't be changed. The character then names the Technique and slots it.

Remember, techniques that are kicks begin with a +1d for damage and a –1d to hit.

Martial Arts

Martial Arts are schools of fighting that grant their students a wide array of maneuvers for a set cost of OPs. All students of a martial art will have at least the same moves listed on the chart below. Personal moves are what Techniques are for.

Generally, maneuvers learned from martial arts are not as powerful as Techniques, but for a set amount of OPs, the character can gain a good amount of moves.

OP cost is equal to twice the number of maneuvers a martial art has.

Actions	Akido	Kung Fu	Karate	Judo	Wrestling	Street Fighting	Kamesenin Style	Crane Style	Saiyan Military	Saiyan Imperial	Nameccian Style
Basic Strike		*	*			*	*	*	*	*	*
Break fall	*			*	*	*		*			*
Def Strike	*					*	*			*	*
Ki Powers						*	*	*	*	*	*
Killing Strike		*	*					*	*	*	
Martial Arts Weapon		*						*			
Martial Block	*	*	*		*	*	*	*	*	*	*
Martial Disarm	*	*	*	*			*	*	*		
Martial Dodge	*	*	*			*	*		*	*	*
Martial Escape	*			*	*		*			*	
Martial Grab	*			*	*		*		*	*	*
Martial Throw	*	*		*	*	*	*				*
Nerve Strike		*						*	*	*	
Offen Strike			*			*		*	*	*	
Sacrifice Throw				*	*				*	*	*
Total	16	16	12	12	12	12	16	18	20	22	18

Basic Strike: The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DEX.

Breakfall: The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.

Defensive Strike: This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really damaging his opponent. Adds +1 to REF, +3 to DEX.

Ki Strike: This martial arts allows its students to use ki powers.

Killing Strike: This attacks allows the character to do killing damage attacks without using a weapon. A Killing Strike can be striking a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.

Kung Fu Weapons: The character is trained in the use of martial arts weapons, and can use these weapons with his martial arts Actions.

Martial Block: This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DEX, REF

Martial Disarm: The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.

Martial Dodge: You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DEX for dodging purposes that phase

Martial Escape: You've been taught how to get out of even the strongest grab or hold, adding +3 to your STR for escape purposes

Martial Grab: The character has been trained on how to grab and hold his foes.

Martial Throw: Instead of striking, a character with the Martial Artist Talent may declare he is throwing his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defender is prone, and must act after the attacker next round regardless of their Initiative rolls. A thrown target may not use his Athletics skill to automatically roll to his feet; he must spend one action instead.

Nerve Strike: This is a strike targeted at the vulnerable nerve clusters of the human body. As such, the target does not get his SD versus this attack. Since a good deal of accuracy is needed to land these blows, the attacker must spend at least one round aiming at his target before using this attack. Does 2D6 damage, at -2REF

Offensive Strike: This is an all-out attempt to mangle your target. An Offensive Strike covers a flying kick, a full-out haymaker punch, or any other full out style attack. Adds +2D6 to basic strike, at -2 REF, +1 DEX.

Sacrifice Throw: This maneuver represents any move where the attacker falls to take down his opponent. It can be a judo throw, a sliding takedown, a football tackle, or any other move where both the attacker and his target end up on the ground. Martial Throw, with +2 to REF, Target and Attacker both knocked prone. If this attack missed, the attacker is on the ground at the feet of his opponent anyway. Not a good place to be.

Chapter Nine:
Powers

How do Powers Work?

Powers in Dragonball: Full Fuzion work off a **Variable Point Pool System**
or **VPPS**. This means that each character has a certain amount of energy
available to him with which to power the attacks available to that character.

This isn't to say all characters know all powers, it is to say that the
powers that are known to the character have no set rating. Their effectiveness
and damage, for the most part, are determined by how much power a character
is willing to place in the power at any given time.

Most Powers in Dragonball: Full Fuzion RPG have two things in common.
Each of them (there are a few exceptions, described in
the power's description) have a **Cost for Effect Ratio** (**CER**) in both Power
Damage and Endurance.

Most energy blast powers, for example, say spend "X" amount of Power
to deal "Y" amount of Damage and pay "Z" amount of Endurance as well.

This is much like the powers system from Champions: The New Millineum,
and indeed, some basic mechanics was derived from it, so this should
be very familiar to players and GMs of Champions.

The main difference is, that unlike Champions, powers under this system
only require Endurance to be paid once, as a base cost and not for
every point of the power used.

To use a power in the game, the player must first decide how much
Power he will place into the power and what effects, if any, he will add
To the power if the power has that option. Then the total number of
Power placed into the attack is figured up, then divided by 10.

The player must then beat this number using the character's
WILL + Power Use Skill + 1d10 Roll.

If the character succeeds in the above roll, then they may launch
the attack using their
DEX + Power Use Skill +1d10 Roll.

If the character does not succeed, the power simply does not activate
And the Power placed into it is dissipated harmlessly into the air.
The character does not get the Power back until it can be recovered
normally.

How Many Powers Can Be Learned?

A character can know a number of powers equal to his
Intelligence characteristic plus his **Will** characteristic
with the total divided by two. This number is called
Power Slots.

(INT + WILL)/2 = Total **Power Slots** Available

Think of gaining a power as plugging it into an available
Power Slot.

When there are no more **Power Slots**, the character cannot
learn any new powers until a characteristic increase
raises the number of **Power Slots** available.

If somehow a character loses **Power Slots** that causes
him to lose slots he does not have open, such as slots
that already contain a power, he doesn't lose the powers
in them, rather, he can gain no new powers until he
returns his number of total **Power Slots** to the number
he needs to actually have all the powers he has slotted.

Beginning characters may fill up one half of their
available **Power Slots** if playing a standard Dragonball Z
campaign. If the GM wishes to run a even higher level
campaign, such as Dragonball GT level, all of the
character's **Power Slots** may be filled initially.
If a lower leveled campaign, such as the old Dragonball
is wanted, none of their initially **Power Slots** may
be filled to start.

Inborn Powers: Inborn Powers are powers a character knows naturally
and usually begins play with. These powers do not use up power Slots
and usually their effects cost power, but may be used by using power
from the Dormant Power Pool as well as the Active Power Pool. Basically,
these powers may be used whether the character is powered up or not.

Some Inborn Powers can be designated as always on, meaning they are always
in place and can function at will requiring no power to be used. The exact effects
of this nature are up to the GM to decide. It is advised that very few non-alien
characters have Inborn Powers and only then they may have but two or three at best.

For the most part, Inborn powers function the same as normal powers and are designed
the same, they just don't use Power Slots.

Gm's should use caution when allowing Inborn Powers for characters.

What Kind Of Powers Are There?

Ki blasts and powers in the Dragonball: Full Fuzion RPG come under a variety of names, but they all fall into one of three levels:

Minor : Most unnamed ki blasts from the anime and manga
and most movement powers
(Ki Blast, Mouth Blast, Eye Lasers, Bukuujutsu)
Minor powers cost 1 Power Slot each.

Intermediate : Most named, non-finishing ki blasts from the anime and manga
and most non-attack powers
(Kamehameha, Ultimate Ability, Renzoulou Energy Dan)
Intermediate powers cost 2 **Power Slots** each.

Major : The Ultimate Moves or Finishing Moves from the anime and manga.
The most powerful abilities.
(Special Beam Cannon, Final Flash, Kaio-Ken, Spirit Bomb)
Major powers cost 3 **Power Slots** each.

Can I Create My Own Powers?

Yes you can, but that is dealt with below in a section called
"**So How Do I Create My Own Powers?**"

So Where Is the Power List?

Right here:

Bukuujutsu: Flight (Minor)

The power of Flight has three subpowers and each takes up a power slot.
The following descriptions define these subpowers.

Flight: Allows travel through the air. Flight Movement begins a 0. Characters
travel up to the speed they have currently paid for.
1 Power = 5 y of Flight Movement; +1 Power for x2 NCM. 1 Endurance for every
10 y Movement. Maximum of Mach 1 (2000 y)

Super Sonic Flight: Allows faster than sound travel.
2 Power = 1 Mach level. / 4 Endurance per Mach level
Maximum of Mach 4 in atmosphere / Mach 10 in space.

FTL: Faster than light flying ability.
2 Power = 1 Light Year per year spent flying.
3 Power = 8 Light Years per year spent flying (about two a season)
4 Power = 32 Light Years per year spent flying (about one a week)
6 Power = 1000 Light Years per year spent flying (about 3 a day)
8 Power = 2000 Light Years per year spent flying (about 6 a day)
9 Power = 4000 Light Years per year spent flying (about 12 a day)
10 Power = 8000 Light Years per year spent flying (about 1 a hour)
12 Power = 16000 Light years per year spent flying (about 1 a half hour)
14 Power = 32000 Light Years per year spent flying (about 1 every 15 minutes)
16 Power = 64000 Light Years per year spent flying (about 1 every 5 minutes)
18 Power = 128000 Light Years per year spent flying (about 1 every 2 minutes)
20 Power = 256000 Light Years per year spent flying (about 1 a minute)
25 Power = 512000 Light years per year spent flying (about 1 every 30 seconds)

Chou-nou-ryoku: "Ultimate Ability" (ESP) (Intermediate): The attack of Chaotsu that allows him to freeze people in place and levitate them if he wishes. If he freezes someone in place for too long, there heart will stop or they may suffocate. This attack is treated as a normal ranged attack only VS the target's **RES**. IF the target is hit, they get a single chance to break free before the effects start by making a **RES** Action VS a DV of whatever level the power is at divided by 10. If this intial roll fails, the character is caught up in the effect.
Each Phase thereafter that the victim is aware, the victim may attempt a **RES** Action VS the same DV to escape the effects.

The power of the attack is set when it is made and cannot be added to after that. If the creator wishes to use a more powerful version of this attack (by spending more Power), the old one must be released and a new attack made.

Once caught up in the effect, the victim is helpless and cannot take any past his attempt to break free once per phase. He is still aware, but cannot act. He cannot breath and his heart beat ceases for the duration. This is painless. Any power the victim has in his **Active Power Pool** is slowly dissipated (not returned to his **Dormant Power Pool**) at the rate of 10 per Phase (4 seconds) this effect is held.

