

# DRAGON BALL Z<sup>®</sup>

THE GARLIC JR. • TRUNKS<sup>®</sup> • ANDROID SAGAS



CAN TRUNKS<sup>®</sup> SAVE HUMANITY FROM THE MENACE OF THE ANDROIDS?



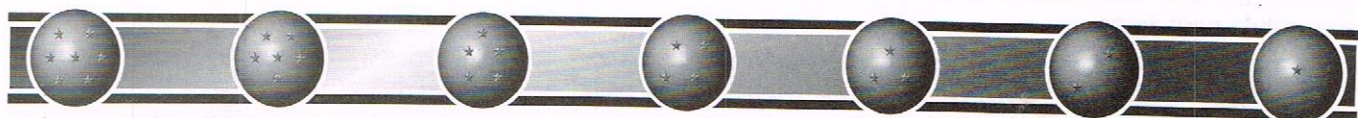
®

# DRAGON BALL Z

THE GARLIC JR.™ • TRUNKS® • ANDROIDS SAGAS



Man Made Menace and the Super Saiyan from the Future!





## THE Z TEAM

### Written by:

Christian Conkle  
with material adapted from  
Cindy Fukunaga of Funimation  
Productions  
and

### Fuzion™ System:

The Fuzion Labs Group

### Layout:

Jeri McCaslan

**Editing:** Janice Sellers

### Author's Dedication

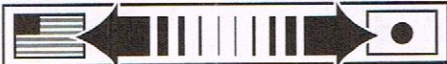
To my beautiful and intelligent wife, Christa: proofreader, playtester, and Piccolo fan. To all the guys at the DBZ BBS (www.talsorian.com/bbs/dbzbbs.html) for keeping me on my toes. To Lisa Pondsmith for giving me a chance.

### RTG Dedication

Great Big Fat Thanks to all the patient fans.

AM 09003 • ISBN# 1-891933-06-X  
ANimechanIX is a division of R. Talsorian Games, Inc. Dragon Ball Z Anime Adventure Game Androids Saga Sourcebook Copyright © R. Talsorian Games, Inc., 2002. All Rights Reserved under International Copyright Conventions. Fuzion™ is the FUZION Labs Group's Trademark for its multi-genre game system. "Dragon Ball Z" © 2002 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation Productions, Ltd.. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All situations, incidents and persons portrayed within are fictional and any similarity without satiric intent to individuals living or dead is strictly coincidental.

## In Translation



### When you see this box:

It means you're about to see some insider information about the DragonBall Z series' translation from Japanese to English. Sometimes, it'll clue you in on original character names or plot twists, hot tips, translation notes, and other neat facts.

# What's In This Book?

## Introduction.....3

## The Story .....4

The Garlic Jr. Saga .....	4
The Trunks Saga.....	14
The Androids Saga.....	22

## Heroes and Villains ....34

Goku .....	35
Gohan.....	36
Trunks .....	37
Trunks' equipment.....	39
Krillin.....	40
Bulma .....	41
Vegeta .....	42
Piccolo.....	43
Chi Chi.....	44
Kami.....	45
Mr. Popo.....	46
Yamcha .....	47
Master Roshi.....	48
Garlic Jr.....	49
Spice Boys.....	51
Guardians of the Earth .....	52
Frieza.....	53
King Cold .....	54
Android 20.....	55
Android 19.....	56
Androids 17 & 18.....	57
Android 16.....	58

## Dragon Ball Z Universe.....59

Makyo Star.....	60
Serpent Race.....	60
Dead Zone.....	61
Magic Cauldron.....	61
Black Mist.....	62
Kami's Lookout.....	63
Planet Yardrat.....	63
The Future.....	64

## New Powers and Technology .....67

Energy Blast Effects .....	68
Immobilization .....	69
Burning Attack .....	69
Monster Form.....	70
Instant Transmission .....	70
Androids.....	71
Hikou.....	72
Barrier.....	72
Absorb/Convert Ki.....	72
Unlimited Power.....	73
Time Capsules.....	73
Magic Weapons .....	74
Magic Weapons .....	75

## New Rules.....76

Impaling and Severing .....	77
Abort Maneuvers .....	78
Alternate Turn Order.....	78
Vehicle Rules.....	79
New Skill: Control.....	79
Vehicle Tables .....	80
Temporary Boost .....	81
Vehicle Weapon Table.....	82
Grab.....	82
Hold.....	83
Pin.....	83
Throw .....	84
Throw Table.....	84
Throw Modifiers.....	85
Full Speed Collision.....	85

## Power Use Explained .....86

## Gamemaster Q & A .....87

## Character Skills Summary .....91

Garlic Jr. Saga .....	91
Trunks Saga.....	92
Androids Saga.....	93



# Introduction

## This Is the next step In Dragonball Evolution?

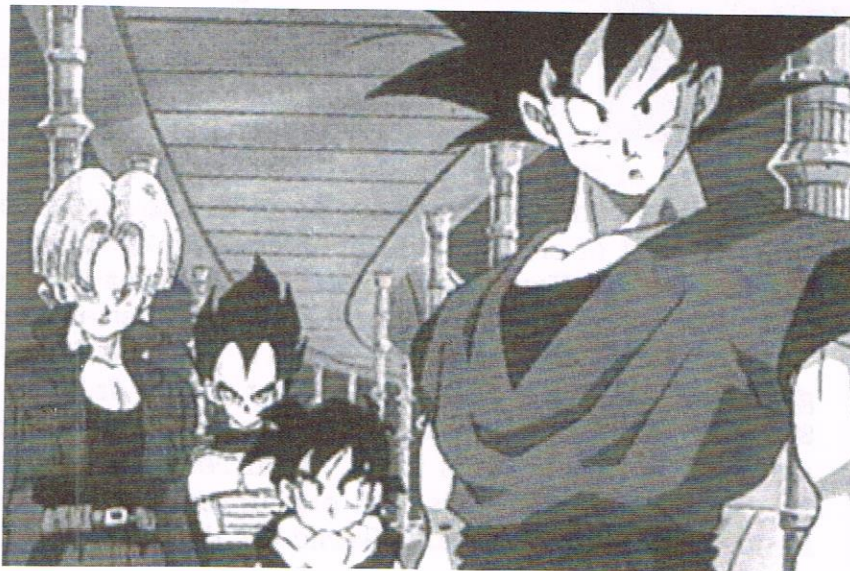
**T**he powerful Frieza has been defeated and the Namekians have been relocated. No one knows where Goku is, but they know that he is somehow still alive. Vegeta now appears to be a good guy, at least for the time being. In spite of it all, the Z-Warriors try to get on with some semblance of a normal life.

But as always, new dangers await. Garlic Jr. plots another attempt to take over the world, Frieza has survived and is coming to Earth for revenge, and deep in his underground laboratory Dr. Gero builds his ultimate fighting machines.

The Z-Warriors will make a new friend and ally too. A mysterious young warrior from the future arrives and history is changed forever.

In this book you'll find information on all these new friends and foes, along with rules for Androids, Time Travel, and Vehicle Combat. All this and more is to allow you, the dedicated *Dragonball Z* Adventure Gamer, to take control of the story and save the world as only YOU can!

This sourcebook for the *Dragonball Z Adventure Game* covers the events seen in not one, not two, but three separate Sagas; the Garlic Jr. Saga, the Trunks Saga, and the Androids Saga. These constitute the American episodes 93-124.



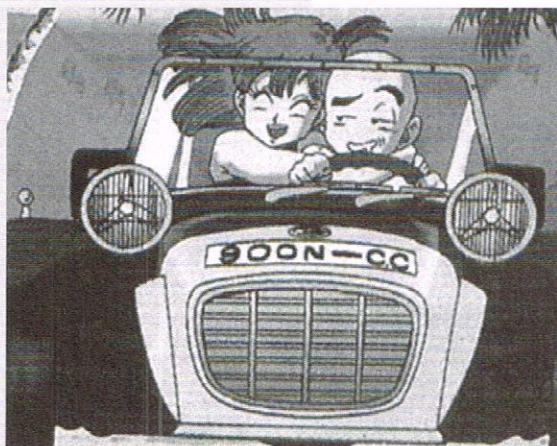


# Dragon Ball Z® Story, Part Three: The Garlic Jr.™ Saga

## The Heavens Tremble

A storm rages as a family begs for mercy, but they are ruthlessly dispatched by unidentified thugs. Finished, the thugs turn to bow to their diminutive master, a shadowy figure draped in a cloak. The little master tells his story to his loyal henchmen, ending in his exile into the Dead Zone for ten years. Revealing his identity as Garlic Jr., the small reptilian man vows revenge!

The sun casts a warm glow on our next scene. Gohan, son of the missing Super Saiyan Goku, races a sabertooth cat in the forests, then takes a brisk swim. While swimming, he manages to catch a few enormous fish by hand, throwing them ashore. He leaves the water to find his friend Krillin waiting for him. Krillin, dapperly dressed in a white suit, introduces his attractive female companion, **Maron**. Krillin invites Gohan to a party at Kame House. As much as Gohan would like to go, he sadly declines. He has to study and his mom, Chi Chi, would never let him go.



Elsewhere, the Namekkian, Piccolo, is training hard. He splits his body into several identical copies of itself and defends himself against all of them. Kami, the Guardian of Earth, waits for him to finish, then approaches. Kami insists that Piccolo has changed and offers him the guardianship of Earth. Piccolo refuses. Before Kami leaves, Piccolo adds that he has had a premonition of trouble and that Kami had better be careful.

High above the Earth on Kami's Floating Lookout, the gardener, Mr. Popo, is terrorized by **Garlic Jr.'s** thugs, the **Spice Boys**. They trash the gardens and cause lots of damage, but Garlic Jr. stops them. Upon recognizing Garlic Jr., Mr. Popo remembers his last encounter with the dwarfish fiend. He remembers how Garlic Jr. defeated Kami in his



attempt to become Guardian of Earth, how he gathered the Dragonballs and was granted immortality only to be put to the test by Piccolo and Goku, and how he was ultimately defeated by the young Gohan, then little more than a toddler.

Garlic Jr. reveals his plans to Mr. Popo: once and for all to replace Kami as Guardian of Earth. He then seals a miniaturized Mr. Popo inside an impenetrable glass bulb.

Down on Earth, Krillin, Maron, Yamcha, Bulma, Puar, Oolong, and Master Roshi are partying on Master Roshi's tiny island, oblivious to the events high above.

Kami returns to his Lookout to find his gardens ruined. He is confronted by Garlic Jr. After a brief fight with the Spice Boys, Kami is defeated and imprisoned in a glass bulb just like Mr. Popo's.

Gohan is bored with his studies and wants nothing more than to join his friends. He decides to sneak away and join them. He mounts his flying dragon, Icarus, and flies off into the sunset.

At Kami's Lookout, Garlic Jr. finds the **Black Water Mist** among Kami's many treasures. The mist enhances a person's evil tendencies. He unleashes the mist upon an unsuspecting Earth.



### **Black Fog of Terror**

The sunny day is interrupted by the Black Water Mist, as normal people around the Earth turn to evil. At Kami's Lookout, one of the thugs, **Spice**, is searching for Gohan on Garlic Jr.'s orders using Kami's magic cauldron.

Chi Chi decides to give Gohan a break from studying and let him go to Kame House only to find him gone. She immediately suspects that he has fled to the party. On his way to Kame House, Gohan has encountered hordes of angry forest animals driven mad by the black fog. Gohan and Icarus avoid the Black Water Mist by seeking shelter in a cave. The danger passes, and they strike out again, only to be attacked by more angry animals! They barely escape and fly on.

While they are imprisoned and helpless in their glass bulbs, Kami recounts Garlic Jr.'s history to Mr. Popo. Garlic Jr. is a member of an evil Serpent Race from the Makyo Star that has attempted to conquer the world time and again throughout history. Meanwhile, Spice finally discovers



Gohan's whereabouts using the mystic cauldron. Garlic Jr. dispatches his thugs to retrieve him.

On Kame House island, Chi Chi lands her jet and angrily leaps out demanding to see Gohan. Maron teases her, calling her a mean old lady. Chi Chi goes ballistic but is restrained from attacking Maron. Krillin uses the opportunity to take Maron for a swim, and as they dive below the water the black fog sweeps over the ocean and Kame House.

Moments later, Gohan finds Krillin and Maron playing in the ocean. They warn him that Chi Chi is on the warpath. Maron convinces Krillin to take the blame with Chi Chi and they return to Kame House, but are attacked by their friends who are now growling and have glowing eyes! After some defensive fighting by Gohan and Krillin, the Spice Boys arrive. They explain the Black Water Mist and its effects on Gohan and Krillin's friends. They also tell Gohan that Garlic Jr. is now Guardian! They trap Gohan, but are distracted when Piccolo attacks!

### Battle In Kami's Lookout

As the Spice Boys and Piccolo face off over Kame House, Spice reveals that the evil **Makyo Star** is approaching Earth, and as the star nears evil grows more powerful. Garlic Jr. used the power of the Makyo Star to escape the **Dead Zone**,

where he was confined by Gohan. Spice also reveals that if the Black Water Mist isn't reversed by releasing the **Sacred Water** to the Earth in 24 hours the effect will be permanent. The fight between Piccolo and the Spice Boys continues.

On the island below, the Kame House gang are still evil zombies, and Icarus saves Maron from Chi Chi and Bulma. Piccolo, while defending himself from the Spice Boys, orders Gohan and Krillin to retrieve the Sacred Water from Kami's Lookout. Piccolo is then trapped by the Spice Boys, who allow him to be bitten by the Z-team, infecting Piccolo with Black Mist evil.

Krillin and Gohan stop off at Korin's Tower and are joined by Maron and Icarus. Garlic watches them from the mystic cauldron high above.

Below, Spice stops the boys from killing Piccolo. He explains that the infection from the bites will turn Piccolo evil, and that they'll need him in order to use the Dragon Balls.

Meanwhile, in the depths of space, Vegeta has defeated a





planet loyal to Frieza, announcing Frieza's defeat by Goku. The aliens are incredulous, and Vegeta destroys them out of disgust. He leaves, continuing his search for the still-missing Goku in his quest to become a Super Saiyan.

At Korin's tower, Krillin, Gohan, and Maron encounter Korin and Yajirobe. They fill the cat and samurai in on the details and ask them to watch over Maron while they proceed to Kami's Lookout.

Krillin and Gohan finally arrive at Kami's Lookout and encounter Garlic Jr. They attack, but are stopped by Piccolo and the Spice Boys.

## Fight with Piccolo

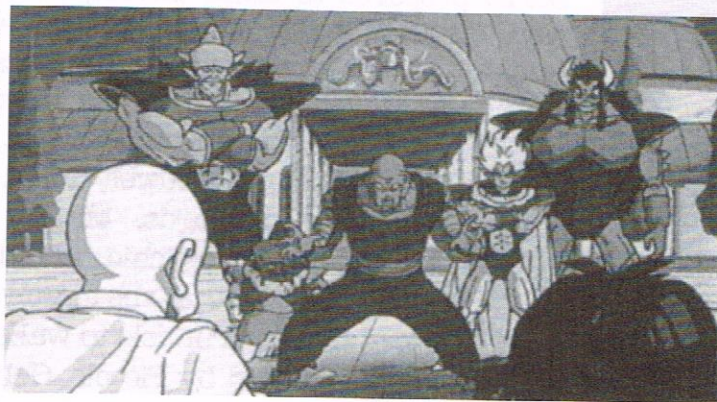
Upon meeting Gohan, Garlic Jr. wants to know where Goku is, so he can take his revenge. Gohan responds with an attack and misses. Or did he? As Garlic Jr. walks away, he begins to bleed from a small, barely noticeable cut. He starts to reconsider Gohan.

As Gohan prepares to attack again, Garlic Jr. pulls out his hostage: Kami. The little red Spice Boy, **Salt**, attacks Gohan as the horned brown Spice Boy, **Mustard**, attacks Krillin. While they fight, Garlic Jr., as the new Guardian of the Earth, creates a throne for himself. During the fight, Krillin bravely intercepts an energy blast intended for Gohan and goes down.