The victim can remain aware for a number of Phases equal to half the character's **END** score. After that, the character passes out and 3DC is done each Phase to the character's **HITS**, no **Defense** is applied.
Life Support can help this. After a number of Phases equal to one quarter of the character's **END**, 8 DC is subtracted from the character's **HITS** and **STUNS** due to the lack of the heart moving.

After the character begins taking damage from the heart freezing, his Actions to resist suffer a -2 to the AV. After He passes out, he may not roll to resist.

While frozen, the victim can be lifted and thrown about for the duration as if held by a **STR** equal to the rating of the power.

The power has a base 1 Round (4 Phases, 12 seconds) duration.

20 Power = an intensity of 20 / 5 Endurance
+10 Power +5 Endurance = 2 additional Rounds of Duration
Duration can be added to as the character sees fit after the attack is made as long as the attack has not yet ended. The character must still make **Power Use** checks to do so equal to the amount they wish to spend. Remember that Endurance costs are always for the initial use of a power or modifier and do not count past the first use of a power or a modifier, though Power is cumulative.
This power needs to be concentrated on by its creator and as such if the creator is successfully attacked or otherwise interrupted or K.O.'ed, the effect ends.
Cumulative

Daichi Retsuzan (Intermediate): Freeza's version of the Destructo Disk.
A disc shaped Energy Killing Attack that came home in on it's target.
3 Power = 2DC of damage and one subsequent attack / Costs 20 Endurance.
+10 Power +10 Endurance: The attack will make another attack if the first
attack and the previous attack missed. Cumulative.
+10 Power +10 Endurance: Opponent must pay double the amount of Power to
a Ki Field to prevent any damage
(2 Power for one DC they wish stopped.).
This last modifier is not cumulative with itself.

Destructo Disk (Intermediate): Krillin's buzz saw like disc shaped energy blast.
An Energy Killing attack. it follows these rules:
3 Power = 2DC of damage / Costs 20 Endurance.
+10 Power +10 Endurance: Opponent must pay double the amount of Power to
a Ki Field to prevent any damage
(2 Power for every one DC they wish stopped.).
This last modifier is not cumulative with itself.

Dodon-Pa (Intermediate): The Crane School's answer to the Kamehameha.
The attack used by students of the Crane School (The arch enemy of the
Turtle School) like Tai-pie Pie. It takes the form of a small energy ball
shot from fingers.
2 Power = 3 Damage / 10 Endurance

Eye Lasers (Minor): beams of ki energy shot from the eyes.
This attack is at +2 to hit.
+1 Power = 1DC / 6 Endurance

Fusion (Major-Unique): This ability functions just like a Nameccians' merging ability, only to accomplish
the effect, the two characters must both have the Fusion power, and be of nearly the same size. They must
do a little dance then they merge and can act as one character, though the two personalities kinda "copilot"
the new body. The characters "merge" with each other and form a single being out of two (only two).

Merged characters gain the knowledge of both individuals and a tremendous increase in power. The
merged form has all the powers of the two individuals and all of their martial arts and techniques.

When characters merge, take the highest stats of each one individual. This becomes the base for the merged
character. Then take the lower scores and add half of them rounded up to their applicable higher score.
Power level and power up is added directly with no adjustment.

Derived Characteristics are figured from the new Characteristics and not carried over form either
individual.

Example: Trunks and Goten decide to merge. Trunks has a Strength Characteristic of 40. Goten has a
strength characteristic of 40. Since both character's strengths are tied, it doesn't matter which one becomes
the base, so the base becomes 40. The other Strength is halved to 20 and rounded up to 5. This is then
added to the base Strength of 40. Gotenks, Trunks and Goten's merged form will have a strength of 60.
This process is done for all Characteristics.

For saiyans who merge or are or can be Super Saiyan: First of all, figure up the Characteristics of the
normal, non-Super Saiyan forms for the characters. Then, merge them normally. After this is done, add in
whatever level of Super Saiyan the character wishes to become when merged. Add the Super Saiyan
bonuses in after merging the characters using their normal, non-Super Saiyan stats. To become Super
Saiyan when merged, both character must be Saiyans that can turn at least Super Saiyan One. If the merged
form has a high enough power level, it can reach levels of Super Saiyan that the individual character could

not. For example, two half Saiyans could reach Super Saiyan 3, even though they are normally limited to Super Saiyan 2.

Fusion costs no Power or Endurance, but its effects only last for 3 minutes. After that, the character must rest for at least one Round and do nothing else before being able to use Fusion again.

Homing Ki Blast (Minor): This generic ki attack will home in on its target once fired and will continue to attack as often as was paid for in the CER.
2 Power = 2DC / 10 Endurance
+10 Power +10 Endurance: The attack will make another attack if the first attack and the previous attack missed. Cumulative.

Kamehameha (Type 1)(Intermediate: All Versions): The trade mark attack of Goku and Master Roshi. The Kamehameha is a powerful blast of ki and light energy released from the character's hands. The effect is a large energy fireball that streaks through the air to its target.

3 Power = 5 DC / 20 Endurance

Kamhameha (Type 2): The same type of attack as above, but it homes in on its target.The Kamhameha attacks its target multiple times until its target is struck or the amount of Homing wears off. Once fired, if the Kamehameha misses its target, it attacks again each subsequent round with the ability of its creator when the blast was launched. The creator need not think or concentrate on the attack after the Kamehameha has initially been fired.

4 Power = 5DC of damage and one subsequent attack / Costs 25 Endurance.
+10 Power +10 Endurance: The attack will make another attack if the first attack and the previous attack missed. Cumulative.

Kamehameha (Type 3): The same type of attack as the basic Type One Kamehameha, except once fired, the ball streaks out to the range the creator desires and waits in a floating ball of energy to be released at a preset time or at the will or K.O of the creator, which ever comes first. The preset time must be specified and paid for when the Kamehameha is created.

4 Power = 5DC of damage and one round of delay time / Costs 25 Endurance.
+1 Power = The attack will hold another round before releasing.
Cumulative.

Ki Blast (Minor): A powerful blast of energy shot from the hands in either beam or small energy ball form. The generic ki attack often used by Dragonball character in non-dramatic battles.
1 Power = 1 DC / 5 Endurance

Ki Field (Minor – Unique): A Ki Field is a shimmering force field of ki that surrounds a character. It can protect the character and up to two people he is carrying from ranged ki, energy, or force attacks. Ki Fields count as SD, KD, ED, and EKD when used against attacks. They only protect against ranged ki and magical attacks that deal damage. Ki Fields are useless against melee attacks. Projectile attacks would not be stopped by a ki field if they are not energy or force related, though a ki field can stop lasers, force blasters, even lava. Use of Ki Field does not count as an action and can even be used even when an opponent is acting. A Ki Field stops the DC or dice of an attack before damage is figured up, so use of it has to be made as soon as the character is hit by the attack to be stopped. Th GM tells the player how many dice of damage they are going to take (After he finds out that the opponent actually hit the character) and

the character spends the amount of Power equal to the amount of dice he wishes to take away from the attack. After this, damage is figured from the remaining dice left in the attack.

1 Power = 1 DC stopped / No Endurance Cost

Kikouhou (Major): The massive energy attack used by Tien. Requires
a lot of concentration. Continued use of it can kill the user as it uses up
a lot of the person's energy each time.

1 Power = 2 DC / 40 Endurance
The attack explodes outward attacking all in 10 yards of its striking point.
+1 Power / +1 Endurance The effect continues outward in a radius of 10 yards.

Kikou-hou (Major - Unique): Also known as the Kamikaze Attack.
The ability to self destruct and release all of your energy in one massive
blast. The character must be fully powered up (as much as they can). All of
that energy is released in this attack. No Power use check must be made.
All in the effected area are allowed to defend as though they
had been targeted. Those who fail take damage. Every three yards away from
the center, reduce the damage by 100. The character is destroyed.
1 Power = 1 DC / No Endurance
Range is 1 foot for every 1 Power.

Masenko (Intermediate): "Magic Light Beam" Piccolo's version of the
Kamehameha. Functionally identical to the Type One Kamhameha.

Mouth Blast (Minor): A destructive blast of energy emitted from the mouth.
This attack is at +2 to hit.
1 Power = 1 DC / 6 Endurance

Reaction Boost (Minor): This ability allows a character to boost his
initiative. The effects last just long enough to determine Initiative and use
of this is announced before the Initiative roll is made. No Power Use Skill
check needed to activate this power.
10 Power = +1 to Initiative / No Endurance cost.

Regeneration (Major – Unique)**:** This ability allows a character to regain HITS, STUNS, and regrow lost limbs. Regeneration takes an entire Phase, so while it can be done in combat, it's not a very smart idea to let your opponent attack you for a phase strait. When a character regenerates, they gain 1/2 their BODY Characteristic back in HITS and STUNS. Regeneration costs no power to use. When a Nameccian Healer uses their Regeneration on others, it still costs no power, and the character being healed uses their own BODY Characteristic to determine the rate of regeneration.

Renzokou Energy Dan (Minor - Unique): Literally "1,000 Energy Bullets".
This potent attack is very Power consuming and even though its not very
precise and accurate, it can devastate the environment around it as storm
of literally 1,000 energy bullets rain down upon the area.
The character decides on certain amount of DC, the amount he wishes each
of his thousand bullets to do, then pays that amount of power times 10.
Each bullet then does that amount of DC. Then, the character makes
a Power Use skill check VS the total amount of Power put into the attack.

To fire the Renzoukou Energy Dan requires a single attack roll and the
attack is then treated as if it had a RoF of 1,000, but no penalty is
incurred (Normally there is a -10 penalty to the attack roll for every

ten shots beyond the first.). The attack can target a large area and multiple
targets just as if the character were using any other auto-fire attack.

The use of Ki Fields is each bullet as is a person's natural SD.

The character's Ki Field and SD are applied to each individual bullet that
strikes the character, not the total damage from all bullets that strike.
1 Power = 1 DC for each bullet / 20 Endurance
Total Power is times 10.