Meanwhile, at Korin's Tower, Korin and Yajirobe are in awe of Maron, both at her energy while working out and at her total ditziness. Their disdain doesn't last long, however, and Maron gets the love-struck boys to make dinner, even though they've never cooked before. Hey, every story has to have comic relief.

On a far away moon, Vegeta tries, unsuccessfully, to become a Super Saiyan. His failed efforts wind up destroying much of the surface of the planetoid. A burst of energy from the planet below draws Vegeta's attention. Thinking it to be Goku, Vegeta investigates. He fails to find Goku, but instead finds inspiration.

Back at Kami's Lookout, Gohan builds his energy into a vortex of power. The two Spice Boys, Mustard and Salt, combine their power into a giant blast, which Gohan deflects eas-

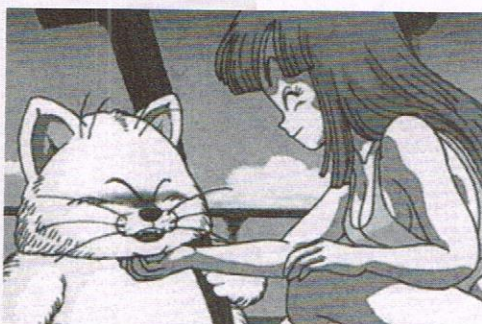




ily. Gohan then returns his own devastating blast, completely disintegrating Salt. Another blast destroys Mustard. Still glowing with evil energy, Piccolo is released and attacks Gohan. Refusing to fight back against his mentor, Gohan is knocked down.

## Call for Restoration

Piccolo holds Gohan in a choking grip. Much to the amusement of the surviving Spice Boys, he drop-kicks Gohan. Piccolo fires several energy blasts at his former student but misses, as if on purpose, confusing the Spice Boys. Piccolo then continues to beat up on poor Gohan. Vinegar and Spice try to take over from Piccolo, but he refuses. During the fighting, Krillin slips, unnoticed, up to Garlic Jr. He is stopped by an invisible force field, giving away his location. Garlic Jr. attacks Krillin. As Garlic prepares to finish Krillin, Gohan throws Piccolo in the way, disrupting the attack. Piccolo recovers and lunges for Gohan, but Krillin once more intercepts the attack. Piccolo then bites Krillin, infecting him with the evil mist, and leaves him unconscious.



At Korin's Tower, Korin, Yajirobe, and Maron are playing cards. Maron keeps winning, despite Korin's psychic abilities. Korin explains to Yajirobe that she simply has no thoughts to read! Gohan is unable to wake Krillin and is once more attacked by Piccolo. Gohan catches the blast and tries to control it. In doing so, he is forced back

into Kami's chambers. He finally redirects the blast, but is once more attacked by Piccolo. Piccolo, enraged, splits into three copies of himself and continues the attacks. Knocked into an upper chamber, Gohan finds Garlic Jr. and the Sacred Water. The two remaining Spice Boys, Spice and **Vinegar**, are joined by Krillin, now under the influence of the evil mist!

All four converge on Gohan, but Piccolo and Krillin beat the Spice Boys to him. Garlic Jr. stops Piccolo from finishing him off, only to be fooled! Piccolo grabs the bulbs containing Kami and Mr. Popo and throws them to Krillin. They were unaffected after all!

## Suicidal Course

Piccolo explains that the Black Water Mist had no effect on him, and that he fought Gohan in order to get close to Garlic Jr. But the day is not saved. Garlic boasts that there is no way they can reverse the Black Water Mist in time. The world will be his. On the surface far below, chaos and mayhem rule as a few good people hide for their lives. Mr. Popo has an idea, explaining that the **Seven Air Currents of the World** could distribute the Sacred



Water in time. They must travel into the depths of the Lookout's otherworldly interior to reach the Seven Air Currents. Kami decides to take on the task, knowing that he might not survive. Garlic Jr. and the two remaining Spice Boys attack, but Piccolo, Krillin, and Gohan hold them while Kami and Mr. Popo descend into the Lookout. As Spice prepares to finish Krillin, Gohan comes to his aid, knocking Vinegar out, then teaming with Krillin to impale Spice! Piccolo, meanwhile, is defeating Garlic Jr., but Garlic reveals his trump card, the source of his power, the Makyo Star! The evil star has finally arrived! Garlic Jr. draws on its power,



reviving Vinegar and Spice and turning himself into a hulking giant! The bulging Garlic is joined by his resurrected Spice Boys and they prepare to finish the Z-Fighters. Deep inside the Lookout's interior, Kami attempts to step into the Seven Winds, but is blocked by a mysterious energy.

In deep space, Vegeta continues to destroy anyone in his way.

## Extreme Measures

Kami's sanctuary lies in ruins under the ominous red light of the Makyo Star. Vinegar and Spice howl at the red star, erupting in muscles and causing great damage. They take on Piccolo, Krillin, and Gohan.

In the otherworldly interior of Kami's Lookout, Kami is having trouble staying awake. A mysterious spirit, Kami's predecessor as Guardian of the Earth, tries to sway Kami from his mission, lulling him to sleep. The former Guardian chides Kami for entering the Spirit World. Kami pleads for understanding but is attacked. Mr. Popo takes the blast. Kami's mind clears and he and Mr. Popo sprint through the Guardians' realm.

Outside the Lookout, the fighting continues. Krillin is kicked over the ledge and falls. Gohan, unable to catch his friend, erupts in a phenomenal blast of power, then speeds after him and returns him to safety. Upon their return, Garlic Jr. has apparently defeated Piccolo. The now-giant Garlic Jr. then comes for Gohan, but Piccolo makes a dramatic comeback. The Namekkian supersedes himself and knocks Garlic Jr. down. Piccolo chides Garlic Jr. for sacrificing speed for power. But Piccolo cannot long overcome what is happening with Kami in the Lookout.



In the Spirit World, Kami and Mr. Popo hit a transparent wall that blocks their path. Kami shatters the wall and continues running. He begins to fade from existence and is finally caught by the former Guardians. Forever linked to Kami, Piccolo begins to fade as well. Feeling Earth's urgent need, Kami regains his composure and frees himself, strengthening Piccolo in turn. Kami and Mr. Popo continue running, fighting the fading effect which pulls at Kami. They finally find the Seven Air Currents, but the ex-Guardians move to block them.

Above, Garlic moves in to finish the weakened Piccolo, but Gohan comes to the rescue!

## The World Awakens




People all over the world continue to riot and destroy as Gohan and Garlic Jr. face off. The Red Star pulses malignantly above. Gohan begins to get the upper hand in his battle with Garlic Jr. Piccolo continues to fade as Kami faces the spirits of the former Guardians of Earth. The spirits tempt Kami to give up, then attack him with a beam of energy. Kami takes the blast and endures the pain, then laughs. He tells the spirits that he finds it hard to believe they were once Guardians. He chides them for being bullies and demands they step aside and let him save the Earth.

Gohan impales the bulging Garlic Jr. by flying completely through his chest! To top it off, he then fires a final energy blast. As the smoke clears, Garlic Jr. simply laughs and gets up with a gaping hole in his chest. Garlic reveals his immortality, granted from a Dragonball wish 10 years ago. The normally fatal, and somewhat gory, wound quickly heals. Garlic lunges for Gohan but is intercepted by Piccolo. Unfortunately, Piccolo begins to fade entirely!

Garlic Jr. deflects attacks from Gohan and Krillin. Krillin lures Garlic Jr. in, then delivers a good kick, followed by a Kamehameha blast. The blast arcs straight into the air and falls on Garlic's lumpy head, driving him down into the ground. The angered Garlic Jr. emerges from the dust, meaner than ever. He picks Krillin up by the head and begins to squeeze. Piccolo, enraged, rises and confronts Garlic Jr. He attacks, but his attacks have no effect! Garlic Jr. grabs Piccolo's head with his free hand and begins to squeeze him as well.

At Korin's tower, Maron has taken over Yajirobe's bed, leaving the boys to sleep on the floor. As everyone wakes,





they notice that the sunrise has been mysteriously delayed by several hours.

Gohan returns to confront Garlic Jr. Piccolo and Krillin break free and grab the big, green menace. Gohan strains to power up a blast but doubts his strength. Despite his self-doubt, Gohan fires the blast at Garlic, but misses!

Kami entrusts the Sacred Water to Mr. Popo while he distracts the former Guardians. Mr. Popo makes a dash for the Seven Winds and manages to deliver the Sacred Water safely. The water begins spreading throughout the world. All over the Earth, scenes of madness return to normalcy. People recover, but have no memory of the day of destruction.

Enraged, Garlic Jr. begins glowing, rises, and encases himself in a transparent bubble. He proceeds to open a portal to the Dead Zone, the pocket dimension where he was trapped for ten years. The portal begins to suck everything into its swirling vortex. Garlic Jr. is unaffected, safe in his bubble. The Z-Fighters struggle to hold on.

### **Brief Chance for Victory**

Gohan holds everyone together as they struggle against the Dead Zone's pull. In the Spirit World, the former Guardians punish Kami. Piccolo continues to fade. The vortex begins to suck Kami's Lookout into the portal in big chunks. Mr. Popo pleads for Kami's life as the Dead Zone cracks apart the Spirit World inside Kami's Lookout. The spirits ignore his pleas.

Garlic Jr. gloats as Gohan's shield begins to slip. Piccolo suggests blowing up the Makyo Star, source of Garlic Jr.'s power. Gohan fears that if he releases his shield to destroy the star, everyone will be sucked into the Dead Zone. Piccolo and Krillin continue to urge Gohan to destroy the Star, but he is afraid.

Mr. Popo continues to beg the Guardians for mercy and Kami is finally released. The former Guardians then confer. Kami and Mr. Popo are engulfed in a healing light. The spirits have changed their minds and have decided to let them go, returning them to the surface.

Upon Kami's return, Piccolo returns to normal. Unfortunately, Kami and Mr. Popo are immediately swept up into the vortex. Piccolo leaves the safety of the shield to save them. After returning them to a safe hand-hold, Piccolo turns his attention toward Garlic Jr.



Garlic Jr. responds by firing a belly blast. Krillin then leaves Gohan's shield to help Piccolo. Piccolo fires a blast into Garlic Jr., who catches it. He then fires back at Piccolo and Krillin.

Gohan, with no one left to protect, finally fires a blast at the evil crimson star, destroying it. Garlic Jr. is immediately returned to his weakened state. Powerless, he tumbles into the vortex and is once more trapped in the Dead Zone.

Kami's sanctuary is flattened. Gohan thinks Piccolo and Krillin are dead, but finds Kami and Mr. Popo. He eventually finds Krillin under the very debris on which he is standing. Piccolo is found sitting contemplatively on a rock. With the Makyo Star gone, Garlic Jr. is now permanently trapped in the Dead Zone.

Meanwhile, in deep space, Vegeta continues his search for Goku.



### Krillin's Proposal

Days later, Krillin and Maron are shopping. Krillin becomes more and more annoyed at Maron's ditziness and constant flirtations with other guys. While shopping, Maron finds a beautiful wedding dress and they imagine marriage together. Unfortunately, Krillin's visions are of a perfect wedding and a lovely bride, while Maron's are of the new toys and expensive things she'd buy.

At Kame House, Master Roshi has called everyone together as though for an emergency. Everyone is surprised to find that the emergency is his turtle companion's 1,000th birthday. The turtle, Turtle, is touched, and a party develops. Krillin reveals to everyone that he and Maron have been thinking about marriage.

That night, Krillin doubts his worthiness as a fiancé. Turtle comforts him by telling him about the **Mermaid's Tear**, the largest pearl in the world. The Tear is supposed to be in the ocean nearby. Turtle suggests that if Krillin were to give Maron the Pearl, it may be a nudge toward taking Krillin more seriously. Krillin decides to find the Tear and give it to Maron to prove his worth.

The next day, he and Gohan dive for the lost pearl. They find it in a cave but are attacked by a giant eel that is protecting the treasure. The fight with the giant eel causes the rock face above the pearl to collapse, pinning the eel. All the





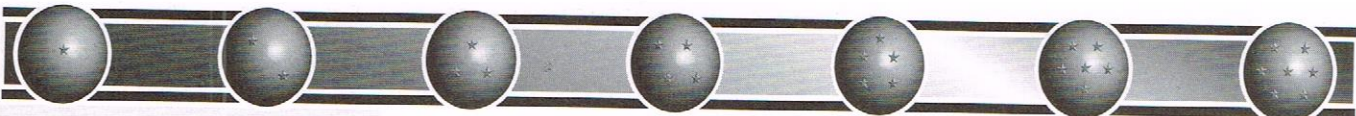
fish in the sea then team up to free the eel and defend the pearl from the outsiders. Their stern defense causes Gohan and Krillin to doubt their quest. Krillin realizes that Maron is like the pearl, something that doesn't belong to him, something he should let go. They leave the pearl in peace.

Back on the beach, Krillin says good-bye to Maron. Maron tells Krillin that she would have said "Yes" to his proposal, then leaves. Krillin changes his mind and turns to chase after her, but Maron is already getting into a hot hovercar with some beach hunk. Krillin walks away chagrined.

He tells everyone about the break-up. The boys are incredulous. No way Krillin would let a hot chick like that get away! The girls think it's for the best. Gohan understands and consoles his friend. Beneath Krillin's joking laughter with his friends, he sheds private tears.

The world returns to normal, never really knowing what happened during the day of violence. Cities are rebuilt and life goes on. However, unbeknownst to the Defenders of the Earth, their greatest challenges are still ahead, and only a mysterious visitor from the future can save them all.





# Dragon Ball Z Story, Part Four: The Trunks® Saga

## Frieza's Counterattack

Goku is still missing, but life goes on for the Z-Fighters. Krillin is practicing his Kamehameha at Master Roshi's island. The resulting blast creates a massive wave that drowns the island. Master Roshi complains that Krillin has been too serious since Maron left. At Goku's house, Chi Chi feels Gohan has been neglecting his studies and introduces him to his new tutor, **Mr. Shu**, but Mr. Shu and Gohan get off to a bad start. At Capsule Corporation HQ, Bulma admits to Yamcha and Puar that she had a dream in which she kissed Vegeta, much to Yamcha's annoyance.

Gohan gets off on the wrong foot with Mr. Shu and Mr. Shu punishes his impudence by whipping him. The next morning, Gohan dreams of his father, Goku, returning from space. The dream darkens as Goku turns into his arch-nemesis Frieza. Gohan wakes to find that he has hurt Mr. Shu while he was sleeping. Mr. Shu attempts to whip Gohan, but Gohan catches and breaks the whip. The cowardly Mr. Shu calls Chi Chi for help. Gohan pretends to be good, which only drives Mr. Shu to insult Gohan and Goku, which rubs Chi Chi the wrong way. Chi Chi winds up throwing Mr. Shu out the window and chasing him off.

At the Capsule Corporation, Vegeta returns from space having given up his search for Goku. Yamcha confronts Vegeta. Vegeta informs Yamcha that his search for Goku failed. Bulma arrives and breaks up their confrontation. She then tells Vegeta to take a bath and wash his clothes. Yamcha, Krillin, and Bulma commiserate while Vegeta complains about the pink clothes that Bulma provides. Bulma explains that the clothes are fashionable, and everyone gets a good laugh at Vegeta's expense.



Back at Goku's, Chi Chi's father, the Ox King, gets a big laugh at the way Mr. Shu was dealt with. But suddenly Gohan is overcome with a bad feeling.

Back at Capsule Corp., Krillin feels it too.

King Kai and Bubbles, away on their planet in the Other World, feel the same thing.

Tien and Chiaotzu feel it, and so does Vegeta.

Piccolo senses it and destroys an arctic mountain in frustration.

Frieza, resurrected with cybernetics, has returned. And this time he's brought Daddy, King Cold.

## **The Mysterious Youth**

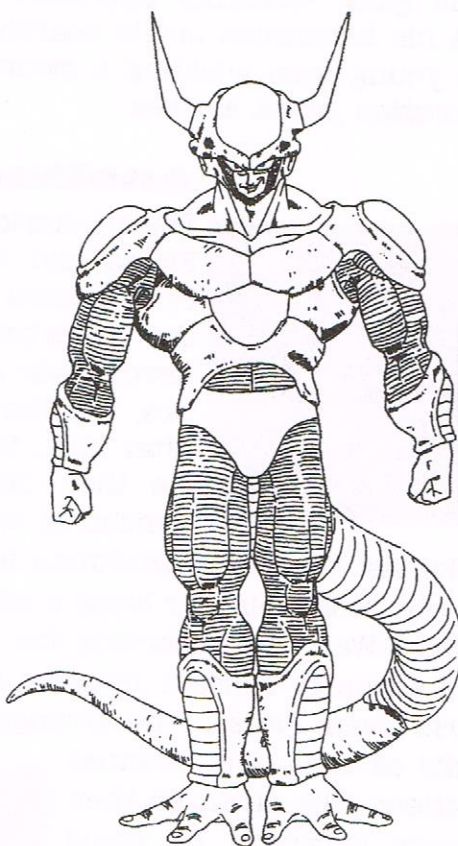
Gohan is tracking down the trouble and is joined by Krillin in route. Krillin recalls his own death at Frieza's hands.

In space, Frieza's father, King Cold, admits his impatience to arrive on Earth and meet this Goku. Frieza emits arcs of electricity in anticipation.

Yamcha and Vegeta arrive at the scene first, followed by Bulma and Puar, then Tien and Chiaotzu. No one even notices Piccolo standing apart from the group until Vegeta mentions him. Gohan and Krillin soon join them. The team is reunited just in time as King Cold's giant space saucer mysteriously flies past and lands nearby.

Bulma, overconfident before, now clutches Puar in fear. Vegeta advises everyone to keep their power reading suppressed in order to hide from Frieza. Yamcha begins to feel afraid. Unlike Krillin, having once been dead, Yamcha is terrified of repeating the experience.

Frieza and King Cold land in their space ship. Frieza sees a vision of Goku, which agitates him. He flashes back to his defeat at Goku's hands and how he survived, floating

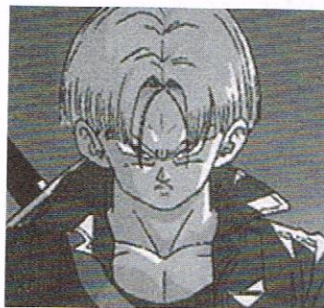




through deep space until he was recovered and rebuilt by King Cold. His new cybernetic body allows him to channel even more power than his old organic body. Frieza vows revenge for the loss of his body.

The gang stealthily approach Frieza's position. Frieza sends his henchmen out to search the area when a mysterious young man wielding a sword and wearing a Capsule Corporation jacket arrives.

### Another Super Saiyan



The mysterious young man threatens Frieza and the pair trade trash talk. Frieza sends some foot soldiers against the impertinent youth, whose Power Level reads a mere 5. The thugs open fire, but the young man deflects shot after shot, then punches them all out. He then dispatches the rest of the henchmen with his sword.

The last surviving henchman is dealt with by Frieza himself, who scolds him for being a coward before killing him.

The Z-Warriors, observing the confrontation from hiding, simultaneously sense a massive surge in Power Level that dwarfs even Frieza. The stranger and Frieza trade more insults as King Cold becomes impatient. The stranger then surprises everyone by going Super Saiyan! At first the others think it might be Goku. After some uncertainty, the Z-Warriors decide it's time to help.



Frieza blasts the young man and thinks him finished. But as the smoke clears, the young man is still standing.

Frieza follows up with an even more powerful blast, only to have it deflected again. Frustrated, Frieza then attempts to destroy the entire planet with a gigantic ball of energy just like Planet Namek, only to have the energy caught and captured by the young man. Angered further, Frieza destroys the ball of energy, causing a tremendous explosion and leaving a massive crater. Thinking that they've finally destroyed the stranger, Frieza and King Cold are caught from behind. The young Super Saiyan cuts Frieza cleanly in two! No one is more surprised than King Cold!



## Welcome Back Goku

The mysterious young Saiyan has sliced Frieza in half as easily as one would slice a vegetable! He follows up by dicing Frieza into smaller and smaller bits! King Cold seethes. The Z-Warriors witness it all and are impressed. Bulma still thinks it's Goku, but Yamcha knows better. The Z-Warriors approach in order to get a closer look.

The young Saiyan and King Cold land on a rocky outcrop. King Cold offers the young man Frieza's former position, but he refuses. King Cold asks if he may examine the young Saiyan's sword. The young Saiyan agrees. Once in possession of the sword, King Cold immediately attacks. The Saiyan catches the sword and drives him back. He then blasts King Cold at point-blank range, impaling him and slamming him into a mountain. King Cold begs for mercy, but the Saiyan finishes him off. Afterward, he sets himself to destroying the giant space saucer.



The Z-Warriors are incredibly impressed, but still very wary. The young Saiyan finally notices them and invites them all to join him in meeting Goku when he arrives in two hours. The Z-Warriors decide to follow him, and they all fly to another remote location.

After arriving at Goku's supposed landing site, the young man opens a Capsule refrigerator of cold drinks and gains everyone's trust. The Z-Warriors ask him how he knows so much about Goku. Vegeta is especially incredulous, knowing that Goku and himself are the only surviving Saiyans. The youth explains that he can't answer any questions yet. Although embarrassed by everyone's admiration over his handling of Frieza, the young man shows special interest in Bulma and Vegeta and their approval. Bulma notices several interesting things about the young man, like his Capsule Corporation jacket and his resemblance to Vegeta, but she keeps these thoughts to herself.

Meanwhile, we break the tension by returning to Chi Chi and the study machine. It's another plan that probably won't work, but Chi Chi will go to any extreme for Gohan's education.

With one hour to go, tensions begin to rise among some of the Z-Warriors. Not everyone trusts this mysterious new young Saiyan. But at the appropriate hour, everyone senses an arrival. A space pod streaks across the sky and crashes nearby. Everyone rushes to be there when Goku emerges from the steaming crater.





## Mystery Revealed

Goku is welcomed home from space and is introduced to the mysterious young man. Goku is told that the stranger defeated Frieza and King Cold. Goku cheerfully greets and accepts the stranger and the two go off to speak alone. Goku reveals his new ability to teleport. He learned the ability while in space from the people of planet **Yardrat**. He explains that he could have used the teleport ability to arrive earlier to defeat Frieza had he known. The strange Saiyan is surprised, but wishes he'd known and could have left the battle to Goku and avoided revealing himself so soon.

The mysterious youth then asks Goku if he can become Super Saiyan at will. Goku erupts into glowing energy to prove that he can. The Z gang watching nearby witnesses this and are impressed. The stranger goes Super Saiyan as well, and it's Goku's turn to be impressed. Vegeta is nonplussed. Out of nowhere, the mysterious young Saiyan attacks Goku, but stops at the last instant. Goku didn't even flinch and reveals that he "felt" that the youth wouldn't actually hurt him. The determined Saiyan then attacks again and again, each attack blocked by Goku's finger. The young Saiyan is impressed. He finally feels that he can trust Goku.

The young Saiyan reveals to Goku, and to Goku alone, that his name is **Trunks** and that he has come from 20 years in the future. He reveals that Vegeta is his father and that he will be born two years from now. He goes on to reveal that at 10 a.m. on May 12th, three years in the future, a horrible duo will appear on an island. Once they arrive, they will destroy the Earth. The duo are androids created by **Dr. Gero** of the **Red Ribbon Army** and far more powerful than even the Super Saiyans. The Androids cannot be stopped. The picture that Trunks paints of the future is unrelentingly, hopelessly dark and grim.

No one knows the Androids' original purpose, but their first act is to turn on Dr. Gero and rebel. Trunks continues, revealing that everyone is killed right away except Gohan, who dies later. With Piccolo gone, the Dragonballs become useless. Trunks reveals that Goku will be killed by a virulent heart disease. Despite the threat, Goku still wants to



fight these Androids. Having earned his trust, Goku receives an invaluable gift from Trunks: the medicine to counteract the heart disease. Trunks hopes that he has now changed history.

Trunks continues, revealing that Bulma is his mother, which cracks Goku up. Apparently, in the coming months, Bulma leaves Yamcha and briefly gets together with Vegeta. Trunks admits that he is impressed with his father. Trunks and Goku thank each other, and Trunks leaves. Goku rejoins his friends.

Everyone is curious about Goku's conversation with the young Saiyan, and Goku avoids their questions. Piccolo reveals he heard it all and tells everyone the Android part of the story, omitting the Vegeta-Bulma connection.

On his way, Trunks looks back one last time from his hovering time capsule, then leaves.

Everyone pledges to train to be ready for the Android threat, and Vegeta vows to become Super Saiyan.

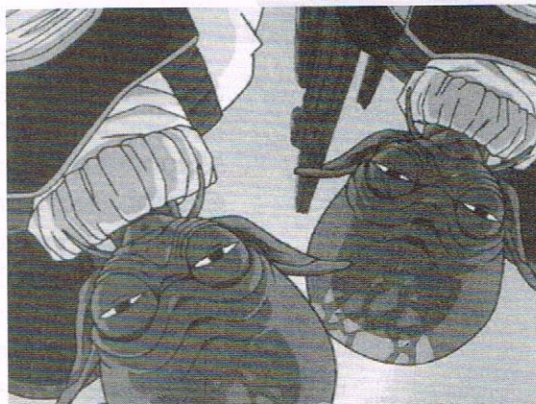
## Goku's Special Technique

The Z-Warriors ask Goku how he escaped the explosion of Namek. Goku reveals that he escaped in another ship. With no course set, the ship wandered through space and crashed on a strange planet. There, Goku encountered the **Yardrats** before passing out. They cured him and nursed him back to health. Once healed, he repaired his ship and returned home.

Goku then shows them the **Instant Transmission** technique he learned from the Yardrats. He imagines someone far away with a lot of power, disappears, then reappears moments later. Vegeta is unimpressed -- it's just super speed. Undaunted, Goku then shows him Master Roshi's glasses.

Piccolo begins planning for the arrival of the Androids. Vegeta challenges Piccolo's right to give orders to everyone, but Goku steps in. Bulma distracts them by suggesting they use the Dragonballs to find Dr. Gero now and stop him before the Androids are built. Vegeta says it's a dumb idea and Bulma's feelings are hurt. Goku reluctantly sides with Vegeta. The team decides to train in order to fight the Androids when they arrive, much to Bulma's consternation. Vegeta finally agrees to the plan and leaves. The rest of the team go their separate ways to train.

Krillin returns to Master Roshi's to return his glasses and prepares to train. At the Capsule Corporation, Vegeta

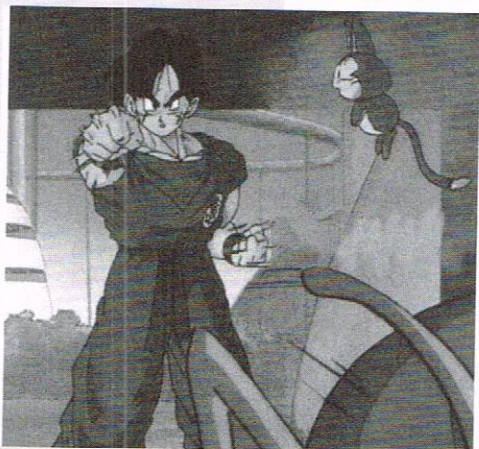




plans on training at 300 Gs.

Chi Chi and Goku argue over Gohan's study schedule. Goku pleads with Chi Chi to let him train Gohan, but she refuses. Goku pats her on the back, accidentally sending her through the wall, a tree, and a hill! Goku apologizes, and they compromise on Gohan's education.

Tien and Chiaotzu train by shooting rapid-fire Energy Blasts at each other. Krillin practices the Kamehameha while Roshi distracts him. Goku and Piccolo team up to train Gohan by ganging up on him. Gohan falls off a rocky precipice and Goku calls off the training. Gohan, undaunted, gets up and demands more.



## Z-Warriors Prepare

Yamcha is working out while Vegeta trains at 300 gravities. Jealous, Yamcha peeks in. Vegeta struggles under the strain but forces himself to carry on and eventually defeats the training drones in the gravity chamber. That night, Yamcha sneaks into the gravity chamber to try it out for himself. He quickly realizes his mistake when he is pinned to the floor. He struggles to turn off the gravity generator. Finally safe, Yamcha collapses.

Later, Bulma is sitting around bored, lamenting about having nothing to do and complaining about her loneliness, but a conversation with her mother betrays a growing interest in Vegeta. In the gravity chamber, Vegeta continues to train, eventually destroying the entire chamber. Bulma and Yamcha rush to his aid and find him in the rubble, weakened. Worried, Bulma tries to help him up. Vegeta resists, eventually collapsing.

In the forest, Piccolo, Goku, and Gohan continue to train. Goku uses his teleportation technique, squaring off against Piccolo. An impatient Gohan throws himself into the middle but is too slow to keep up. His determination and spirit, though, bring a smile of paternal pride to both Goku and Piccolo.



Vegeta is bed-ridden, and Bulma is worried sick. Vegeta has a nightmare. He is running. Everywhere he runs, he finds Goku. He attacks, but the many Gokus only turn into phantoms. He turns to find Trunks. Both Goku and Trunks become Super Saiyan. Enraged, Vegeta is overwhelmed by their power. Ultimately frustrated, Vegeta recalls his father's advice, to prove himself and become a Super Saiyan. He wakes to find Bulma asleep at his bedside. Vegeta appears to be baffled by this. He gets up and continues training, this time at 400 gravities. Bulma later chides him and orders him around, but he dismisses her and will not be dissuaded from his training. Vegeta falls again and defiantly resists all help.



## Goku's Ordeal

Chi Chi runs home, carrying groceries and being chased by a giant boar. She escapes by tricking the boar into jumping off a cliff. Elsewhere, Goku is watching clouds while Gohan fishes. Chi Chi continues home on foot, lamenting not owning a car. Gohan and Goku return home and expect Chi Chi to cook their dinner and wash their clothes while they take a bath. Chi Chi rages and demands that Goku and Piccolo both get their driver's licenses and get a car, so she no longer has to walk home.

The next day, Goku and Piccolo show up at the DMV in embarrassing civilian clothes. Piccolo can only wonder to himself how he got roped into this, but it's better than doing their own washing and cooking. Goku's instructor is an elderly man who can't even open the car door. Piccolo's instructor is a young lady who drives like a maniac.

At the Capsule Corporation, Dr. and Mrs. Briefs discuss Vegeta, but Bulma says that she thinks he's hopeless. He is pushing himself harder and harder, training at even higher Gs.

Piccolo impresses his driving instructor with his driving prowess. Goku can't even start the engine. When he finally gets it going, he crashes it in reverse, then careens all over the road, barely missing the other cars and not finding the brake. When ordered to cut the ignition, Goku attacks it! The out-of-control car crashes into a lake.

Gohan, meanwhile, is spending the day studying under his mother's ever-watchful eye. But after a long afternoon, he and Icarus escape to go watch Dad and Piccolo. It doesn't look good.

Trying again, Goku speeds off, passing Piccolo. The Namekkan considers himself challenged and they race. They both eventually crash and explode their cars.

Goku and Piccolo are given one final test by their instructors. While driving on a treacherous road in the rain, a landslide pushes a school bus over a cliff and causes Goku to crash. Goku and Piccolo both abandon their cars and instructors to save the bus. They use their Energy Blasts to destroy the falling debris of the landslide and save the bus.

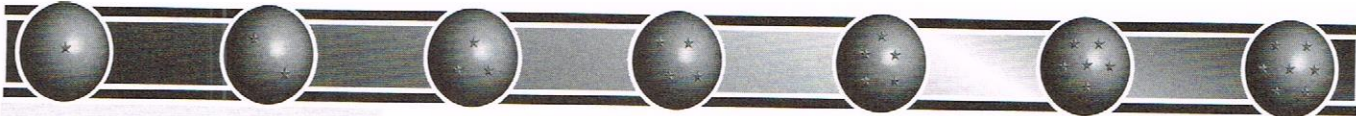
Goku's driving instructor appreciates the rescue, but fails them anyway. When Goku returns home, Chi Chi sees his failing grade and faints in rage.