Sansouken (Minor - Unique): The after image effect used by Master Roshi and Goku.
This ability creates an illusory after image of the character due to high
movement rates. The doubles last until initiative is rolled is checked again
or about 1 turn. The images do no damage. However, there is a chance that the
opponent will attack one of the images instead of the creator on his attacks
turn after the images' creation. If the opponent does swipe at one of
these images, then it vanishes and the chances of hitting another image
(if applicable) are reduced appropriately. If the real character is struck or
strikes, all the images instantly vanish. This power can only be used
once per phase.
The character must have a move of at least 20 to use this attack.
20 Power = 1 Image and a 50% chance the attacker will attack it instead.
5 Endurance
30 Power = 2 Images and a 75% chance the attacker will attack it instead.
10 Endurance / Must have a Move of at least 30.
40 Power = 3 Images and a 90% chance the attacker will attack it instead.
15 Endurance / Must have a Move of at least 40.

Shin-Kikou-hou (Major - Unique): Also known as the New Kamikaze Attack.
This attack releases all of the character's energy in one massive area blast,
though the character only passes out.
The character must be fully powered up (as much as they can). All of that
energy is released in this attack. No Power use check must be made.
All in the effected area are allowed to defend as though they
had been targeted. Those who fail take damage. Every three yards away from
the center, reduce the damage by 100. The character is in a coma.
2 Power = 1 DC / No Endurance
Range is 1 Foot for every 1 Power.

Shiyou Ken (Minor - Unique): Four Arms. This attack allows Tien to grow two
extra arms from his back.
This ability gives the character two extra arms which can add either +2
to Reflexes or +2 to Dexterity or +1 to each. This can be changed by the
character any time the creator can make an attack without costing an action.
Once it has been decided what the hands are to do, they do that until the
character gets a chance to attack again and change the hands' function.
Outside of Combat, the function can be changed roughly every 3 seconds.
K.O. the creator and the arms are destroyed and return to energy.

4 Power = Two Extra Arms that give a +2 to REF or DEX or a +1 to both.
2 Endurance / Duration is one round (4 Phases or about 12 seconds)
+1 Energy for a x2 NCM

Solar Flare (Minor - Unique): The blinding attack used by Tien and later the
other Z Warriors. Also known as Flash. Flash allows a character to
temporarily blind an opponent. This makes the target suffer various penalties,

but they can still use their Ki Field power if they have it as long as they are reasonably expecting to be shot at. Flash ignores normal defenses and fields and is dealt with using the Flash Defense power. Protection as good as sunglasses will stop the Flash power however.

3 Power = 2 rounds of blindness / No Endurance to use.

Souki-Dan (Major): Big energy ball. A stronger variant of Sou Ki Dan created by Yamcha.
Functionally the same as the Sou-Ki-Dan with the following adjustments:
2 Power = 1DC of damage and one subsequent attack / Costs 40 Endurance.
+10 Power +10 Endurance: The attack will make another attack if the first attack and the previous attack missed. Cumulative.

Sou Ki Dan (Intermediate): "Energy Bomb" Yamacha's remote controlled energy ball. Functionally identical with the Type One Kamehameha with the following adjustments to cost and damage.

3 Power = 3DC of damage and one subsequent attack / Costs 15 Endurance.
+10 Power +10 Endurance: The attack will make another attack if the first attack and the previous attack missed. Cumulative.

Special Beam Cannon (Major): Piccolo's super powerful attack.
Takes the form of a single beam of energy encased in a spiraling second beam making it look like a drill. Counts as an EK attack.

1 Power = 2 DC / 40 Endurance
+10 Power +10 Endurance: Opponent must pay double the amount of Power to a Ki Field to prevent any damage
(2 Power for every one DC they wish stopped.).
This last modifier is not cumulative with itself.

Strength Boost (Minor - Unique): This ability boosts a character's STR for lifting purposes. The boost lasts for 1 Phase. The character may pay to continue the boost again without letting the original boost go first.
No Power Use Skill is needed to activate this power.
10 Power = +2 STR for one Phase / No Endurance cost.

Stretching (Minor – Unique): The ability to stretch one's limbs to make ranged melee attacks and use one's limbs at a distance. The GM should use good sense and not allow stupid uses of Stretching to cross interplanetary distances or more. Nameccians are limited to stretching their arms up to 12 meters.

1 Power = 2 meters (4 meters non-combat) Stretching / 10 Endurance

Endurance cost on stretching is per point of Stretching used. Effects last 1 Phase.

Super Dodon-Pa (Major): A cannon blast variant of the Dodon-Pa created by Tao-pie Pie.
A more powerful version of the Dodon-Pa.

1 Power = 2 Damage / 40 Endurance

Telekinesis (Unique – Unique): A character with this power can move objects with Their mind. The power placed in Telekinesis is the power's STR to move things. Telekinesis Can be used to project beams of force (ranged STUN damage, but not Energy damage) or to Pick up, lift, squeeze, or throw objects. There is no action/ reaction with this power, a character

Could not use it to grab onto a flying character and be pulled along, for example.
Telekinesis can move objects with a speed equal to what could be moved at that STR level normally.

3 Power = 2 Strength / 5 Endurance

This is per phase of use. If the power is to be used again the next phase, the character must pay this over, including Endurance and make their Power Use Skill roll as they normally would.

When manipulating objects that have been telekinetically lifted up, the character uses there normal REF and DE or whatever would normally be applicable for doing whatever they are trying to do with the telekinetically lifted object.

Teleport (Minor - Unique): The ability gained by Goku to teleport around the universe. This ability has seven different levels. Each one gained takes another Power Slot so to have all the levels would take seven **Power Slots**.

The following limitation may be taken by the character for his teleport:
Teleport limited to areas where ki is able to be sensed. The target location must have ki the character can sense using the "**Sense Ki**" **Talent**. This takes the teleporter to a living being or source of ki. This effectively limits the range of the character's Teleportation to the range of the character's **Sense Ki Talent**.

If this limitation is taken then Teleportation simply becomes a two slot power and the character need not count against his other slots for it. The character gains the maximum power of Teleport (Level Z), but cannot use any of the lesser levels. The character must pay the Z cost for teleporting, even if it is just across the world. The character is still limited by the range of its **Sense Ki Talent**.

This must be taken when the character gets Teleportation and cannot be taken afterward.

If a character gains Teleportation by viewing it done
(using the **Savant** Perk), then the character gains Teleportation of up to the level he has witnessed or less depending on how many slots the character has available to spend. If the character witness a Teleport C, then the character can take up to Teleport C (Three Slots) if the character has three available. If the character wishes to take it of less or does not have that many slots available, then the character may take it of whatever level they wish up to the level they witnessed used. Remember, the character doesn't necessary gain the level of the teleporter they witnessed, just the level that person actually used.

If the character they witnessed has the above Limitation of "Must Sense Ki", then the character gains the same limitation. The good side is that they can gain the full level of the teleporter they witnessed (such is the nature of things) for two slots. The bad side is if two slots aren't available, the character can't slot the power at this time and must wait until two slots become available.

Teleport:A character with this power can move from point A to point B without traveling through the space between.
1 Power to Teleport anywhere on the same continent / 1 endurance

Super Teleport: A character with this power can move from point
A to point B without traveling through the space between.
2 Power to Teleport anywhere in the same hemisphere / 2 endurance

Mega Teleport: A character with this power can move from point
A to point B without traveling through the space between.
3 Power to Teleport anywhere on the same planet / 3 endurance

Ultra Teleport: A character with this power can move from point
A to point B without traveling through the space between.
4 Power to Teleport anywhere in the same solar system / 4 endurance

Ultimate Teleport: A character with this power can move from point
A to point B without traveling through the space between.
5 Power to Teleport anywhere in the galaxy. / 5 endurance

Teleport X: A character with this power can move from point
A to point B without traveling through the space between.
6 Power to Teleport anywhere in the universe / 6 endurance

Teleport Z:A character with this power can move from point
A to point B without traveling through the space between.
7 Power to Teleport anywhere, even across dimensions / 7 endurance

Tri Form Technique (Major-Unique): The character creates three exact copies of himself. These clones
are duplicates that may think and act on their own, or be controlled by the creator (The creator makes this
decision when the power is used, though it can be changed any time and takes no action). These clones are
exact copies of the character and do anything he can do except make more copies of themselves. Damage to
these clones does not harm the creator and when the clones are killed or the creator wills it, they simply
return to energy and disperse harmlessly. The clones are exact copies of the creator at the time they are
made with the same HITS, STUNS, and with the same amount of power in their Dormant Power pools and
Active Power pools as the creator.

300 Power / 50 Endurance

The creator must pay the cost in Power and Endurance at the beginning of each Phase he wishes to keep the
clones. No Power Check Roll is needed to keep the clones. The clones need pay nothing for their existence.

Zanzou-ken (Minor - Unique): Piccolo's varient of the Sensouken.
Functionally the same as the Sensouken.

So How Do I Create My Own Powers?

Creating your own Ki Attacks is easy in Dragonball: Full Fuzion.
Doing so only requires you to pick which kind of attack you wish to make;
Intermediate or **Major** (Remember, all player created ki attacks are either
Intermediate or **Major** and either costs two or three **Power Slots** respectively.)
and then add **modifiers**. It's that easy.

Modifiers and the costs for adding them to ki blasts are talked about below
in the **Modifier** section.

It should be noted, that only ki blasts normally can be created by characters.

Non-attack powers, such as Solar Flare and Sansouken, are usually best left as powers learned from others.

Also, since there is no hard and fast way to create such powers, due to the large diversity of effects that could be imagined, there is no creation system given here. For GMs who want to create such powers, or allow their characters to create such powers, it is advised the player and GM discuss exactly what effects the player wishes the attack to have, then work to translate that effect into game terms.

Always remember to try and balance Power costs and Endurance costs to the affect such powers may have. When in doubt, either disallow the power, tell the player they must change it in a way that would make it less disruptive to the game environment, or just add on a steep Endurance cost.

Remember, be fair to players who really want to have a new power, it means a lot to them and most likely, they really aren't trying to get ahead through any shifty means. They just want to create something to add to the Dragonball Universe. be fair and use the powers on the power list as a guideline.