Three years pass, and the team departs to fight the Androids.

Frieza has been destroyed once and for all, but the mysterious friend from the future brings grim warnings. The Z-Warriors will face their greatest threat yet, and things don't look good. Have the last three years of training been enough? Can they stand up to the threat posed by the Androids?







## Dragon Ball Z Story, Part 5:

# The Android Saga

### The Androids Appear

Gohan, Goku, and Piccolo travel to the rendezvous site, lamenting that they didn't train harder. They catch up with Krillin on the way. They finally arrive at the rendezvous point, a deserted area overlooking the island city of Sazebo. Yamcha, Tien, Bulma, and a little baby are waiting. Gohan and Krillin are surprised to find that the baby belongs to Vegeta and Bulma. Bulma reveals that the baby's name is Trunks. The Z-Warriors try to talk Bulma into leaving for her own safety. She says she'll leave after she sees what the Androids look like.

Yajirobe arrives next, bringing Senzu beans from Korin. At 10:17, there is still no sign of the Androids or of Vegeta. Yamcha is ready to call it quits, but the destruction of Yajirobe's departing aircar heralds their arrival. No one senses any power, so they decide to split up and search the city.

In the city below, the two Androids are harassing the citizens. Yamcha hears the screams and responds. The Androids, called **19** and **20**, sense Yamcha's approach. Yamcha arrives to find only dead bodies. Two bystanders tell Yamcha that he has just missed them.

Observing from above, 19 identifies Yamcha and says that he is not the one they seek but that they can get energy from him. They approach. Yamcha mistakes the Androids for civilians until he recognizes their Red Ribbon Army patches. 20 keeps Yamcha from shouting for help by grabbing his mouth. A speeding tanker truck swerves to avoid them, exploding as it crashes. The explosion then draws the other fighters. Angered, 20 drills his hand through Yamcha's chest.



## A Handy Trick

The team senses Yamcha's power level draining. Tien arrives first, followed by Krillin, Piccolo, and Goku. 20 drops Yamcha's body, which Krillin swiftly removes to safety. Goku wants to fight the Androids outside the city to avoid hurting innocent bystanders. 20 agrees that it is a concern, and uses his eye beams to destroy half the city! Goku punches 20, knocking off his hat and revealing a glass-domed head covering a pulsing brain!

20 reveals that he knows everyone's names and consents to battle Goku at a more remote spot. They both leave. Safely healed by a Senzu bean, Yamcha tells the others about the Android's ability to absorb power. Yamcha, Krillin, and Gohan leave to warn Goku.

Bulma chides the reluctant Yajirobe for not helping, but the cowardly samurai admits he never learned how to fly. They are stuck on the overlook.

The Androids and Z-Warriors are flying to a remote location. The Androids grow impatient and halt. Goku demands to know how the Androids know their names. Tien notices that Goku is uncharacteristically winded. The Androids boast that they have been monitoring Goku since he was a boy using a robot ladybug. Using this info, Dr. Gero built the Androids to gain revenge for the defeat of the Red Ribbon Army.

Elsewhere, Krillin, Gohan, and Yamcha have lost track of Goku and the Androids. Goku becomes Super Saiyan, surprising the unprepared Androids, and the three lost warriors instantly notice the Super Saiyan power signature and rush to catch up. 19 steps up and Goku attacks.

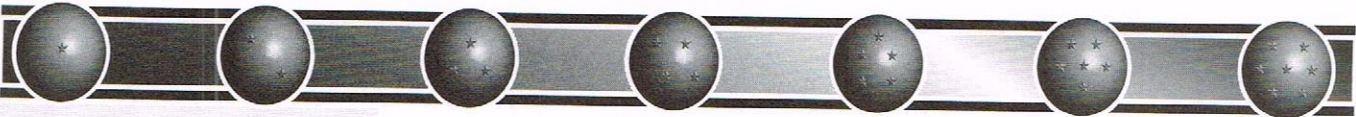
## Double Trouble for Goku

Back at Master Roshi's, Maron returns looking for Krillin, much to the excitement of the lecherous Roshi and Oolong! Chiaotzu tells her that Krillin is away. Maron sobs that she never should have left Krillin. True to Maron's usual nature, she starts searching for Krillin -- in places like the refrigerator. When someone mentions the Red Ribbon Army, Maron mistakenly thinks Krillin is getting her a red ribbon. There is nothing to do but to fill Maron in on the whole story of the Red Ribbon Army.

Years ago, little Goku and the Red Ribbon Army were racing to retrieve all the Dragon Balls. The Red Ribbon Army used robots and weapons to stop Goku. Eventually, Goku squared off with their master, General Tao, a superior martial artist. After defeating Tao, Goku single-handedly defeated the entire Red Ribbon Army. The final Red Ribbon soldier fought Goku in a giant robot but was ultimately defeated.







After the defeat, Dr. Gero, the Army's chief scientist and robot designer, thought that if one boy could defeat the entire army, then he would not build an army – he would build an android like Goku.

Goku and 19 are furiously fighting. Goku is winning but is mysteriously getting tired. Krillin, Gohan, and Yamcha finally arrive to help. Tien and Krillin have confidence in Goku, but Gohan and Piccolo both notice that something is wrong. Goku slams 19 into the ground. To everyone's surprise, 19 gets up. Goku is now very winded. He unwisely uses the Kamehameha. 19 absorbs the power delightedly. The rest of the team shout to Goku, warning him that the Androids can absorb power. But it's too late. The rejuvenated 19 attacks Goku just as the heart disease, foretold by Trunks, decides to strike in earnest!

### **Upgrade to Super Saiyan**

Goku is in great pain. Piccolo recalls Trunks telling Goku about the heart virus. Krillin throws Goku a Senzu bean, but 19 attacks before the bean can work. 19 works Goku over. He drops out of his Super Saiyan form, returning to normal. 19 immobilizes him and begins draining Goku's Power.

Piccolo orders everyone to attack, but 20 intercedes. Piccolo moves against 20, but the Android puts him down with one laser blast! 19 continues until Vegeta appears and gets into the action. Piccolo stands! He was not hurt, simply knocked aside by Vegeta. Yamcha picks Goku up and takes him to get his antidote. Now thinking that Goku is no challenge, 19 and 20 allow Yamcha to take Goku home.

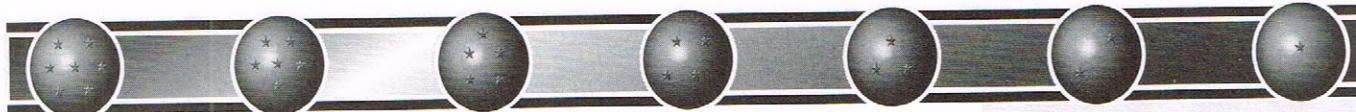
Elsewhere, Yajirobe plays with Baby Trunks until the baby wets all over him. Bulma retrieves Trunks and talks Yajirobe into taking them to watch the battle in an aircar.

The Z-Warriors discuss retreat. Vegeta and 19 square off. Much to the surprise of everyone, Vegeta finally, haltingly, turns Super Saiyan.

Vegeta then reveals his achievement, describing his 450 gravities training regimen and his drive to be better than Goku. He continued his training in space, to avoid distractions, and encountered a violent electrical storm on a remote planet. He defended himself and his spaceship against a deadly meteor shower. Vegeta, near death, stopped caring about anything but survival. In that moment of pure clarity of purpose, he became a Super Saiyan.

19 opens fire with devastating eye beams, but they have absolutely no effect on the Super Saiyan Vegeta.





## Dr. Cero's Secret

19's futile attacks amuse Vegeta. Vegeta then thrashes 19, smashing him into the ground and leaving a crater. As Vegeta moves in to finish the immobile 19, the Android leaps up and begins to drain Vegeta's power. Vegeta then braces his legs against 19, ripping the Android's arms off. 19 is stricken with fear

and awe. Vegeta approaches and 19 flees in fear. Vegeta fires a Mega-Energy Blast, vaporizing the Android in a massive mushroom cloud.

As Bulma and Yajirobe approach in the aircar, they notice the looming cloud. Afraid, Yajirobe tries to turn the car around. Bulma regains control and continues toward the fight.

Vegeta reverts to normal but remains confident, taunting 20. 20 asserts his superiority, then departs. Vegeta eats a Senzu bean to recover his power level. He once more becomes a Super Saiyan and prepares to pursue 20. He tells everyone to return home and leaves. Piccolo explains that Vegeta has bluffed 20 in order to buy time to regain power. He admits his admiration for Vegeta's cunning as well as his power. The Z-Warriors decide to defy Vegeta's order and follow him in his pursuit of 20.


Vegeta searches for 20 with no luck. He calls out a challenge while 20 hides. Impatient, Vegeta begins destroying the entire mountain, not realizing that the other Z-Warriors are themselves on the mountain searching for 20. 20 takes a chance and rushes out to absorb Vegeta's blasts, much to Vegeta's consternation. Vegeta gives chase and the pair leap from mountain to mountain. Eventually, 20 loses Vegeta and finds Gohan, Tien, Piccolo, and Krillin. He decides to use them to recharge his energy.

## More Androids?

The Z-Warriors are split up searching for 20. Unbeknownst to them, 20 is secretly stalking them one by one to recharge his power. 20 stealthily sneaks up on Piccolo while the Namekian's back is turned, grabbing him from behind and draining his power. Piccolo sends a telepathic call for help to Gohan. Gohan rushes to his aid, knocking 20 to the ground just in time. 20 soon finds himself surrounded by the Z-Warriors.

Piccolo eats a Senzu bean and with renewed power, demands the right to fight 20. Piccolo then knocks 20 around. 20's databanks indicate that Piccolo should be weaker than he is, and he is surprised to find that his data on Piccolo could be so inaccurate.





Back at the devastated city, the Trunks from the future has returned. He views the destruction and believes he is already too late. However, he soon senses the ongoing battle in the nearby mountains and rushes to join. Back home, Goku lies in bed, writhing in pain. His antidote is apparently not working. Bulma and Yajirobe continue to fly toward the battle and see Trunks fly by at super speed. Trunks gets close to the battle but is distracted by something. He finds 19's head on the ground below and is shocked to learn that it is not the head of any of the Androids he predicted! He leaves the mystery to continue flying to the mountains.

20 gets his hand ripped off while trying to drain Piccolo's power. 20 wonders how his data could be SO inaccurate! Piccolo reveals that they were prepared for the Androids' arrival. As he prepares to finish 20, Trunks arrives. Piccolo calls him by name, and Vegeta finally puts it all together. Trunks' return further confounds 20. He tries to find a way to escape. Meanwhile, Trunks informs everyone about the change in Androids. Much to the Z-Warriors' dismay, 19 and 20 are not the Androids they were preparing for. The worst is yet to come!

### Follow Dr. Gero

Bulma and Yajirobe arrive in the mountains. Yajirobe, afraid, threatens to dump Baby Trunks out of the aircar if they don't turn around. Bulma threatens to sick Vegeta on the cowardly samurai if he does. Yajirobe acquiesces.

While looking for a route of escape, 20 spies Bulma's approaching aircar. Bulma recognizes him, not as Android 20, but as Dr. Gero himself! 20 recognizes Bulma as the daughter of Dr. Briefs. He threatens all the Z-Warriors with his other Androids, 17 and 18, as yet unseen, and escapes by destroying Bulma's aircar as a diversion. Trunks rescues Bulma and his infant self, but 20 escapes on foot.

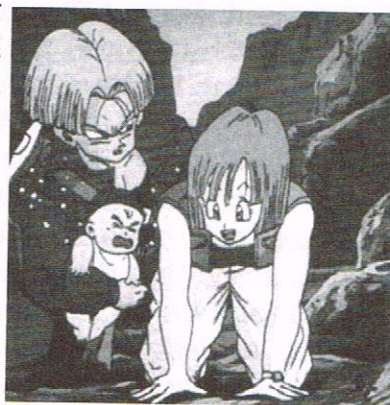
Trunks confronts Vegeta about why he didn't try to save Bulma and the baby. Vegeta expresses disdain for them both. Bulma tells everyone that she recognized Dr. Gero from her father's scientific magazines. The grumpy Yajirobe digs himself out of the aircar's wreckage.

Vegeta calls Trunks a liar because the Androids have not come about as he predicted. Trunks fears he may have made a mistake and Piccolo describes 19 and 20. Trunks' fears are confirmed and he describes the Androids from his future to prevent further mistakes. Trunks also reveals that the Androids he has warned them about never run out of energy.

Back home, Goku continues to writhe in pain as the antidote shows no effect.



Bulma reveals that she knew the location of Dr. Gero's lab all along. Apparently, no one bothered to ask her. The team decides to find the Androids before Gero does and destroy them. Vegeta, defiantly, wants to face them alone and leaves. Trunks vows not to let the Androids kill the father he never knew and takes off after him. Bulma begins to catch on to Trunks' strange origin and Piccolo



finally reveals it to everyone. Gohan is tasked to carry Bulma, Yajirobe, and Baby Trunks back home as Piccolo, Tien, and Krillin take off to try to find Dr. Gero's lab.

Thinking he is clear, 20 is dismayed to find Vegeta and Trunks nearby! 20 realizes that Bulma must have told them about his lab and that they are rushing to destroy the other Androids before he can activate them.

Trunks remembers his mother telling him how brave Vegeta was. His mother's description of his father hardly matches the impression he now has of the sour Saiyan. Vegeta, meanwhile, thinks proudly of his new son.

On their way home, Gohan finds the flight slow going as Yajirobe and Bulma struggle to remain comfortable while being carried by the young boy. It's a long trip home.

## Nightmare Come True

Trunks follows Vegeta in the search for Dr. Gero's lab, contemplating why his father is such a jerk. Vegeta overconfidently thinks he can take the Androids by himself and eventually becomes annoyed at Trunks' presense.

Meanwhile, Goku writhes in his bed, his heart disease slowly killing him. In great pain, Goku has a vision of his defeat at the hands of the mysterious Androids. Elsewhere, Gohan continues his long flight home carrying the constantly arguing Bulma, Baby Trunks, and Yajirobe.

Tien, Piccolo, and Krillin travel to North City to search the surrounding mountains for Dr. Gero's lab based on clues from Bulma. They're stumped as to where to start, so they decide to split up. Krillin divides the last six Senzu beans between them and they go their separate ways.

Android 20, a.k.a. Dr. Gero, who is hiding in the forest, is accidentally shot at by a hunter. Dr. Gero catches the bullet and throws the unsuspecting hunter up a tree. Krillin takes notice of the stranded hunter and gives him a hand. When Dr. Gero attacks some wildlife in the forest, it draws Krillin. Dr. Gero takes Krillin by surprise, slamming him to





the ground. Seeing Piccolo, 20 leaves Krillin on the ground wounded. The injured Krillin gets up and follows Dr. Gero to his secret lab in the mountainside. He raises his power level, summoning all of the Z-Warriors to the lab site.

Once in his lab, Dr. Gero seals the bunker doors and turns on the lights, revealing several hibernation pods. He activates the male **Android 17** by remote control. He continues, activating the female **Android 18**. He tells them both he will tolerate no further insubordination and reveals their mission to destroy Goku's friends outside. Krillin and Tien unsuccessfully try to open the bunker doors and are joined by Vegeta. Dr. Gero orders his Androids to attack, but 17 instead snatches Dr. Gero's remote away and destroys it.

Outside, Piccolo blasts at the door but stops when he hears voices inside. Vegeta steps forward and completely blasts the door away.

### Goku's Assassin

Krillin is surprised by the Androids' human appearance, but Trunks again warns everyone against underestimating them. Dr. Gero reveals to his Androids that 19 was destroyed, but the Androids are only offended. They continue to defy Dr. Gero's orders and realize that they are stronger than Gero even in his android body.

Android 17 decides to activate **Android 16**, just to anger Dr. Gero. Gero tries to talk them out of it and fails. Gero becomes more imperative, but 17 impales Gero with his hand, then decapitates him with a single kick! 17 leaps up to the head and crushes it under his foot.

Android 17 then calls Krillin forward. Krillin nervously advances, but 17 turns away. Trunks, worried about the activation of Android 16, becomes Super Saiyan and destroys the entire mountain. The Androids, however, remain unharmed. Vegeta chides Trunks for becoming Super Saiyan too soon.

Android 18 opens 16's hibernation pod. The giant 16 rises. The mammoth Android stands mute, ignoring 17 and 18's questions. 16 responds only when 17 mentions their mission: to destroy Goku. The fearsome trio then leaves to find their target.

Krillin realizes their objective and worries for his stricken friend. Vegeta believes the Androids to be cowards for leaving. He goes Super Saiyan and turns to follow them. Trunks blocks his father's way, urging him to wait for Goku. Vegeta punches Trunks and continues. Trunks, in pain, asks Krillin to stop Vegeta, but the team decides to go to Goku.

Unfortunately, Goku is still incapacitated by pain. Luckily, the medicine is finally beginning to work.

Android 17 decides that they'd enjoy the scenery more if



they took a car instead of flying and plans to steal the next car that comes along. 16 ignores all distractions in the pursuit of his mission. Vegeta finally catches up to the trio while they wait for a car and they trade trash talk. 18 orders the laconic 16 to attack, but 16 refuses. He will only attack Goku. 18 then decides to take Vegeta on herself.

## Deadly Beauty

Android 18 and Vegeta begin to fight in earnest. 16, meanwhile, is touched by the beauty of the wildlife. 17 is impressed by Vegeta's strength.

As 18 and Vegeta battle, a local shepherd is almost killed by stray blasts. Vegeta and 18 take their battle to a speeding truck on the highway. Their high-speed fight winds up smashing several passing cars. They eventually return to where they started. A truck turns the corner and almost hits 18 from behind. Vegeta fires a blast which destroys the truck when 18 dodges.

Back at Kame House, Maron windsurfs while she waits for Krillin. Roshi is so excited watching her that his nose begins to bleed. He plugs his nose with some tissue. When Maron calls for Turtle to join her, Roshi becomes so jealous he blows his nose plug!

After some more trash talk, 18 headbutts Vegeta, causing blood to run into his eye. Vegeta counterattacks but catches a knee in the gut instead! He's winded and 18 slams him into a cliff, chiding his arrogance. It looks bad for Vegeta.

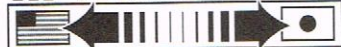
Piccolo, Tien, Krillin, and Trunks arrive. Vegeta emerges from the rubble, dismissing the attack. 17 decides he wants to join the battle. He asks 16 to join too, but he refuses. 16 will only fight Goku.

Vegeta wants to continue his fight with 18. 17 sardonically applauds his bravado and says that he'll leave 18 and Vegeta to fight among themselves, but will intervene if anyone tries to help Vegeta. Vegeta agrees and continues his fight with 18. Vegeta slams 18 into the ground. The female Android emerges, scratched and torn, and Vegeta presses the attack.

Piccolo realizes that 18 is toying with Vegeta, forcing him to expend his power. With Vegeta weakened, 18 attacks, slapping Vegeta around. Vegeta finally realizes that he is being toyed with and is kicked by 18,



## In Translation



### Master Roshi's Bloody Nose

It's a common schtick in anime that whenever a boy stares at a scantily clad or undressed girl, he gets a bloody nose. It's a weird cultural thing based on decades of Anime and Manga tradition. It is to the Japanese what a visibly thumping heart, extending eyeballs, and long rolling tongue is to Americans. It's a comic shortcut to represent an emotion.

Other common emotional displays in Anime include the giant sweat droplet, indicating embarrassment; the X on the forehead indicating anger or frustration; and the little balloon coming out of the nose to indicate snoring or sleep.





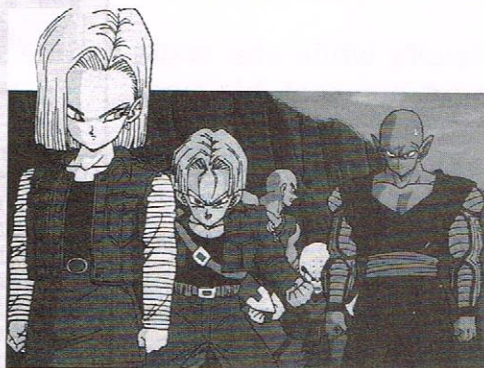
breaking his arm! He is defeated and screams in pain and frustration. Trunks then goes Super Saiyan and rushes to help.

## No Match For the Androids

Trunks attacks but is blocked by Android 17. 18 moves in and smacks Trunks down from behind. Piccolo and Tien rush to help. Krillin hesitates in fear. 17 blocks both Piccolo's and Tien's attacks, putting Tien in a headlock. 18 grabs Vegeta's leg and slams him around. Trunks, tiring, drops out of Super Saiyan state.

Krillin stays out of the fight and notices Android 16. 16 makes eye contact with Krillin and smiles, then returns to his contemplation. 16 admires a small bird that has landed on his arm and enjoys the nature all around him.

Piccolo gets up and 17 drops Tien. Piccolo attacks but 17 dodges, retaliating with a gut punch that disables the green Namekkian. Piccolo falls. Vegeta then gets up, but is kicked around and abused by 18. Vegeta writhes about on the ground in pain and loses his Super Saiyan state. 17 and 18 take notice and wonder about Vegeta's relationship with Trunks.



With no one else to fight, 17 and 18 approach Krillin, who is stricken with fear.

Meanwhile, back at Kame House, Maron is windsurfing while Master

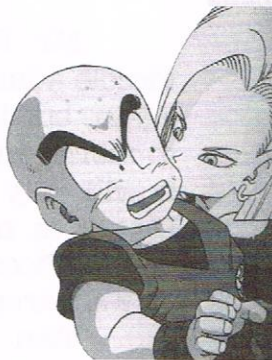
Roshi sleeps. Two guys in a passing boat offer Maron a ride. The bubbly airhead falls in and almost drowns but is saved by Turtle before she even realizes it. Maron goes to join the boaters, but Turtle stops her. He reminds her of Krillin, for whom she is waiting. The boaters come on to Maron, but Turtle defiantly blocks their way and then knocks them both into the water. The boaters flee in terror. Maron tries to kiss Turtle for his bravery, but he misunderstands her intentions and in conversation reveals that he too has fallen for Maron, but will not double-cross his friend Krillin. Maron is offended that her reward could be rejected and runs away to swim.

Androids 18 and 17 assure Krillin they have no wish to hurt him. They want Goku. When 18 asks why they don't ask Krillin for Goku's location, 17 admits he would rather have fun looking. To Krillin's shock, 18 wishes him luck, leans down, and gives him a kiss. The Androids approach their partner, 16, scaring away the birds he was admiring. 16 is annoyed.



Gohan, Yajirobe, Bulma, and Baby Trunks finally arrive within sight of Gohan's house, but Bulma insists they stop at her house first. Yajirobe and Baby Trunks agree, and Gohan reluctantly obliges.

As the Androids leave, Krillin finally musters up the nerve to confront them. He tries to reason with them, but the Androids admit that they are only playing with the Z-Warriors. They leave the confused and helpless Krillin stammering in the middle of the road.



## **Last Ditch Effort**

Krillin remembers his wounded friends and helps them recover with his Senzu beans. The team members wonder why the Androids let them live and reconsider their strategy. Vegeta, being the strong silent type, once more leaves on his own. Trunks tries to stop him, but Piccolo pulls him back. Krillin is ashamed that he froze in fear, but Piccolo reassures his bald friend there was nothing he could have done.

Trunks wonders why the Androids are so strong, stronger even than in his time. Piccolo sends the others to Goku's house and then mysteriously leaves on his own. Krillin tells everyone Piccolo has left to travel to Kami's Lookout, where he will rejoin with Kami to become the Super Namek. Krillin also lets Trunks know, by the way, that everyone knows his true identity.

At Kame House, Maron and Master Roshi watch soap operas. Their fun is interrupted when Mac and Tommy and several other of Maron's ex-boyfriends show up looking for Maron. Apparently, she got bored while waiting for Krillin and called them. She packs her bags and leaves without a second glance. Master Roshi instructs Turtle not to tell Krillin that Maron has been there when he returns.

Gohan arrives at the Capsule Corporation with his passengers. Although Bulma's mother, Mrs. Briefs, insistently offers Gohan snacks, Gohan apologetically leaves to see his father.

High above the Earth on Kami's Lookout, Kami senses Piccolo's return. Piccolo's approach reminds him of when he himself challenged Earth's previous Guardian. To qualify, Kami had to rid himself of all evil. Kami split off his evil nature, which formed itself into King Piccolo. The evil King then tried to conquer the Earth but was stopped by the young Goku. As King Piccolo died, he spit out a single egg that later hatched into the Piccolo we know today. Piccolo arrives on the tower and confronts Kami.





## Closing In

Mr. Popo watches worriedly as Piccolo faces Kami. Piccolo admits his distaste for the idea of merging with Kami again, but is resigned to do what he must do. Kami agrees to merge with Piccolo, reassuring the doubting Mr. Popo that it will only be done if it is necessary. Kami will not agree that it is necessary at this time and decides to wait and watch. Piccolo is outraged, but Kami is firm. Piccolo decides to wait around for Kami to change his mind.

Tien leaves Krillin and Trunks to find Chiaotzu. Trunks is still confused by the changing timeline. His history was nothing like this present.

The Androids search a snowy road for a car, finding a delivery van at a truck stop. Android 16 lifts the van and dumps its contents onto the road. Then, to the shock of the watching drivers, the Androids get in and drive away in their van.

On a rock in the desert, Vegeta struggles to become a Super Saiyan.

The Androids' joy ride is cut short when a biker gang accosts them, which leads to a chase. Eventually 17 stops the van and the Androids get out to face the bikers. 18 discharges energy into the ground, scaring the thugs, who flee as the police appear and then arrest 17 and 18. Android 16 leaves the van, picks up the police car, and tosses it into a mountain. The other Androids break their handcuffs and the trios drive away unopposed.

Trunks and Krillin arrive at Goku's house. Yamcha sees his friends and thinks that the Androids are defeated. Krillin explains that they must hide the still-unconscious Goku at Kame House. Gohan finally arrives to receive a big hug from his mother. They load everyone onto Chi Chi's plane and take off for the island.

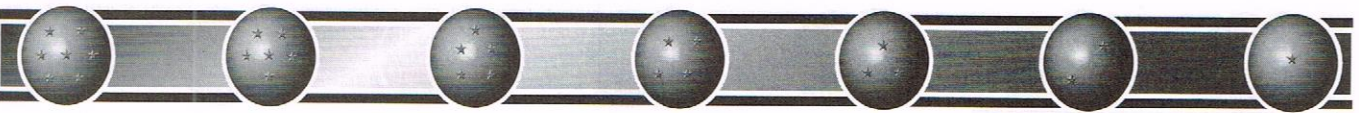
At the Lookout, Kami still watches and waits.

## Unwelcome Discovery

Roshi, Oolong, and Turtle try Chiaotzu's cooking. Chiaotzu is relieved everyone likes it. Master Roshi invites Chiaotzu to stay and train. Oolong insinuates that the offer is only so Master Roshi can continue to enjoy Chiaotzu's cooking. Tien finally arrives but informs Chiaotzu that they have to leave. The pair quickly departs.

Chi Chi breaks out Gohan's books and orders him to study. Trunks considers going further into the past to destroy the Androids, but Krillin reminds him he has only enough





power to return home to the future. Trunks realizes that any change he makes won't change his future, only create a better alternate future. Even if he returned home, his future wouldn't be changed, and even if he went back and changed history again, this present wouldn't be changed. He realizes that his mother, Bulma, must have realized that all along and that she wanted to make the world better for someone, anyone.

Trunks is frustrated that everything has turned out differently than he planned. Chi Chi reassures him that if he hadn't come back Goku would be dead.

16 and 18 are growing tired of looking for Goku. 17 admits that he's having fun looking. 16 reveals that he knows exactly where Goku lives.

Delirious, Goku dreams that he is found by the Androids. Gohan and Krillin interfere but are defeated. He dreams that he leaves his sleeping body and attacks the Androids, but with no effect. 18 kills Chi Chi, but Goku still has no effect on them. Trunks shows up, but 17 kills him with his own sword. Goku still has no effect. The Androids then kill his sleeping body.

In the desert, Vegeta continues to work through his humiliation. He eventually comes to realize that he is not the Ultimate Saiyan. The discovery that he still has room to improve, that he still has challenges to overcome, provides Vegeta with the inspiration and motivation to fight on.

Krillin calls Bulma to apprise her of the situation. Bulma tells Trunks that someone has found an old abandoned Capsule Corp. time machine, ANOTHER time capsule.

The mystery deepens.

---

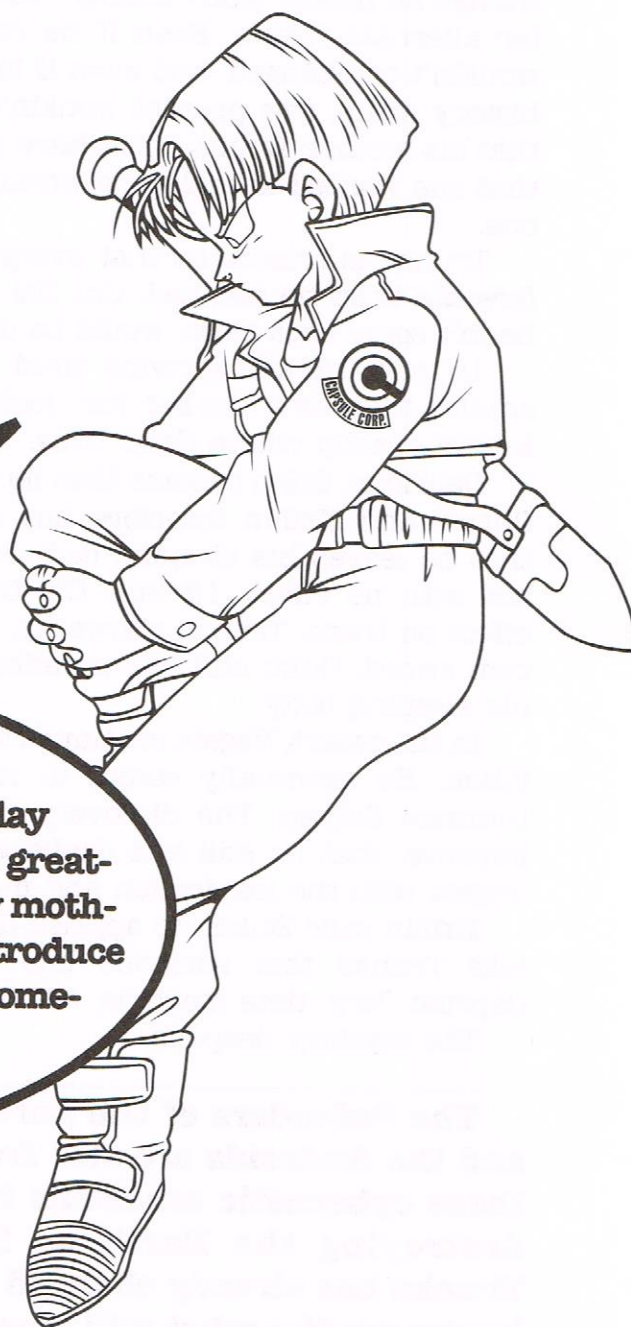
**The Defenders of the Earth have been defeated and the Androids are still free. Can anything stop these cybernetic assassins from killing Goku and destroying the Earth as foretold by Trunks? Trunks has already changed his history. He can no longer predict what will happen next. And what of this mysterious second time capsule? Who could it be? Little do the Z-Warriors suspect that the threat posed by the Androids is nothing compared to what they will face next. Will Goku survive? Will the Earth be saved from the mysterious being known as Cell?**



**WARNING:** Because we have to cover stats for three different sagas, we have consolidated them in the back of the book instead of including them with each character here.