Any GM who has ever worked with a player to create a new spell in AD&D knows this drill. Work with the player to create the new power and determine how long it will take the character to learn it.

For those that need reminding, **CER** stands for **Cost for Effect Ratio (CER).**
It is the base cost in Power, the amount of Damage the attack will do for that base amount of power, and the base cost in Endurance.
Damage in **CER** is directly cumulative with Power used.
Basically, paying the base amount of Power more than once, will add the base amount of Damage more than once. Endurance costs in **CER** however are paid but once with each use of the attack, no matter how many times the Power and Damage are paid for.

Now, on to creating your own Ki Blasts.

First, lets look at how to construct an **Intermediate** Ki Blast; like the Kamehameha, or Dodon Pa.

An Intermediate Ki Blast has two **Archetype CERs** to choose from.
These **Archetype CERs** are:

> 2 Power = 3 DC / 10 Endurance

> or

> 3 Power = 5 DC / 20 Endurance

The first **Archetype CER** creates ki blasts that are slightly better at lower **Power Levels** due to low Power Base Attribute; the second creates blasts that are better at higher **Power Levels**.

Both take two **Power Slots** and the decision for which to use is up to the player wishing to create a new power.

After the character has selected the Archetype, then the player may then **Modifiers** by looking up the appropriate **Modifier** and making the appropriate

adjustments to the **Archetype's CER**.

The character may also decide simply not to add any **Modifiers** at all and just use the **Archetype CER** as the ki blast, simply giving it an original name.

The time it takes the character to learn their new Ki Blast varies according to the **Archetype CER** chosen and the number of **Modifiers**.

Archetype One ki blasts take 1d6 x 168 x2 x the number of **Modifiers** the Ki Blast is to have.

Archetype Two ki blasts take 1d10 x 168 hours x2 x the number of **Modifiers** the Ki Blast is to have.

The total number of hours must be spent meditating (no eating or sleeping or other activity), though it does not have to be spent strait, which is good because characters will need to sleep, eat, fight battles, and live their lives.

Basically, the character should keep track of how much time they spend meditating on the new power (max 16 hours a day) and when they have acquire the total number of hours they need, they then get access to their new power.

NOTE: Actually filling the **Power Slots** with the new power is done when the power is created. it simply is not useable by the character until he spends the required time meditating.

Character's with the **Savant Talent**, cut their total time required by three fourths.

There is no limit to the amount of **Modifiers** that can be added to a ki blast, but an Archetype's Base Attributes (Power, Damage, and Endurance) will never be reduced below a 1. Still there is no limit to the amount of **Modifiers** that can be put on a Ki Blast.

Major Ki Blasts:

Major ki blasts are the super finishing moves used by Dragonball characters to produce a tremendous blast that deals massive damage to its target.

Examples of this are: Special Beam Cannon and Final Flash.

Kaio-Ken and Spirit Bomb are unique powers, however, and are not ki attacks in and of themselves, so they are not counted under this heading, nor are details on how to construct similar powers given. This is up to the GM.

Major Ki Blasts have but a single **Archetype CER**:

> 1 Power = 2 DC / 40 Endurance

This can be taken as the attack or **Modifiers** can be added. Adding **Modifiers** to a Major Ki Blast is slightly different however, as these attacks may recieve one free **Modifier**. That is, they receive one **Modifier** at no adjustment to the **Archetype CER**. Any Options that **Modifier** gives must still be paid for if used, but the **Modifier** itself doesn't change the **Archetype CER** except by

adding its Base Effect to it.

Any other **Modifier** beyond the first is paid for normally and effects the **Archetype CER** accordingly.

Remember, Major Ki Blasts cost three **Power Slots** to gain.

The time it takes to develop a **Major** Ki Blast is similar to an **Intermediate**. It is 1d20 x 168 hours x 2 x the number of **Modifiers** PAST THE FIRST.

NOTE: the first **Modifier** added adds no time to the required time to create the attack. The time spent meditating uses exactly the same stipulations as **Intermediate** Ki Blasts. The total time must be spent meditating before the attack can be used. However, the time does not have to be spent in continuos meditation.

Actually filling the **Power Slots** with the new power is done when the power is created. it simply is not useable by the character until he spends the required time meditating.

Character's with the **Savant Talent**, cut their total time required by half.

There is no limit to the amount of **Modifiers** that can be added to a ki blast, but an Archetype's Base Attributes (Power, Damage, and Endurance) will never be reduced below a 1. Still there is no limit to the amount of **Modifiers** that can be put on a Ki Blast.

Characters seldom have more than 2 of these attacks and most have but one. Starting characters may start off with one **Major** Ki Blast as their signature finishing move.

Remember to give your attack an impressive name!

Modifiers:

Modifiers are the additions to an attack that make it more potent and useful. All **Modifiers** have a cost for adding them to the power, its usually a + to the power's initial **CER** Power and Endurance requirements. Some very useful Modifiers may even detract from the **CER** Damage making the attack cost more Power for less Damage, but these modifiers make up for this limitation by providing an awesomely useful effect.

Most **Modifiers** add a small addition to the power's effect, such as attacking more than once. In addition, most also add an "**option**" on top of the power through which the character can opt to pay a bonus amount of Power and/or Endurance for an even greater effect.

Options cost only if the player decides to use them on the attack and do not initially add to the attack's **CER** like the initial cost of having a **Modifier** does.

Basically, a **Modifier** changes the base **CER** of the attack and adds an effect that enhances the power. **Options** only cost when used. A character may use a **Modified** attack without making use of the additional **Options** the **Modifier** may give.

The **Base Effect** of the **Modifier** and its adjustments of **CER** are always in effect however.

In a sense, a **Modifier** has three parts:

CER Adjustment: What numbers are added or subtracted from the attack's base **CER** and forever alters the general cost of the attack.

Base Effect: The effect that is added to an attack that give it a new ability. The effect that happens whenever the attack is used just by paying its **CER** cost.

Options: The optional effects that the **Modifier** is listed with allows a player to choose to make use off those effects when using the attack in the game. **Option** Endurance costs are cumulative with all other Endurance costs associated with that attack. An **Option's** Endurance cost is cumulative with itself (In the case of Modifiers with cumulative **Options**.) and not a base Endurance cost like the Endurance costs in a power's **CER**. Power paid for **Options** adds to the total amount of power put into the Ki Blast, therefore raising the difficulty for making a **Power Use Skill** check.

Even where not noted below, all effects of **Options** are decided and paid for before the **Power Use Skill** roll is made in the game and cannot be changed after the **Power Use Skill** roll has been made.

For those that need reminding, **CER** stands for **Cost for Effect Ratio (CER).** It is the base cost in Power, the amount of Damage the attack will do for that base amount of power, and the base cost in Endurance. Damage in **CER** is directly cumulative with Power used. Basically, paying the base amount of Power more than once, will add the base amount of Damage more than once. Endurance costs in **CER** however are paid but once with each use of the attack, no matter how many times the Power and Damage are paid for.

Modifiers whose **Options** read **Cumulative** can have their effect used in a cumulative manner with itself.

List of Modifiers:

Homing Effect: A powerful **Modifier** that allows a Ki Blast to try and hit it's target multiple times. Once used, a Ki Blast with this power can make several attacks on its target with no further concentration from the character who created it.

CER Adjustment: +1 to Power and +5 Endurance

Base Effect: Allows the attack another chance to hit its target for the initial **CER** payment. Basically, if the attack misses, it will attack again as if fired from the creator. It will do this once if just the base **CER** is met.

Options: For +10 Power and +10 Endurance, the attack will attack again if the

first and subsequent attempt failed. Every time the character pays +10 Power and +10 Endurance, the attack will attack again if the subsequent attempts fail.

CUMALATIVE

Deadly Effect: This is perhaps the most potent **Modifiers** of all. This makes the Ki Blast go from **STUN** damage, which all ki attacks normally are, to **Energy Killing** attacks. This forces the character to defend with his **Energy Killing Defense**. it can also force the character to pay more power to defend with a Ki Field.

CER Adjustment: +1 Power; -1 DC; +10 Endurance

Base Effect: Makes the attack an **Energy Killing** attack instead of a **STUN** attack like most Ki Blasts. This is always in effect, the ki blast can never be used simply to stun.

Options: +10 Power +10 Endurance Opponent must pay double the amount of power to any defense like Ki Field to stop the same amount of damage. Example: Ki Field would now cost 2 power to stop one DC instead of 1 power to stop one DC. This option is NOT cumulative with itself and can be used on a single attack but once. Once this has been used, it remains on the attack, however, in the case of been combined with Homing or such.

NON-CUMALATIVE

Area Effect: This effect causes the blast to fill up a large area and attack all targets in that area.

CER Adjustment: +1 Power, +10 Endurance

Base Effect: This makes the blast explode in a huge wave or column of energy encompassing a flat out 10 Yards (no matter how much power is put into the ki attack). Everything in that 10 Yard radius is treated as if it were attacked.

First the character makes an Attack Roll. Then, every thing in that radius gets a Defense Roll VS that Attack Roll. Every person who rolls better than the Attack Roll has avoided the effects somehow. Every person who rolls less, is hit by the attack for ever how much damage was put into the attack. All character make their Defense Rolls as if under normal attack, so any armor and such is counted, and affected characters may use their Ki Fields to stop damage from being dealt to them and anyone or anything they are carrying (up to two adult, human sized people.) All objects in the radius are attacked as well.

Options: +1 Power +1 Endurance The radius is increased 10 Yards.

CUMALATIVE

Delayed Effect: This **Modifier** allows a character to fire a blast out to normal range, then have it wait in the form of a glowing energy ball until a a pre-set amount of time passes or the character decides to explode or dissapte the blast, whichever comes first.

CER Adjustment: +1 Power +5 Endurance

Base Effect: The blast travels outward up to its normal range and stops at the character's command. It then waits as a glowing energy ball one **Phase** or until the character commands it (not costing an action) whichever comes first; to detonate, delivering the damage of the attack to all in the same 3 Yards as it or dissipate harmlessly.

All in the three yards around the blast are treated as though they are attacked just like in the "**Area Effect**" **Modifier** above. When each blast detonates, the character rolls an Attack for that blast. This costs no action.