**My  
name is  
Trunks®.**

When I was growing up, little did I suspect that I'd someday get to travel back in time to meet the greatest warriors and vilest villains of my mother's generation. Come with me as I introduce you to the strongest, bravest, and sometimes most evil figures of my history.

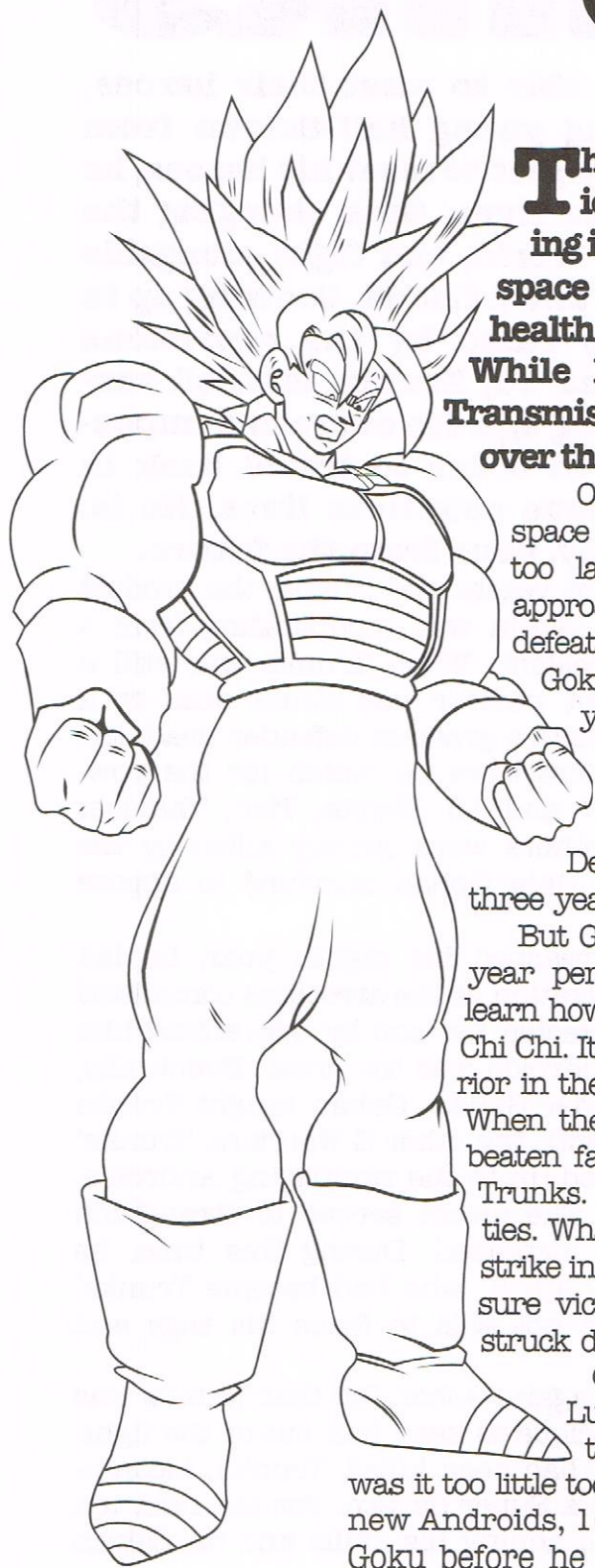


# Heroes & Villains





# Goku®



**This is a dark time for Goku. He survived a titanic battle with Frieza in deep space, barely making it to a remote planet where he crashed his tiny space pod. He was rescued and nursed back to health by the friendly inhabitants, the Yardrats. While he was there, he learned their Instant Transmission Technique, allowing him to teleport all over the world.**

Once he had recovered to full health, Goku rebuilt his space pod and left his gracious hosts. He returned home too late to face Frieza, whom he sensed during his approach. Luckily, Frieza and his father, King Cold, were defeated by a mysterious young man from the future.

Goku was happy to meet Trunks, but the news the young man bore was dark and foreboding. When Goku learned of his coming heart disease and the future appearance of the dangerous Androids, he was dedicated enough to rise to the challenge.

Despite the predictions of doom, he forged ahead with three years of intense training and preparation.

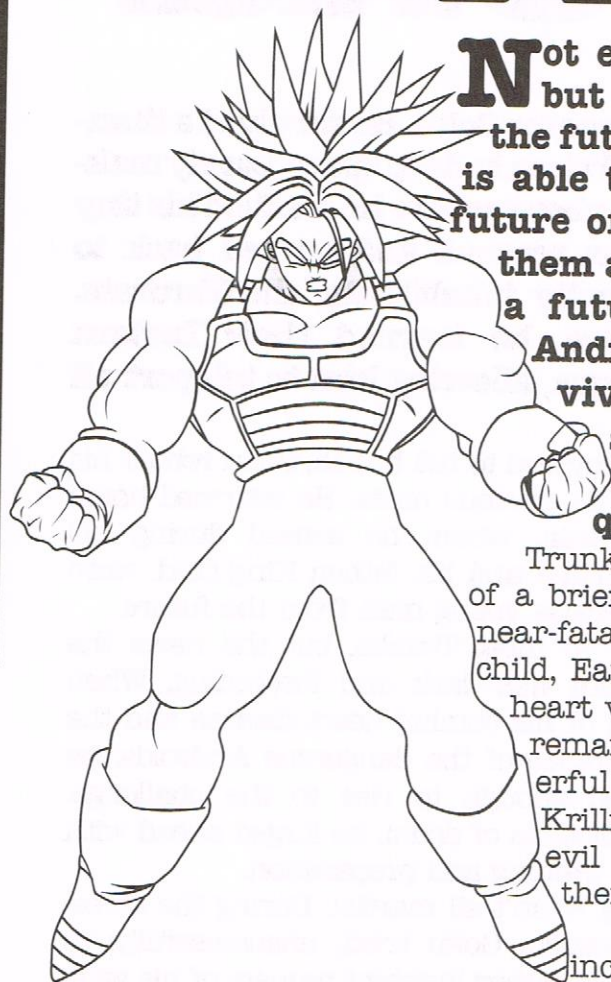
But Goku's training wasn't all martial. During the three-year period of preparation, Goku tried, unsuccessfully, to learn how to drive at the rather insistent request of his wife, Chi Chi. It just goes to prove that even the most powerful warrior in the Universe still has to answer to the boss.

When the heart disease never came, Goku thought he had beaten fate and forgot about the medicine given to him by Trunks. He went into battle confident and sure in his abilities. What a shock it was when the heart disease decided to strike in the middle of his battle with Android 19! His almost sure victory was turned into a bitter defeat as Goku was struck down in blinding agony.

Goku spent the next days incapacitated by pain. Luckily, his friend Yamcha was able to get him home to his forgotten medicine in time to save his life. But was it too little too late? Will Goku recover in time to stop the three new Androids, 16, 17, and 18? Will the evil trio of assassins find Goku before he can defend himself and fulfill their mission of vengeance?



# Trunks<sup>®</sup>



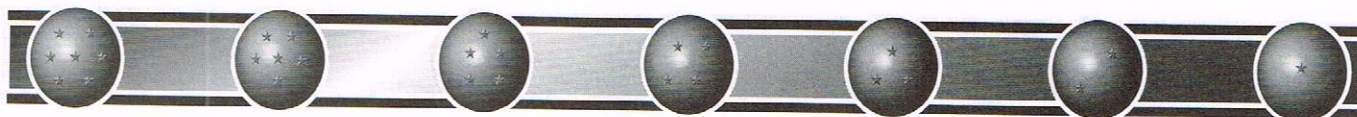
**N**ot everyone is able to meet their heroes, but the dashing young half-Saiyan from the future not only gets to meet his heroes, he is able to save their lives, thus changing the future of an entire world, and fight alongside them as an equal and a friend. Growing up in a future that is ruled by the capricious Androids 17 and 18, Trunks learned survival at a young age. He overcame impossible odds in order to travel back in time and save countless lives. He is, quite literally, hope from the future.

Trunks is the son of Vegeta and Bulma, the product of a brief fling while Vegeta was recuperating from a near-fatal training accident. When Trunks was still a child, Earth's mightiest warrior was struck dead by a heart virus. With Earth's greatest defender dead, the remaining Z-Warriors were no match for the powerful Androids 17 and 18. Vegeta, Tien, Yamcha, Krillin, and the others were quickly killed by the evil automatons. Only Gohan survived to oppose them.

As Trunks reached his eighth year, he felt increasing frustration at the atrocities committed by the Androids. His mother Bulma, however protected her son by preventing him from fighting them. Trunks' desire to stop the Androids was too great. Eventually, Trunks defied his mother and began training under Gohan. Gohan taught Trunks how to fight and told him stories of the old days with the other Z-Warriors. Trunks' desire became a passion, and the pair finally stood up to the rampaging Androids. The fight went poorly and Gohan lost his arm. The defeat served to strengthen Trunks' resolve, and the level of his training increased. During this time, he acquired his sword from the legendary warrior Tapion, who had become Trunks' friend. Despite his intense training, Trunks was not able to focus his rage and become a Super Saiyan.

So it came to pass that the Androids struck again. Gohan felt that Trunks was not ready and knocked his young student unconscious to keep him out of the fight. When Trunks finally came to, his master, Gohan, had been killed. Trunks, inconsolable with rage, finally found the power to become a Super Saiyan. For the next ten years, Trunks continued his training on his own, honing his skills and his Saiyan abilities.

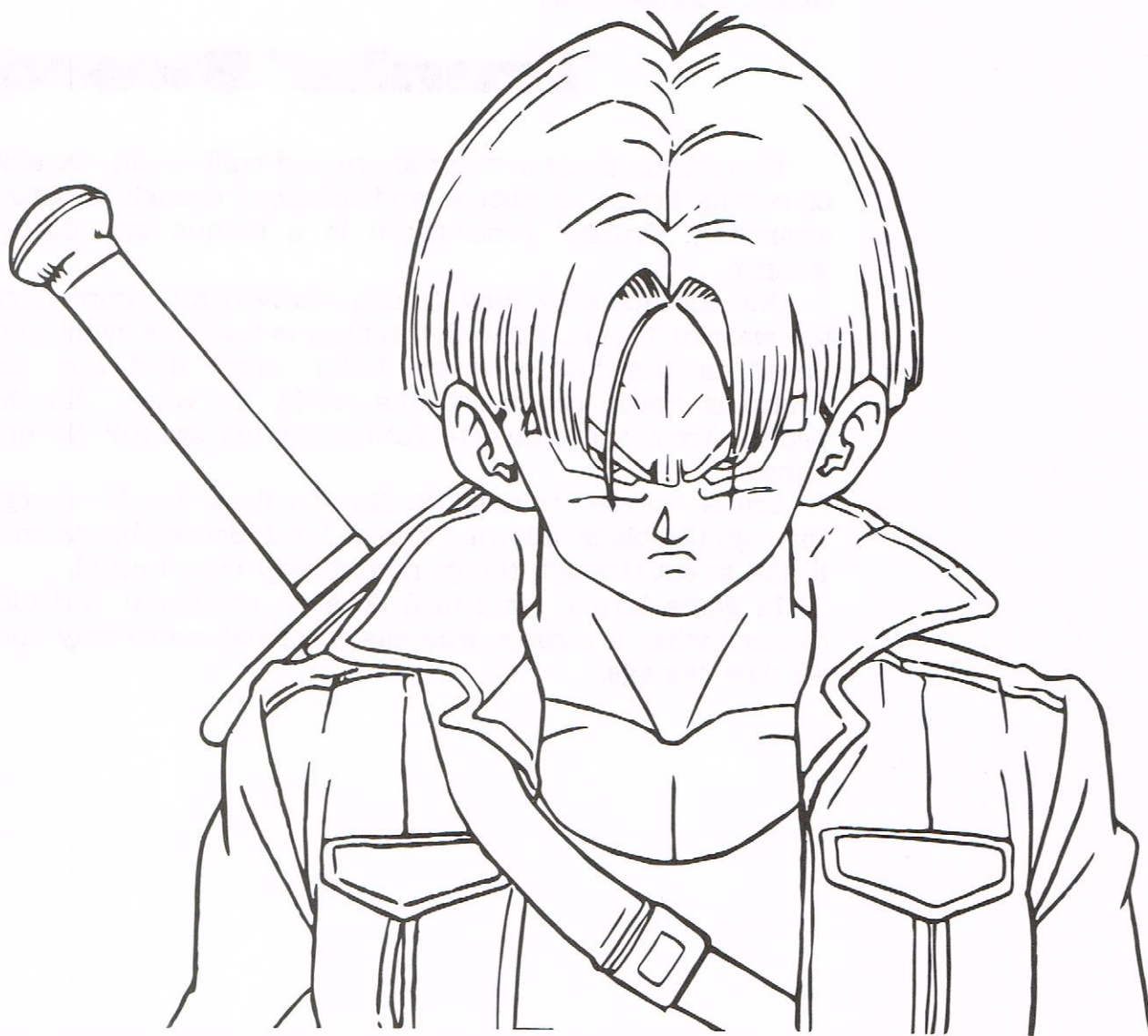




Throughout all this, Bulma had been working on a Time Machine. At first, Trunks was wary that it would ever work, but when it was completed Bulma talked Trunks into travelling back in time to save Goku. It was her hope that, with Goku alive, the Z Warriors would be able to defeat the Androids. Trunks knew that if Gohan couldn't defeat the Androids, he never could, so he agreed.

Having travelled back in time, Trunks is excited to meet the heroes of his childhood, especially Vegeta, the father he idolized but never knew. He is quickly disillusioned, however, when he meets his father only to discover a rude, arrogant man who is jealous and distrustful of him. His disillusionment leads to several clashes with his father as Trunks tries to reason with Vegeta and fails.

Trunks is also confused by the fact that his timeline's history is so different from the present before him. In his world, the Z Warriors face Androids 17 and 18 first, not 19 and 20. Also, in this world, Androids 17 and 18 are far more powerful than those of his time. He eventually reconciles these inconsistencies by realizing that by changing the past, he has created an alternate timeline. His own timeline is unchanged, and nothing he can do can affect it. He decides that it is his mission to help anyway, so long as he can improve any timeline, any world, even if it is not his own.







## Trunks' Time Capsule

The Capsule Corporation time capsule was designed and built by Bulma twenty years in the future. She spent years constructing it in secret with the sole purpose of using it to send her son Trunks back in time to defeat the Androids.

The time capsule has enough power for three trips. Trunks uses two of his trips to go back twenty years, then skip ahead three years. He planned on using his third trip to travel home.

At the end of the Androids Saga, another time capsule is found, identical in every way to Trunks'. What is found out later is that it IS Trunks' time capsule, but from an alternate future where Trunks was killed and the capsule was stolen. Confused yet?

## Trunks' Sword

This sturdy blade is razor-sharp and built to kill. Capable of cutting Frieza to ribbons and balanced enough to throw accurately, Trunks' broadsword is a unique and deadly weapon.

One account says that Trunks received his sword from the warrior Tapion. The only problem is that this event happened in the future where Goku never died and the Androids never conquered the world. So where did the Trunks from the alternate future get his sword? No one knows.

Trunks' sword is magical. He can focus his Ki energy through the blade, allowing him to block energy blasts with it and to cut through things no ordinary sword could.

In game terms, his sword does an additional +25 dice damage when it strikes, whereas a normal sword only does +6 dice damage.



# Cohan<sup>®</sup>

**T**he little guy is almost all grown up and saving the Earth without his father's help. Gohan doesn't need Goku to defeat Garlic Jr., and doesn't hesitate to face Frieza either. Gohan has grown to become a powerful warrior in his own right.