Options: +2 Power +2 Endurance The attack will hold for up to one more **Phase** before detonating.

This **Option** can be used up 6 times to make the attack hold up to 7 **Phases** total (Initial 1 plus up to 6 from **Option**).

No attack like this can hold for over seven **Phases**.

All Damage to be done and number of **Phases** to hold are decided and paid for when the attack is initially created. After the **Power Use Skill** roll has been made, they cannot be changed.

Chapter Ten:
Rules and Combat

The main game mechanics of Fuzion are used in Dragonball: Full Fuzion,. There are however, some modifications to the standard rules and some additional rules to help balance out the game and add a more "Dragonball" feel to it. These are covered below. Otherwise, use the rules for distance, lifting, combat, and etc. found in Generic Fuzion Version 5.1.

Dice Used:

Dragonball: Full Fuzion uses 1d10 to add randomness to its actions. Generic Fuzion usually uses this concept as well, though it should be noted that the original Dragonball Z Anime Adventure Game used 3d6 instead. Rolling a d10 was chosen for this system though so the use of the "critical" roll of 10 could be made. Any time a character rolls a natural 10 on their 1d10 roll, they may roll the dice again and add the next roll to their total. If another natural 10 is rolled, then it is also added to the total and the rolling continues until something other than 1 natural 10 is rolled.

Rolling a natural 1 on the 1d10 is a critical failure and whatever action the character was taking fails and usually (Up to the GM) causes some other problem for the character to pop up like dropping one's weapon or shooting one's self.

Rolling a natural 1 after rolling a natural 10 and rolling again does not cause a failure, it simply stops the rolling streak and adds nothing to the total.

Determining Initiative:

Initiative is determined in Dragonball: Full Fuzion by comparing a character's Speed Sub-Attribute plus 1d10 against the same for any opponents that character may be facing. Highest total gets to act first, then action follows in a highest total to lowest total format.

Then, in the case of characters with multiple actions, as soon as all the characters have went once off their initiative, the character who original went first goes again, followed by the character who originally went second and so on until all characters have had their second actions. Then the first goes again, then the second and so on again for the third and all other actions until all characters have taken the number of actions they are allowed that phase. Then initiative is determined again.

If a character runs out of actions in a Phase before another character does, that character must wait until the other character finishes all their actions before rolling for initiative again. This means that if a character is fighting an opponent with more actions than him and he runs out of actions before his opponent does, his opponent could get many multiple attacks in on him before the slower character gets another chance to act.

Actions:

A character in Dragonball: Full Fuzion receives actions based on their Speed Sub-Characteristic. For every 4 points of Speed Sub-Characteristic a character has, that character receives an additional action per Phase (rounded down).

In general, most actions that take a normal Fuzion character one Phase to do, a Dragonball: Full Fuzion character can do in a single action.

Powers:

Powering Up:

To Power Up, a character must have the **Power Up** Talent. Character's without this Talent cannot move power from their Dormant Power Pool (DPP) to their Active Power Pool (APP).

Powering up takes one action to move an amount of power equal to the character's Power Up Sub-Characteristic from the Character's DPP to the character's APP.

Using Powers in Combat:

Using powers in combat is not that complicated and is all based around the concept of using your TECH + Power Use Skill to beat a Difficulty Value (DV) based on how much power you are attempting to use. We will use the word attack in place of power when discussing super human abilities below to avoid conflicting with the word "power" referring to the power from a character's Active Power Pool. However, the rules apply to all ki powered super powers.

First off, whenever using an attack, the character must make all decisions regarding that attack (Use of Options if any, how much power will be placed into the attack, etc.) before any dice are rolled. Then, the character takes the total amount of power placed into the attack and divides that number by 10. This number becomes the DV for creating that attack. The character then must beat that number with a TECH + Power Use Skill + 1d10 roll to activate that attack. If the roll fails, then all power placed in the attack is lost and no effect takes place.

Example: Gohan wants to create a Kamehameha and places 2,000 power into it. He then divides that number by 10 and gets 200. Gohan must beat this number with a TECH + Power Use Skill + 1d10 roll. If he does so, then he can try and shoot that attack at his opponent. If the roll fails, then Gohan would lose that 2,000 power (He will get it back at the normal rate) and no effect occurs.

The character can try to build up a greater attack than they normally could generate by **Building** the attack. To Build the attack, the character decides all effects and how much power will be placed into the attack as normal, but then tells the GM how many actions the character wishes to spend Building the attack. Then, on each of those actions, the character may place as much power into the attack as he wants, and rolls each action against the DV of the amount of power he placed into the attack that action instead of the overall number.

The restriction of this is that the character can take no other action except movement while Building the attack. The character can decide to launch the attack early at whatever level he has gotten it too, or to not Build the attack that action and do something else. In that case, all power placed into the attack so far is lost with no effect, but the character can act as normal the action he chooses to no longer Build the attack. Any successful attack on a character Building an attack causes the power placed into the attack so far to be lost with no effect.

Example: Gohan want to create a Kamehameha and places 12,000 power into it. He cannot normally beat the resulting DV (1,000), so he decides to Build the attack. He decides to take 4 actions to Build attack. On each action, he decides to spend 4,000 power towards the 10,000 (He can never spend more power than the total he decided upon when he decided to create the attack.). That means that each action, he must beat a 400 DV with his TECH + Power Use + Skill + 1d10 roll (4,000 divided by 10 is 400). Gohan could change the amount of power he places into the attack action by action, like he could try to put in 8,000 on one action and then 2,000 on another and launch the attack early. He may not, however, Build the attack longer than the 4 actions he initially decided upon to spend Building it, or place more power into the attack than the initial 10,000 he decided upon before he started rolling dice.

The character can always try and build the attack quicker by putting more power into it each action, but they can never Build the attack longer than the original amount of actions the chose to spend Building the attack, or Build the attack up higher than the original amount they chose.

Gohan, in the above example, could not, for example, chose to Build the attack for 5 actions (since he chose 4 actions), though he could Build it for less than 4 actions, and he could not chose to put more than 10,000 power into the attack (since he chose 10,000 power).

Hitting the Opponent:

To try and hit an opponent with a ki attack, the character must beat a DV equal to the opponent's DEX + Evade Skill + 1d10 (As any normal ranged attack) with their REF + Power use Skill + 1d10.

In any of the above cases where a character does not have the Power Use Skill, the character must use only their TECH + 1d10 to create attack, and their REF + 1d10 to aim their attack at the target. It is highly advisable to have the Power use Skill.

Rule of Z:

If the character has a name for a ki attack, and shouts it out (The player must role-play this) when using the attack, 10 is subtracted from the DV of the creation of the attack. If an attack is being Built, then shouting the attack's name each action can lower that action's DV for the amount of power placed in the attack that action.

Damage in Dragonball: Full Fuzion:

Characters in Dragonball: Full Fuzion can cause massive amounts of physical damage. However, this damage is not converted into KILLS. It remains in DC format unless the character is striking something with Kills Characters themselves use HITS and STUNS and not kills when determining their health and their defense against attacks. Any KILL attack against one of the characters should be converted into the appropriate DC before determining how much damage is applied to the character's defenses

When a character reaches 0 HITS, they are dying. If any STUN remains though, they can still act with –6 to all Characteristics. Each round (4 Phases), the character will lose an additional HIT. When the number of HITS reaches a negative number equal to twice the character's BODY Characteristic, the character dies.

Super Maneuvers:

A character may charge his or her punches and kicks (Also Techniques and Martial Arts maneuvers) with so their fists and feet glow and inflict much more damage. Doing costs 1 power or each 1 bonus DC of damage, but unlike most ki powers, it costs no Endurance to use. A check against the amount of power put into the Super maneuver + 1d10 roll must still be made however. A Ki Field can stop this extra amount of dice, though only the amount of dice added to the attack by ki.

Recovery:

Recovery from physical injuries are handled just as normal Fuzion. Recovering power for a character's power level is done by resting. Every hour spent resting allows the recovery of as much power as the character's Power Up Sub-Characteristic to the character's Dormant Power Pool.

Damage:

Since the DC numbers in Dragonball: Full Fuzion can become so high, the optional rule of simply multiplying the DC numbers by 3 is used. No dice for DC are rolled.

Chapter Eleven:
Character Advancement

One of the most exciting parts in any RPG is character advancement. It not only makes the characters more powerful, but can be very helpful to advancing a plotline and in Dragonball, characters getting more powerful was a big part of the series.

In Dragonball: Full Fuzion, the experience point, or XP, system from Champions the New Millennium is used. The table below explains how character advancement is done through XPs:

Rule of X:

No character can ever have a Stat, Characteristic, or Skill over 600. The only exceptions are the Mental Group Characteristics, Power Level and Movement Characteristics, Sub-Characteristics, and the Power Use Skill. The only way a character can pass the 600 limit is by some sort of physiological transformation, like going Super Saiyan or merging with another character, or by using cybernetics.

Also, at least 25% (rounded up) of all XPs earned must be put on Power Level advancement. This is so characters won't become very powerful, but have very low Power Levels.

The GM must approve all character advancement and don't expect to be able to advance whenever you have the points. The GM can (and fairly so) insist on character advancement only at a certain, dramatic time in the story.

Besides Power Level and Power Up, no Characteristic; Derived Characteristic; or Skill may be increased by more than 10 in a single game year by directly spending XPs on it. Saiyans may advance by up to 20. Characteristics that are advanced may raise Derived Characteristics, and then those Derived Characteristics may be raised by up to 10 more by spending XPs directly on the Derived Characteristic.

There is however an exception to this. The Pedulum Room and Kame's Look Out can speed time up and therefore allow many years to pass in a few days, and any training and advancement done in the Next Dimension does not count toward the 10 a year limit. The training in the Pendulum Room is limited to 10 per year, though many years can pass quickly. There is no limit when advancing in the Next Dimension.

Movement can be advanced by + 1,000 per game year.

Using XPs:

To Increase Skills: 1 XP for each level of a new Skill or improvement to an old Skill.
Skill levels cannot be skipped. You could not go from Skill level 6 to Skill level 10 without first buying Skill levels 7, 8, and 9.

Example: To go from Skill 6 to Skill 7 would cost 7 XPs.

To go from Skill level 6 to Skill level 10 would cost 34 XPs (7 to go from Skill Level 6 to Skill Level 7, 8 to go from Skill Level 7 to Skill Level 8,
9 to go from Skill Level 8 to Skill Level 9, and 10 to go from Skill Level 9 to Skill Level 10.
7 + 8 +9 +10 = 34).

To Increase Characteristics: 5 XP for each +1 to the Characteristic. Power level and Movement are advanced at their own pace as shown below.

Example: To increase REF from 6 to 7 would cost 5 XPs.

To Increase Power Level: 1XP used to advance a character's Power Level will increase that Power Level by 5. Remember though, Saiyans' Power Level increases at a rate of 1XP = 10.

Example: To go from Power level 100 to Power Level 200 would cost 20 XPs for everyone but Saiyans. For Saiyans it would cost only 10 XPs.

To Increase Movement: 1 XP for +100 Movement

To Increase Sub-Characteristics: Sub-Characteristics are increased as their applicable Characteristics are increased. Also, Sub-Characteristics can be increased individually at a rate of 2 XP per + 1 to the Sub-Characteristic. Killing Defense, Energy Killing Defense, and Power Up are raised uniquely though.

Killing Defense and Energy killing Defense are raised at a rate of 3 XPs per + 1 of advancement.

Power Up can be increased at a rate of 1 XP per every 5 points of Power level advancement. Saiyans can advance their Power Up at a rate of 1 XP for every 10 points of Power Up advancement.

Example: To advance a character's Power Up from 100 to 200 would require 20 XP for everyone but Saiyans. A Saiyan character could raise their Power Up from 100 to 200 with 10 XP.

Gaining Experience:

There are three ways to gain experience in Dragonball: Full Fuzion, Living, Fighting, and Training. These two methods are examined in detail below.

Living:

Just by virtue of surviving, all characters gain 10 XP per year they spend alive.

Fighting:

Perhaps the best way to gain XP in Dragonball: Full Fuzion is to find another warrior to fight. By fighting with an opponent, even if that fight did not result in character victory, as long as the character fights until he is incapacitated or is victorious, will result in an XP award.

To determine how much XPs a character is awarded, divide the opponent's Power Level by the character's Power Level and round up to the nearest whole number. Then multiply that number times 10. That's how many XPs are awarded to that character. Do this for each character involved in the fight and award each character the full number of XPs they earned.

Do not divide XPs from a fight among the group. Figure the award for each character involved in the fight separately. Remember, even the villain gets some XPs from the fight.

Fighting warriors more powerful than yourself earns more XPs.

Training:

By training and practicing, a warrior can greatly improve, though training can become a very complex issue.

Normal training, day to day exercise, and regular meditation gives you no XPs. Fighters do this kind of stuff any way.

However, spending a day training, exercising and meditating intensely, can yield results, and spending the day training under special conditions, such as multiple gravity, can yield great benefits.

There are three kinds of training:

Light Training

Heavy Training

Intense Training

To determine how many XPs the character gets, the character must select which kind of training he is going to use and then he must select the type of environment he will be training in if the character has access to non normal environments. Each type of training gives a certain amount of XPs per week of training in that way. The training must be continued everyday and if the week of training is interrupted, then no XPs are gained.

The amount of XP amount of XPs each type of training gives per week are:

Type of Training:	XPs per Week:
Light Training:	2
Heavy Training:	5
Intense Training:	10

Light Training: At least 6 hours spent working out, honing the body with intense exercise, and 2 hours of daily meditation.

Heavy Training: At least 12 hours spent working out, honing the body with very intense exercise, and 3 hours of daily meditation..

Intense Training: At least 18 hours spent working out, honing the body with extremely intense exercise, pushing your body to the very limits of survival and risking your life due to the intensity of the work out, and 4 hours of daily meditation. Intense training involves pushing yourself to your limits and must be done with no other contact besides the people you are training with. It's eat, sleep, meditate, and train.

Environment:

The character can gain even more XPs if he trains in a special environment such as multiple gravities. For this to happen, the character needs access to that environment. Three of the more famous special environments used for training in Dragonball Z are explained below.

Multiple Gravities: Multiple gravity environments are ones in which the gravity is far greater than that the character is used to, usually 1 Earth gravity or 1G. To determine how much XPs a character gains from training a week under multiple gravities, the character must decide the level of training they will be doing (Light, heavy, or intense) then multiply that number by the number of gravities or "Gs" the character is training under.

Example: Yamcha decides to train using Intensive Training for 1 week, normally 10 XPs. He trains under 2 Gs however, so the XPs (10), are multiplied by the number of Gs (2) to 20 XPs.

To train under any gravity over 2 Gs, the character first needs make a BODY + CON +1d10 roll VS a Difficulty Vale (DV) equal to the new level of gravity (number of Gs) +1d10 roll. Failure of this roll results in major bodily injury up to GM.

If the character succeeds, then he can then train under that gravity. When a character succeeds in one of these rolls, he should make a note of what level of gravity (How many Gs it was). From now on, the character must train in that amount of gravity or greater to get any bonus effect from training under multiple gravities. The character still gets full effect from that gravity level or greater, but any gravity less than the highest one the character has ever succeed in making his roll against is counted as normal, average gravity for that character.

Also, whenever a character succeeds in rolling against a new gravity, that character can subtract a number equal to the amount of Gs of that gravity from the DV of any future attempt to overcome a new level of gravity.

Example: Goku has already mastered and trained in 100 Gs. To go to 150 Gs, he would normally have to make a CON + Body +1d10 VS DV 150 +1d10, something he could not normally do. However, Goku has already made his roll against 100 Gs, so he can

subtract that number from the DV, leaving the DV 50 +1d10 + 1d10, a roll he has an good chance of making. He then decides to train with Intensive Training for 1 week (10 XPs) at 150 Gs (x150 XPs). At the end of that week, Goku gains 1,500 XPs!
Any weeks spent training in multiple gravity must be spent continuously. The character cannot leave the multiple gravity environment until his training ends or no bonus benefit due to multiple gravitites will be figured into the XPs.

Character's have a set amount of gravity that they can possibly train under. This is called **Maximum Gravity Potential**. This varies from race to race and is listed below. A character can't even survive in a gravity environment with more Gs than their Maximum Gravity Potential, and training in them is out of the question.

Race:	Maximum Gravity Potential:
Human	20
Nameccian	200
Saiyan	Unlimited
Arlian	200
Android	Unlimited

The Pendulum Room:

The Pendulum Room at kame's lookout out is a perfect chance for a GM to allow rapid character advancement. The room itself seems cloaked in shadow except for a central shaft of blue light illuminating a central, raised dais. A large, clock like pendulum swings on one side of the room seeming to come from the shadows. Inside this special room, time flows differently for those who stand on its central dais.

When character stand on the central dais, Kame can send their minds to any place or any time he wishes. Their bodies remain standing on the dais, though the in the character's mind, he seems to be at the place and time Kame has sent him. Everything seems absolutely real to the character, though no damage is ever incurred by the character's real body on the dais, damage feels real in the character's mind.

Like a mystical virtual reality, the experience is so real that the character can even train in his mind and his body will improve. The main benefit of this is that the character perceives time normally in his mind and feels like nothing is happening, though for every 1 year spent in the virtual mind world, only 1 day passes in the real world.

The Pendulum Room can even simulate multiple gravities.

It should not have to printed that the Pendulum room is a VERY special place and the GM must use it with care.

Characters would have to have Kame's permission to access the Pendulum room and permission would only be granted for the greatest of causes.

King Kai's Planet:

The third of the most famous environments for training in Dragonball Z. King Kai's tiny planet at the end of Snake Way in The Next Dimension has 10 Gs gravity. King Kai is also a great martial arts master. This means that any training here is at x10 due to the gravity (If the characters aren't already used to more gravity.), and receives plus 5 XPs due to King Kai's wise training techniques. Here the character can also learn the Kaio-ken and the Spirit Bomb powers. This makes King Kai's planet one of the best places to train for Dragonball: Full Fuzion characters.

It is an adventure in and off itself just reaching King Kai's planet, because of its location. Also to train with King Kai, a character must first pass three tests. First, the character must make King Kai laugh. Second, the character must catch King Kai's pet monkey, Bubbles. Third, they must hit King Kai's friend, the cricket Gregory over the head with a mallet. Then the character can start training with King Kai.

Other methods of improvement: Cybenetics and Magic:

Magic, the Dragonballs and Cybenetics can also improve a character.

Magic:

For magic, just assume a character can get bonus XPs just from having some magic used on them, but this should be kept in strict control and seldom used. Mainly, only as a reward for a great quest.

The Dragonballs:

A character can wish to be better by using the Dragonballs. Shen Long, the Eternal Dragon, will at best grant 10,000 XPs to a character who wishes to be powerful, and will grant no more than 10,000 XPs, no matter how the wish is worded. This is one wish the Dragon will not grant to a single character more than once unless the Dragonballs are somehow reset by their creator dying or some other method to reset the wishes prohibitions.

Cybernetics:

Advanced rules for cybernetical enhancement for characters will be covered in a later plug-in on Dragonball equipment. Of course the GM could use one of the many cybernetics plug-ins available and modify it for use in this system. For now though, simply allow cybernetics to give a bonus amount of XPs. The amount given should depend on the degree of cybernetic enhancements used and how advanced the cybernetics are. The GM should make the decision on cybernetics.

Game Master's Section

The Planets Of the Dragonball Universe

There are three planets of importance in the Dragonball Universe. Here is a brief look at each one.

Arlia

Arlia was a dry, rocky, dim world that lay deep in space, far from Earth. It's dominate life was a race of insectoid people who apparently managed to build a planet wide empire on the harsh world.

Arlia's level of technology was more advanced than commonly seen on Earth with blasters and such being apparently common. It's warriors had mastered some basic ki attacks and were highly trained.

When we see Arlia in the series, it is after the planet has undergone some sort of civil war between the old ruling family and a newly crowned king.