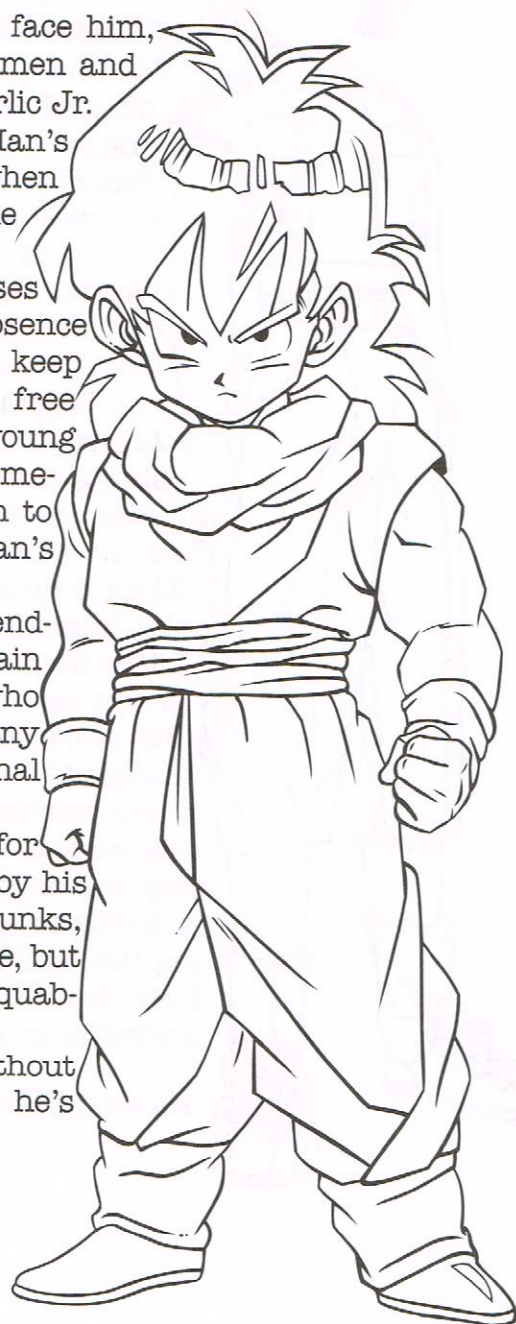
When Garlic Jr. returns, Gohan is not afraid to face him, and proves his skill by defeating Garlic Jr.'s henchmen and dealing what would have been a deadly blow to Garlic Jr. himself, were it not for the diminutive Serpent Man's immortality. But Gohan wins his greatest victory when he overcomes his own self-doubt and destroys the Makyo Star.

Despite Gohan's growing independence, he misses his father greatly. Goku is his son's hero, and his absence leaves a great void in Gohan's life. Chi Chi tries to keep the daily routine going for her son, filling Gohan's free time with schoolwork. But there's a lot of Goku in young Gohan. He defies his mother twice—once to skip homework and go to a party at Kame House, and again to face Frieza. Not even a strict tutor can stifle Gohan's independent spirit.

When Trunks warns the Z-Warriors of the impending appearance of the Androids, Gohan is able to train alongside his newly returned father and Piccolo, who has become a sort of surrogate father in Goku's many absences. Gohan finds training difficult, but the final result is a stronger, more powerful young fighter.

All that training is put to the test in the search for Android 20, Dr. Gero himself. Once Gero is defeated by his own Androids, Gohan has to ferry Bulma, Baby Trunks, and Yajirobe back home. He politely gives them a ride, but has to put up with their constant bickering and squabbling the entire way.

With Goku incapacitated with pain, Gohan is without his father's help for a fourth time. At this point, he's probably getting used to it.





# Bulma<sup>TM</sup>

**T**he green-haired beauty with brains has had a busy year. She's seen and done things no other ordinary person could ever dream of. From witnessing the destruction of a planet to piloting a starship across the cosmos, Bulma's done it all. Needless to say that with these experiences, she's grown a little distant from her boyfriend Yamcha.

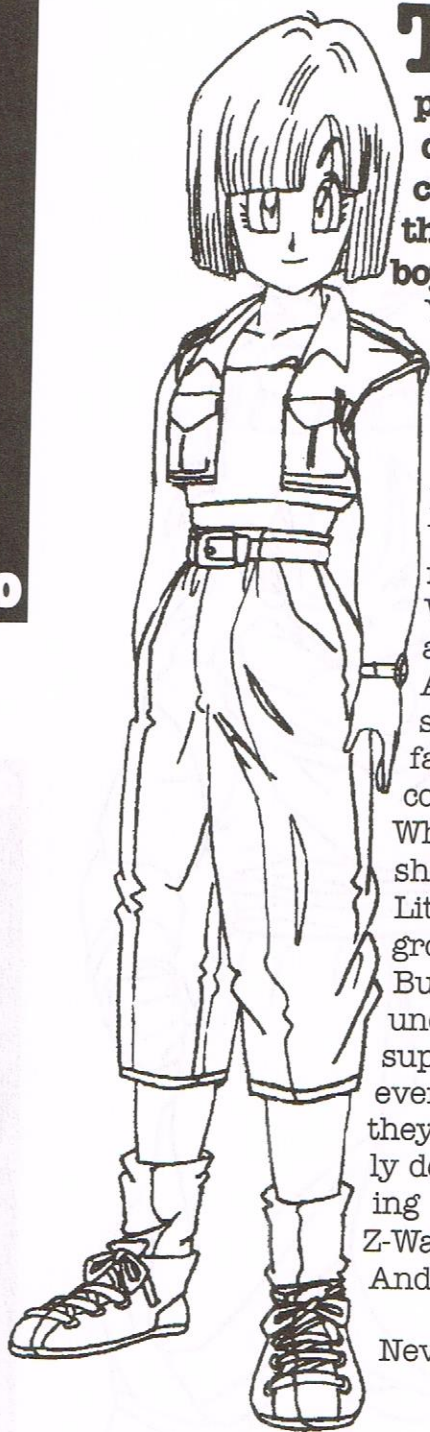
Yamcha's, well, Yamcha. Plain old Yamcha, former desert bandit and pro-baseball player. Chicks dig scars and charming rogues with dodgy pasts who play pro-ball and all, but Yamcha's appeal is beginning to disappear. His constant drooling over Maron doesn't help his standing with Bulma either. It should come as no surprise, then, that Bulma falls for Vegeta. Vegeta is arrogant, annoying, condescending, and rude. Vegeta can destroy planets and owns his own spacepod. What woman wouldn't fall for him? And so it goes that Bulma and Vegeta wind up conceiving a child.

Although Bulma loves Baby Trunks with all her heart, Vegeta shows the child nothing but disdain. Their attraction quickly fades in the reality of Vegeta's poor parenting skill, and the couple part ways.

When Bulma meets the mysterious purple-haired Super Saiyan, she immediately notices something oddly familiar about him. Little does she suspect that the brave youth is her son, all grown up.

But knowledge of her future doesn't help her present. She's still underestimated and ignored by all the macho muscle-bound super-warriors that surround her. When Future Trunks warns everyone of the Androids, she suggests finding the lab where they will be built. Does anyone listen to her? No. When they finally decide to see things her way, do they even ask her help in finding the lab? No. Had they only bothered to listen to Bulma, the Z-Warriors could have found and stopped Dr. Gero and his Androids long ago.

Never underestimate the power of an intelligent woman.





# Vegeta<sup>®</sup>

**W**hile the other Z-Warriors are fighting Garlic Jr. for the fate of the Earth, Vegeta is off in deep space searching for Goku. Eventually, he gives up. With nowhere else to go at the moment, Vegeta decides to go to Earth. Immediately, that annoying Earthling, Bulma, sets upon him. She tells him he stinks and washes his armor, replacing it with garish pink "fashion", as the Earthlings call it.

He is just in time for Frieza's arrival. Frieza emerges from his ship with his father, King Cold. To everyone's surprise, a mysterious stranger becomes a Super Saiyan and soon finishes off not only Frieza's henchmen, but Frieza and his father as well!

The events around Trunks could not make Vegeta more crazy. He is apparently Saiyan, but Vegeta knows that only Goku, Gohan, and himself survive as members of that species. How can this insolent newcomer become a Super Saiyan when Vegeta can not? Yet, despite his mistrust and jealousy, Vegeta recognizes something in the young man that he can't quite place.

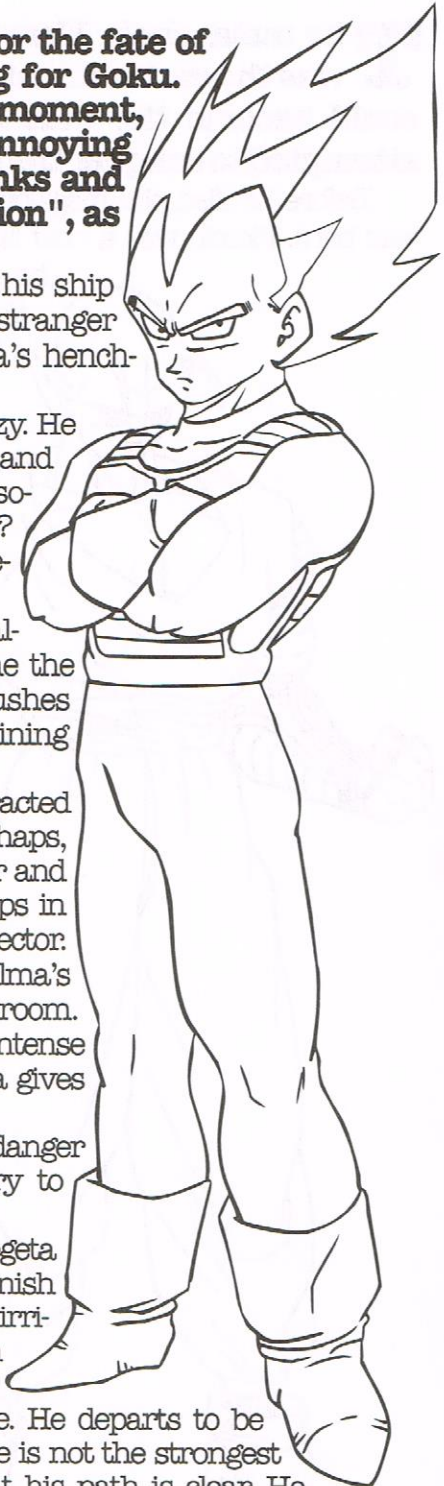
When he hears about the Androids, Vegeta rises to the challenge. In them, Vegeta finds a purpose, a goal. He must become the ultimate warrior in the universe in order to stop them. He pushes himself harder and harder until he is gravely injured in a training accident that destroys the gravity room.

While healing, Vegeta and Bulma have a brief fling. What attracted these two opposites remains, for the most part, a mystery. Perhaps, while he was wounded, Bulma saw past Vegeta's arrogant exterior and found a vulnerability and nobility that Vegeta suppressed. Perhaps in Bulma Vegeta saw a Florence Nightingale, a healer and protector. Whatever the attraction, their relationship was short. Despite Bulma's protests, Vegeta resumes his intense training in the rebuilt gravity room. Once fully healed, he returns to deep space to pursue even more intense training among the treacherous stars. Unknown to Vegeta, Bulma gives birth to his child, whom she names Trunks.

While in space, Vegeta puts himself in greater and greater danger until, almost dead, he achieves the purity of purpose necessary to become a Super Saiyan.

Sure in his ability as the strongest warrior in the universe, Vegeta returns to Earth to face the Androids. He arrives just in time to finish off Android 19 and save Goku. His arrogant attitude especially irritates the mysterious youth, Trunks, whom he discovers is his son from the future. His overconfidence is ultimately his undoing.

Defeated by Android 18, Vegeta suffers a crisis of confidence. He departs to be alone and meditate upon his failure. He eventually realizes that he is not the strongest warrior. Vegeta accepts this fact as a challenge, and realizes that his path is clear. He must train harder and defeat the Androids to become the ultimate Saiyan warrior.





# Piccolo™

TM

**T**he melancholy Namekkian has come full circle. Originally, King Piccolo was the embodiment of evil split off from Kami. It was the only way Kami could become the Guardian of Earth. The evil King Piccolo subsequently attempted to conquer the Earth but was eventually defeated by the young Goku.

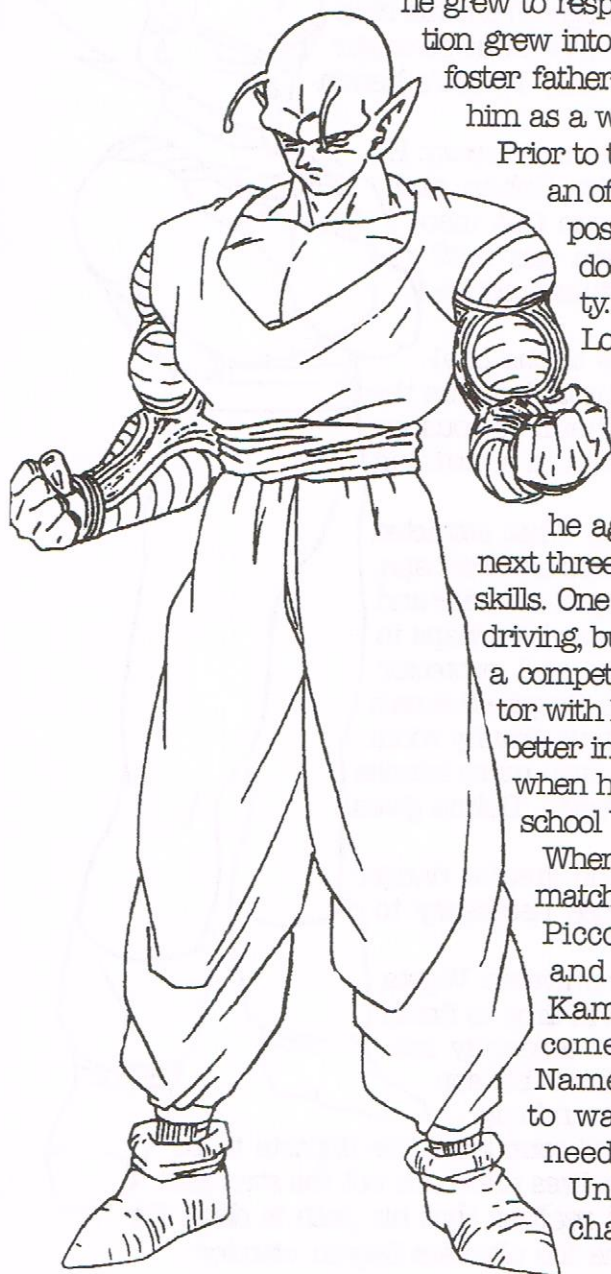
Before he died, the megalomaniacal Namekkian spit out an egg. The egg hatched and Piccolo was born. Piccolo was a new Namekkian, but retained an instinctual hatred of Goku. Eventually he grew to respect Goku. Respect grew into admiration, and admiration grew into friendship. Piccolo has even taken on the mantle of foster father to Goku's son, Gohan, protecting him and training him as a warrior during Goku's many absences.

Prior to the return of Garlic Jr., Kami approaches Piccolo with an offer: Kami knows he is getting old and offers Piccolo his position as Guardian of the Earth. Piccolo refuses. He does not feel ready and does not want the responsibility. The two part ways, but Garlic Jr.'s attack on Kami's Lookout soon brings Piccolo to Kami's, and the Earth's, defense. Although the pair work together to defeat the diminutive Garlic Jr., they once again part ways after the battle.

When Piccolo learns of the coming of the Androids, he agrees to help Goku train Gohan. The trio spends the next three years preparing, training intensely and honing their skills. One skill Piccolo never anticipated honing, however, was driving, but he rose to the challenge and saw driving school as a competition with Goku. Although he impressed his instructor with his quick learning and ability behind the wheel, much better in fact than Goku, he ultimately failed his driver's test when he and Goku abandoned their cars to save a crashing school bus.