When Vegeta and Nappa stopped here on their way to Earth, they became involved in the civil war for fun and overthrew the tyrannical new king. They restored peace and order to Arlia. As they were leaving however, Vegeta, on a whim, destroyed the planet. It is unknown if any Arlians survived.

Namek

Namek is a distant planet, watery and warm with a definite tropical feel to it. it is home to the Nameccians, a race of green aliens definitely descended from slug like ancestors. Such worthies as Guru, Piccolo, and Kame are all of this race.

Food and wildlife abound here and the whole planet is not much more than an ocean dotted with small islands and not much bigger continents. No true mountains are found on Namek, instead low, gently sloping hills appear to rise from the grassy landscape. The ocean on Namek appears to be shallow with a few deep areas and sub-oceanic caves.

Wild life is generally small, that which is most often seen anyway. There are some big creatures on Namek including giant crabs that dwell in those sub-oceanic caves as well as dinosaur like creatures. These tend to stay away from the Namek civilization however.

There are not many Nameccians left on Namek as some unspecified natural disaster almost pushed the race to extinction. The entire race was almost solely rebirthed by Namek's ancient Guardian, Guru.

The Nameccians themselves tend to not build large cities but instead live in small villages watched over by a village elder chosen for their wisdom. Several elders from a region will sometimes meet to discuss regional affairs and most likely at least once a year all the elders report to Guru to check in on him and discuss the race's future. They keep no standing army, but each village has a small militia to deal with any problems that may require them.

Though they have vastly superior technology than Earth, the Nameccians are not much inclined to travel through space or give much pursuit to technology. Perhaps this is a left over from the past in which Nammecians may have had more of an interest in the sciences. Now Nameccians tend to be spiritual and promote a peaceful "one with nature" lifestyle.

The people themselves come in two distinct sub-races, healers and warriors. Healers may heal others with their touch, but will not fight, and warriors are powerful fighters, but cannot heal others.
All Nameccians share a set of common traits. They all may regenerate lost limbs almost instantly.

They also have keen senses and can sense things with their antennae.

They all do not eat meat and it has been said they only need water to survive, but it was mentioned in the show that "the others are away in the

fields" and they have been shown with rake and farm type tools so they probably eat vegetables and grain as well.

They may absorb themselves into each other to produce a Nameccian with the powers and abilities as well as knowledge and personality of bothe individuals, though most likely only Nameccians of the same sub race may do this (No warrior / healer combination) and usually one personality becomes the dominate one.

All Nameccians may extend their limbs at least a few yards.

One main thing with Nameccians though is they are all asexual. Meaning they do not have males and females. They all reproduce by splitting. The child Namek is then raised by its parent until it is old enough to take care of itself. How fast a Nammecian child grows up seems to be a measure of how much energy was expended during its "birth" and how fast it actually wills itself too. Nameccians have extreme control over their physiology.

Namek also has its own set of Dragonballs and its own Dragon, Porunga . See the entry for Dragonballs for more on Porunga and the Nameccian Dragonballs.

Planet Vegeta

The homeworld of the Saiyans. Originally known as Planet Plant. This world was home to to races, the Saiyans and the Truffles. The Saiyans were a race of nomadic warriors that lived on the fringes of the Truffles' advanced civilization. Not much is known about the Truffles save that they were a small race and had very advanced technology. They were not warriors, but their weapons could hold off non-Oozaru Saiyans. Eventually though, the two races went to war and the Saiyans, once they turned Oozaru, rendered the Truffles completely extinct. Well, almost.

The planet itself was much like Earth, but it was destroyed by Frieza when Vegeta's father, King Vegeta led a rebellion against the despotic warlord.

The Dragonballs

The linch-pin of the whole series. The Dragonballs are a group of seven mystical orbs that are created by a world's guardian like Kame (on Earth) or Guru (on Namek). It is unknown whether all worlds have guardians or if all guardians can create Dragonablls, but what is known that each world shown to have Dragonballs so far has had their own unique Eternal Dragon that comes to grant the wish.

The Dragonballs of the worlds all share the same basic appearance. Seven golden orbs that glow with a soft inner light with varying amounts of red stars (1-7, indicative of which ball in the set that one is) inside the center. The only difference so far has been the pattern of the stars on in the ball. it varies from world to world. Namek's Dragonballs balls seem to be slightly larger than Earth's Dragonballs.

If all seven balls of a particular world are gathered together, then that world's Eternal Dragon may be called upon to grant a wish. Each world seems to have different guidelines on the power of the wishes and the amount that can be made. This seems connected to the relative power of that world's guardian. Also, a password may be needed to call the dragon, as shown by the Namek balls whose password is in Namek. After the wish or wishes are granted, the balls turn to stone and scatter all over the world, only to become active again after a set amount of time which varies from set to set.

The stats for Earth's Dragonballs are as follows:

Dragon : Shenron (Shen Long)
Number of Wishes : 1
Stipulations : You can revive any one person or group of people, as long as they did not die in the course of their natural life span.
If the person has been revived by Shenron on a previous occasion, they may not be brought back to life by him again.
Recharge Time : One year (365 days)

The stats for Namek's Dragonballs are as follows:

Dragon : Porunga
Number of Wishes : 3
Stipulations: You can revive anyone as often as you would like as long as they did not die as a consequence of living out their natural life span (old age).
You may only revive one person per wish.
Recharge Time : 130 days

Super Saiyans

The ability to go Super Saiyan is a Saiyan or a Half Saiyan's greatest weapon. This change makes them awesomely powerful.

Saiyans, whether Elite or Common can achieve 3 levels of Super Saiyan and Half Saiyans can achive 2.

Full Saiyans can also achieve Golden Oozaru and Super 4. Those levels are discussed below in detail in the next section.

Requirements:

- First of all the character must be a Saiyan or a Half Saiyan.
- Second, the character must have a pure heart (either pure good or pure evil will work).
- Third the character must at least have a natural Power Level of at least 500,000 for Saiyans, and 400,000 for Half Saiyans.
- They must have immediately been through some major physical or psychological trauma or intense training (GM's decision when appropriate.).

The different levels of Super Saiyan and their effects are discussed below, level by level:

A character can stay a Super Saiyan for 1 hour before needing to rest an hour. Up to 60 minutes of this may spent as a Super Saiyan One. Up to 30 minutes of this may be spent as Super Saiyan Two, up to 15 minutes of this may be spent as Super Saiyan Three, and up to 30 minutes of this may be spent as Super 4. All time can only equal

up to an hour, though that hour may spent in any of the forms (Once the character gains them) for up to the time listed above.

Super Saiyan One:

Super Saiyan Two is categorized by the character's hair becoming more upright and turning gold. Their eyes turn blue and they gain a stern demeanor. A barely visible golden aura surrounds them at all times and wavers and flares with their mood. Sometimes, a barely audible "whir" of energy can be heard from their aura.

Strength, speed and powers are greatly increase.

The game effects are:

- INT: +1
- WILL: +20
- PRE: +20

- TECH: +50
- REF: +50
- DEX: +50

- CON: +50
- STR: + 20
- BODY: +50

- Movement: x 20

- Power Level: x 2

- Power in Dormant Power Pool: x2
- Power in Active Power pool: x2
- Power Up: x100

- Evasion Skill: +50
- Hand to Hand Skill: +50

All Sub-Characteristics are recalculated from new Characteristics. Bonus to Power up is included after its initial recalculation.

Super Saiyan Two:
(Must have achieved Super Saiyan One and gone through intense training or emotional trauma.)

Super Saiyan Two is categorized by nearly the same physical changes as Super Saiyan One. The hair becomes even more upright, and the aura around them becomes much more visible and defined. Small crackles of energy arc of them and into their aura. A audible, soft whir of energy can be heard from their aura.

Strength, speed and powers are greatly increase. (Game stats adjusted from normal, non-Super Saiyan stats)

The game effects are:

- INT: +2
- WILL: +40
- PRE: +40

- TECH: +150
- REF: +150
- DEX: +150

- CON: +150
- STR: +100
- BODY: +150

- Movement: x 30

- Power Level: x3

- Power in Dormant Power Pool: x3
- Power in Active Power pool: x3
- Power Up: x250

- Evasion Skill: +150
- Hand to Hand Skill: +150

All Sub-Characteristics are recalculated from new Characteristics. Bonus to Power up is included after its initial recalculation.

Super Saiyan Three:
(Must have achieved Super Saiyan 2 and have undergone intense training or emotional trauma.)

Super Saiyan Three is categorized by a drastic change in physical form. The character's hair becomes long, nearly down to the ankles and bushes out like a mane around the character's head and neck. The character's eyebrows become a uni-brow and the forhead slopes. The character becomes much bigger, growing around a foot and increases greatly in muscle.

The character seems primitive and feral.

Strength, speed and powers are greatly increased. (Game stats adjusted from normal, non-Super Saiyan stats)

The game effects are:

- INT: +3
- WILL: +80
- PRE: +80

- TECH: +350
- REF: +350
- DEX: +350

- CON: +350
- STR: +300
- BODY: +350

- Movement: x 60

- Power Level: x4

- Power in Dormant Power Pool: x4
- Power in Active Power pool: x4
- Power Up: x500

- Evasion Skill: +350
- Hand to Hand Skill: +350

All Sub-Characteristics are recalculated from new Characteristics. Bonus to Power up is included after its initial recalculation.

Golden Oozaru and Super 4

Golden Oozaru and Super 4 are forms of Saiyans beyond Super Saiyan. They are explained below:

Golden Oozaru:

Golden Oozaru is basically the same as normal Oozaru and to transform into Golden Oozaru, the Saiyan must have made it to Super Saiyan Three and still have his tail. If he does and can absorb enough Brute Rays by looking at the full "Earth" from the moon or other planet.

This results in the transformation into a 100 ft tall golden were monkey which has small arcs of gold energy arc of it.

Common Saiyans cannot control themselves in this form, though Saiyan Elite can. Clothes, unless they are Saiyan Armor or other non-ordinary clothing do not grow with the character.

This transformation gives all the same benefits as normal Oozaru (Races: Saiyans) except the multiplier is 20 instead of 10 for the character.

Super 4:

The most powerful form a Saiyan can have. To reach this level, the Saiyan must have his tail and achieved Golden Oozaru at least once.

After that, the character may call upon all of his power to become Super 4.

This is shown by great physical change to the Saiyan. His hair becomes longer like Super Saiyan Three, though it does not change color to gold, instead it becomes black with white stripes. The eyes remain green and light pinkish purple fur grows in all over the body except for the chest. The Saiyan increases in size by three feet and does not get any more stern in disposition, though the facial features become so. The Saiyan radiates no auras unless he wants.

The game effects are:

- INT: +4
- WILL: +300
- PRE: +300

- TECH: +700
- REF: +700
- DEX: +700

- CON: +700
- STR: +600
- BODY: +700

- Movement: x 100

- Power Level: x5

- Power in Dormant Power Pool: x5
- Power in Active Power pool: x5
- Power Up: x 1,000

- Evasion Skill: +700
- Hand to Hand Skill: +700

All Sub-Characteristics are recalculated from new Characteristics. Bonus to Power up is included after its initial recalculation.

The Kaio-Ken and the Spirit Bomb

The Kaio-ken and the Spirit Bomb are two very powerful powers in Dragonball and completely defy any classification under the normal powers rules. Both can be learned only in the Next Dimension, from someone who has learned them there, or, at the GM's choice, an especially aged and learned master of martial arts.

Both techniques are very powerful and should be learned only after a great quest of noble sacrifice is made.

The Kaio-Ken

Translated as "The Gods Technique", the Kaio-Ken is a very powerful attack and can give a character a great fighting edge is he uses it wisely.

This attack was beyond the abilites of even King Kai himself, though he knew enough of it to teach it to Goku.

It calls upon its wielder's body to give up some of its own health to be made into ki for the character's Power Level. When used, it raises a character's Power level immensely.

The Kaio-Ken, once learned, may be used in levels. Each level the character decides to use increases the drain on his body, but increases his Power Level. It is possible, with careless use, to destroy yourself using the Kaio-Ken.

Use this chart:

Kaio Ken Level / Multipler / Cost in HITS

Kaio-Ken x 1:	x 2	60
Kaio-Ken x 2:	x 3	120
Kaio-Ken x 3:	x 4	240

For each subsequent Kaio-Ken level over 3, the multiplier goes up by 1 and the cost in HITS is doubled.

For each level, the current amount of Power in the character's Dormant and Active Power Pools are increased by the multiplier as is the character's Power up Rate, and Movement. The character's Power use Skill is increased by half its original, non-Kaio-Ken, number for each level of Kaio-Ken used.

Example: *A Character with a Power level of 1,000, a Power Up of 300, a Movement of 100, and a Power use Skill of 40 does a Kaio-Ken Level 2.*

The character now has a Power level of 3,000, a Power Up of 900, a Movement of 300, and a

Power use Skill of 80 (Half of 40 is 20 and since it was a kaio-Ken times 2, 20 is added again.)

The character gets a + 1 to any rolls involving Characteristics or Skills, though not damage, as well as 1 additional action for each Level of Kaio-Ken used.

The effects of a Kaio-Ken remain in place for 1 Phase per level of Kaio-Ken used. The Power gained to the character's power level is of course used up as it is used.

The Spirit Bomb

The Spirit Bomb is another super powerful attack and is a bit harder to describe than the Kaio-Ken. It calls upon all things in a certain area, decided by the creator of the bomb before it is created, to give up a portion of their ki to form a powerful bomb. The bomb will only harm evil beings, and will harm no good being who touches it or is hit by it or its blast.

When it is being form, everything that is giving up a portion of its ki seems to waver slightly, and small tinkling and happy laughter can be heard quietly in the background.

The amount of power that the bomb can have is determined by how far the character forming it wishes to reach out and ask for power to form the bomb.

This is done by using a the chart below:

Bomb Class:	Area:	Multiplier:
1	City Block	x2
2	Small City	x5
3	Large Metropolis	x10
4	Small Country	x100
5	Large Country	x1,000
6	Planet	x10,000
7	Solar System	x100,000
8	Galaxy	x1,000,000

Creating a bomb takes a number of rounds equal to its Class of uninterrupted concentration to form. If the creator is interrupted in any way, the energy from the bomb dissipates harmlessly. While forming the bomb, the character cannot fly. They can move slowly at a rate of three foot per round. They can make no use of any Skills.

When the bomb is formed, a small, white sphere will appear in the characters hand or if it a larger bomb, a huge sphere will form nearby floating in the air (A bomb whose energy is gathered from a Solar System can be over 70ft around.). The character then must throw the bomb at its target making a normal attack roll. If the character misses, the bomb explodes harmlessly, though due to its size, it may still hit the target.

The blast radius of the bomb is equal to 100ft times its Class. Everything in that attack area must roll against being hit with the bomb as if the attacker had just attacked them (**See Powers: Modifiers: Area Effect**). Any good person will not take damage from the bomb, but any evil person or thing in the blast radius will take damage if they fail their roll and are hit with the bomb. Evil people and things make their rolls to avoid being hit at –5. There is no way to effectively dodge the bomb due to its area effect, so the only way to avoid being hit is to make your roll against being hit in the first place. All good beings within the bomb's radius will feel warm, positive feelings and feel very good about themselves and life in general. This effect lasts for a few seconds and while it can be entertaining to role play, has no real game effect. The creator of the bomb receives this feeling as well as they create the bomb.

The damage of the bomb is equal to the base Power Level (The Power level the character would normally have at full, normal power) times the bomb's Multiplier.

To actually create the bomb, and to even learn how to do it, the character must be very pure and noble and good. This is up to the GM to decide. No evil character can learn or make a bomb. It simply can't be learned or formed by them.

Also, the character forming the bomb must be calm and his heart and mind clear. This means that any Saiyan that is currently in any Super Saiyan or Oozaru form cannot make the bomb due to the tinge of anger and rage in them.

If the character has some way of letting the life forms in the area he is asking for energy specifically know he needs their energy, that is, they actually are aware the he needs it (The normally are not.), the lifeforms may willingly raise their hands and give up even more ki to the bomb. If the is successfully, done over the area the character is gaining energy from (GM's decision), the bomb can function as one Class higher without adding extra time to the time required to make the bomb.

Cosmology and The Next Dimension

Ahh, the Next Dimension. Leave your preconceived notions of the after life at the door and prepare to relearn everything you think you ever knew.

Before we begin this tour, there are a few things you should know. Those being that there is no Hell. Well in the original version of Dragonball, its called that, but in the USA version, it is known as HFIL (Home for Infinite Losers) and that is what it will be referred to as throughout this section. Doesn't matter much though because it is nothing like what Hell is described as.

When you die, you become a small pink cloud and you get a halo that floats about one foot above your head. This serves to separate the dead inhabitants of the Next Dimension from the few living ones. It appears however that warriors, or perhaps those with high power levels get special treatment for when they die, their bodies simply fade (ala the Jedi in Star Wars) and when they reawaken in the next dimension, they appear just as they did in life in their prime. Though they still have the halo. Why warriors get this special treatment is not known. Sometimes individuals get this special treatment, sometimes they don't.

The Shape Of Reality

Finally, the Next Dimension itself is inside a tremendous sealed sphere which drifts in chaos. The sphere is millions of times bigger than our whole reality and inside it, it appears to be

nothing but sky and clouds lit by a sun the size of our reality (!). The bottom of the sphere is tipped in an ornate pattern. It is around this great sphere that our own reality, tiny as it is, floats and orbits, encased in its own tiny sphere. Heaven is a large planet the size of thousands of galaxies and it is but one of several planets sit in the Next Dimension's amber sky.

The entire next Dimension has a breathable atmosphere and clouds roll above HFIL forming a sea of mist. HFIL takes up the entire bottom THIRD (!) of the sphere and is covered by the clouds. Near the middle of the sphere is King Yemma's Check-in Point and Snake Way snakes its way across the cloud tops all the way to King Kai's small world. Read on below to see more of these places in a location first then people and situations one may encounter there.

Cosmology

The Dragonball Universe that mortals know of consists of four galactic clusters, the East, West, North, and South Galaxies. Each of these Galaxies consists of four smaller galaxies.

Planets have gods, which report to their galaxies' god, which in turn reports to the galactic cluster's god, which reports to the Elder Kai-Shin, the highest god in the Dragonball universe.

Inhabitants of The Next Dimension

The next dimension is inhabited by the gods of reality, Great King Yemma, the judge of the dead whose Check In Point a character appears outside when that character dies, Princess Snake, a former snake demon now beauty pageant winner, King Kai, the god of a the main galaxy Dragonball takes place in and his monkey Bubbles and cricket Gregory, and Goz and Mez, the two camp counciler ogres who run HFIL for King Yemma.

Snake Way

Snake Way is a long and winding bridge with razor sharp sides that goes from King Yemma's Check In Point, by Princess Snake's Pagoda, and right under King Kai's planet. It is kept clean by a street sweeper driven by one of King Yemma helpers.

HFIL

Home for Infinite Losers is not that bad a place. A combination summer camp and theme park, it is a place ran by Goz and Mez, King Yemma's helper ogres. They call a daily roll and make sure no one tries to escape and that everyone is generally happy. It is a rocky place and the weather is quite good, even though very far up the entire realm is covered by the pink clouds that mark roughly the 3/4ths spot up The next Dimension's height.

Once in HFIL, the only way to leave is to be reincarnated, which is what the souls kept here are waiting on, King Yemma or one of the gods freeing you, or escape through a hidden passage in the mountains that exists in King Yemma's upper right hand desk drawer. This passage is used by Goz and Mez to report to King Yemma and is only known about by them.

Plug-Ins and More Information

This account of Dragonball Cosmology and The Next Dimension takes into account a general amount of familiarity with the subject matter. For those of you who want or need more information, there will be a forth coming "**Dragonball: Full Fuzion: The Next Dimension**" plug-in the future.

More plug-ins featuring characters, equipment, and powers will be available in the future.

Creator's Words

I hope you enjoy this Full Fuzion Dragonball RPG and use the further plug-ins to help increase your enjoyment of the game when they become available.

information used without permission, though in a
non-for profit format.
This work is an attempt to increse the enjoyment
of fans of both Fuzion and Dragonball.