When the Androids finally arrive, he finds himself out-matched. Android 18 defeats Piccolo with one punch. Piccolo knows that he cannot defeat the Androids, and he knows what must be done. He returns to Kami's Lookout. Piccolo feels that the time has come to merge with Kami and become the Super Namek, Guardian of Earth. Kami declines, wishing to wait and see if the drastic measure is really needed. Piccolo is outraged, but Kami stands firm.

Undaunted, Piccolo decides to wait for Kami to change his mind.



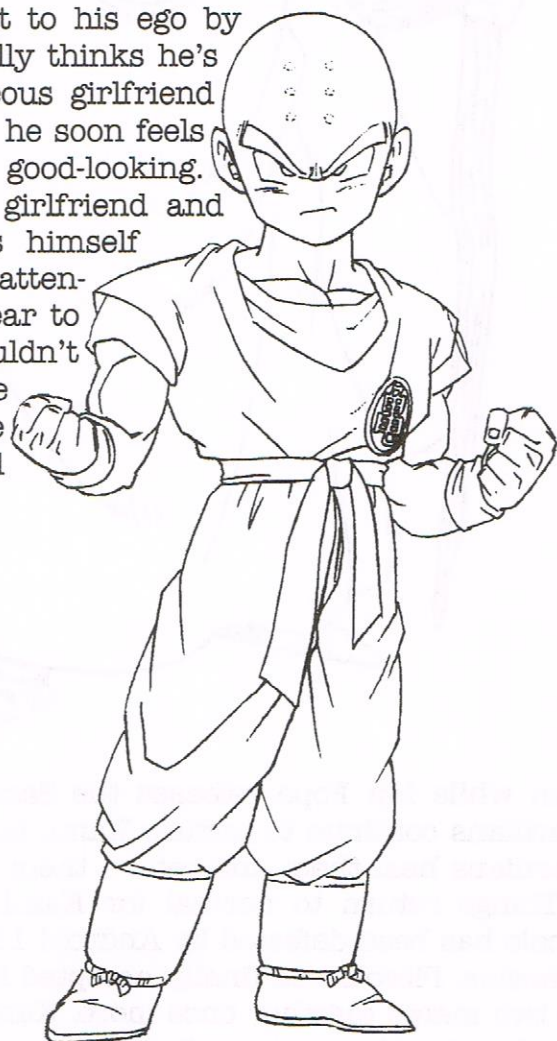


# Krillin<sup>®</sup>

**K**rillin is increasingly finding himself out of his league. The little guy has always had a problem with self-confidence, and hanging around super fighters like Goku, and now little Gohan, isn't helping him.

The opponents he finds himself up against don't exactly fill him with hope either. First it was Piccolo, then Raditz, Vegeta, and finally Frieza. His death at Frieza's hands was ultimate proof that he was out of his league. Now Krillin finds his own inner demons a greater threat than any Android. Despite reassurances from Piccolo to the contrary, Krillin thinks his fear and hesitation are a hindrance to the team. Indeed, against the Androids, Krillin is stricken with fear as he watches his friends swiftly taken out by the artificial terrors.

But no Android can match the blow dealt to his ego by Maron. With the beautiful Maron, Krillin finally thinks he's accomplished something. He's gotten a gorgeous girlfriend and is the envy of all his friends. Once again, he soon feels like he's out of his league. Maron's just too good-looking. He's constantly embarrassed about his hot girlfriend and feels like he doesn't deserve her. He finds himself unable to compete for Maron's affections and attention. It takes the lesson of the Mermaid's Tear to teach him that if she really loved him, he wouldn't need to compete. He summons up the courage to break up with Maron and lets her go. She immediately hooks up with another guy, and he knows it was never meant to be.





# Kami<sup>TM</sup>



**T**he aging Namekian knows his time is drawing to a close. Sensing this, Kami approaches Piccolo, offering his place as Guardian of the Earth.

Piccolo refuses. Kami returns to his Lookout to find it in the hands of the evil Garlic Jr. Kami won the Guardianship of Earth over Garlic's father many years ago, and the young Garlic Jr. wants the title for himself. Kami is no match for Garlic Jr.'s Spice Boys and is quickly imprisoned.

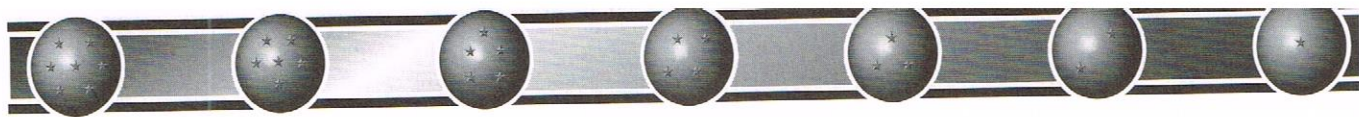
Kami is eventually freed and takes on a dangerous task in order to stop Garlic Jr. Kami and Mr. Popo travel into the depths of the Spirit World to release the Sacred Water into the Seven Winds and wake the Earth from the effects of the Black Mist. On the way, Kami faces his predecessors, the former Guardians of the Earth.

The former Guardians attempt to kill Kami for trespassing into their terrain. Kami chides them for not putting the Earth's interests over their own. Kami endures the pain of their attacks, distracting

them while Mr. Popo releases the Sacred Water into the Seven Winds. The former Guardians continue to torture Kami, but Mr. Popo convinces them to let him go. The Guardians heal them and return them to the real world.

Things return to normal for Kami. Then one day, years later, Piccolo returns. Piccolo has been defeated by Android 18 and knows he is no match for the cybernetic assassins. Piccolo has finally accepted Kami's offer. In addition, Piccolo demands that the two merge together once more. Kami agrees in principle, but wants to wait to see if such a drastic step is really necessary. Only then will he merge with Piccolo. Piccolo is at first angered, but accepts the decision and decides to wait.





# Mr. Popo<sup>TM</sup>

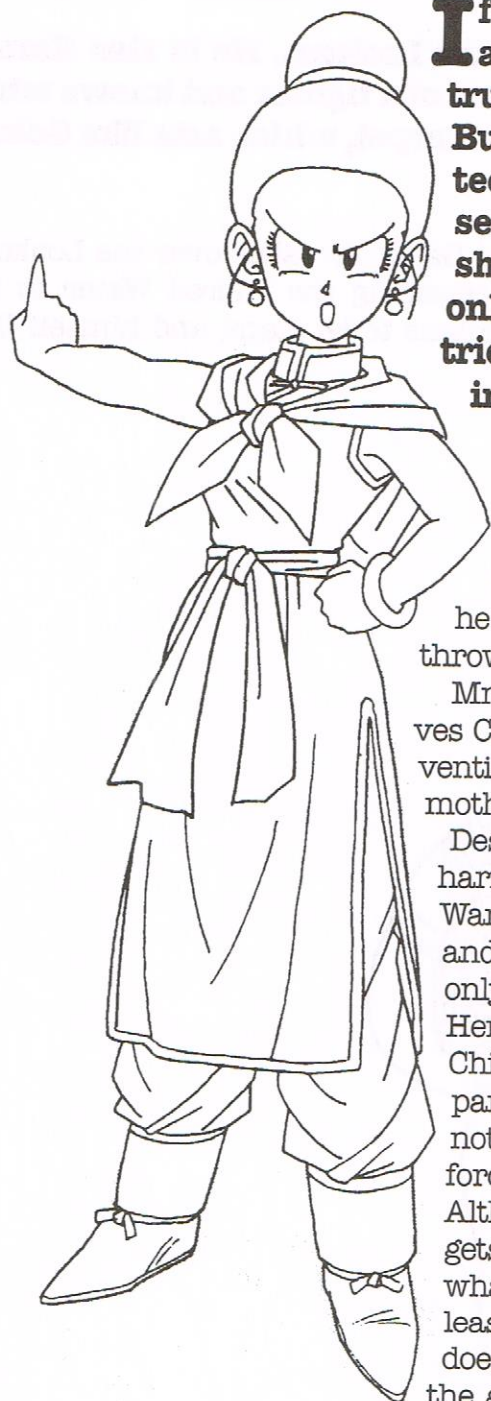
**M**r. Popo is a genie and caretaker of Kami's Lookout. He is also Kami's friend and attendant. Mr. Popo isn't much of a fighter and knows when he's outmatched. He can fly about on his magic carpet, which acts like Goku's Flying Nimbus for all game purposes.

Mr. Popo follows Kami into the Spirit World after Garlic Jr. takes over the Lookout. It is Mr. Popo who ultimately saves the day by releasing the Sacred Water to the Seven Winds and then convincing the former Guardians to let Kami and himself live.





# Chi Chi™



**I**f it weren't for Chi Chi, Gohan would be always getting into trouble. Well, that's not true, Gohan always gets into trouble anyway. But that doesn't stop Chi Chi from trying to protect her son and bring him up right. She may seem like a overly strict mother sometimes, but she has Gohan's best interests at heart. She only wants what's best for him. As such, she tries to keep Gohan home, away from the fighting, where he can study.

At one point, Chi Chi hires a tutor, Mr. Shu, to ensure Gohan receives a proper education. Mr. Shu, however, proves to be an intolerable taskmaster. Chi Chi can live with the idea of this stranger punishing her son for being impudent, but he goes too far when he insults Goku. After that mistake, Chi Chi personally throws him out.

Mr. Shu isn't alone in earning her ire, either. Maron drives Chi Chi into a flaming rage at one point. Only the intervention of Master Roshi and Yamcha prevents the warrior-mother from obliterating the bubble-head.

Despite Chi Chi's attempts to keep Gohan safe from harm, she can't stop him from joining the rest of the Z-Warriors when Frieza comes to Earth. She is suprised and delighted, however, when Gohan returns home not only alive, but with Goku, alive and well.

Her peaceful home doesn't last long. Goku convinces Chi Chi to allow Gohan to train with him and Piccolo to prepare for the Androids. Chi Chi reluctantly agrees, but not without great protest. She gets her due when she forces Goku and Piccolo to try to get driver's licenses. Although they fail to get their licenses, Chi Chi at least gets the satisfaction of making the two muscle-heads do what SHE wants them to do for once. Eventually, she at least does get a car, even if Goku can't drive. At least she doesn't have to outrun dinosaurs on the way home from the grocery store anymore.



# Master Roshi<sup>®</sup>

## Maron<sup>™</sup>

**W**hen the lovely Maron comes with Krillin to Kame House, Master Roshi must have felt like he had died and gone to heaven, again.

She's gorgeous with curves in all the right places. Her va-va-voom body sends Master Roshi into sukebe overdrive! He's always there for a covert glance or a surreptitious grope. Ultimately, Krillin decides to break up with Maron, and she leaves Master Roshi's life forever.

Or so he thought. Maron eventually returns looking for

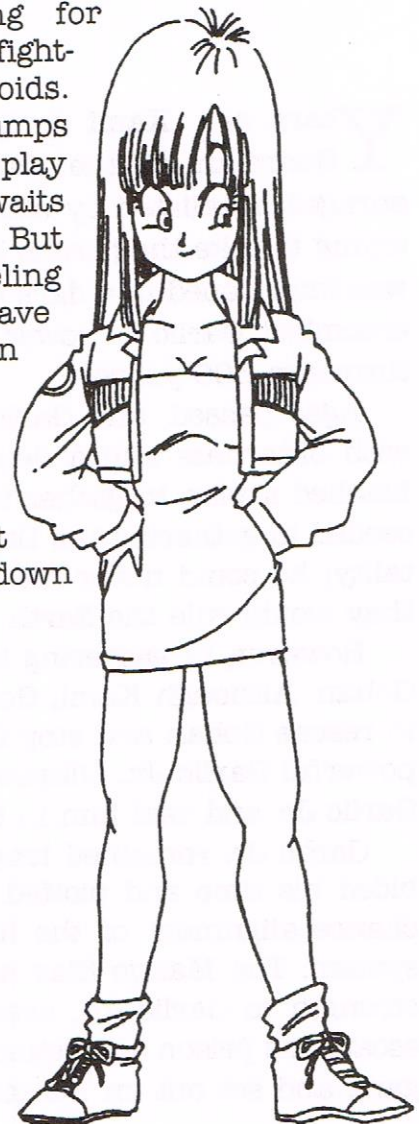
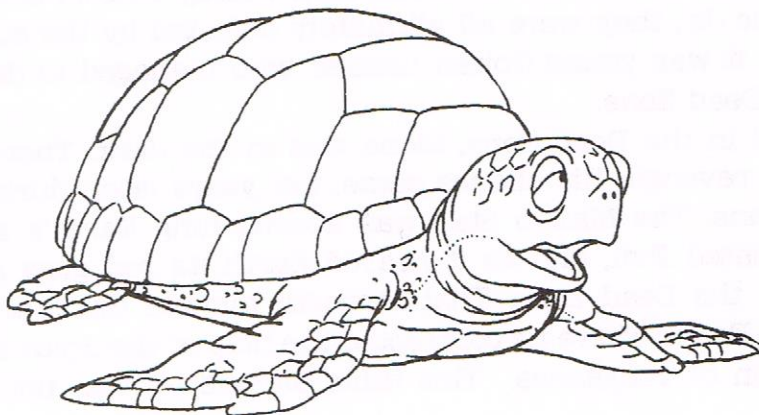
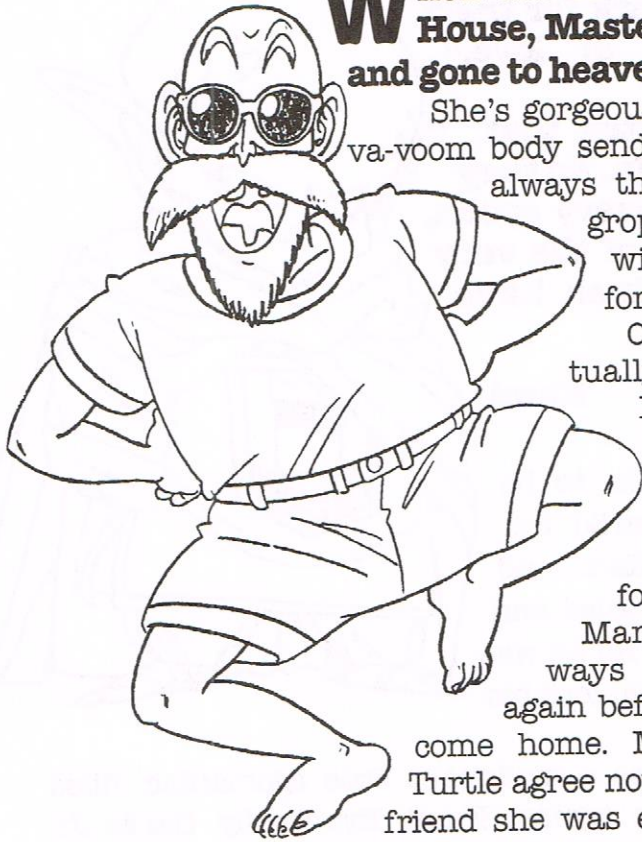
Krillin, who is off fighting the Androids.

Master Roshi jumps on the chance to play host while Maron waits for Krillin to return. But

Maron's free-wheeling ways cause her to leave again before Krillin can even

come home. Master Roshi and Turtle agree not to tell their short friend she was ever there. They

don't want to hurt his feelings any further by letting him know. It just goes to show that underneath the lecherous cantankerous exterior, deep down Master Roshi is a wise old teacher and good friend.





# Garlic Jr.

**"Garlic Jr. and his father seek only to destabilize. Their bitter pledge is to make Earth a home to the Serpent Race, a race of spirits who work for their own satisfaction, pride, and lack of love."**

**"They are blind. They have forgotten that they, too, play a part in the grand design. So they march, time and time again, through every epoch, doomed to fail, to become the victims of the very seeds of discord that they themselves have sewn."**

## Kami

**Y**ears ago, Kami competed with Garlic Sr. to be Guardian of the Earth. Kami won. Garlic Sr., enraged, retaliated by attacking the former Kami and trying to take the throne by force. Garlic Sr. failed and was imprisoned in a dark crystal for eternity. As he was entombed, Garlic Sr. vowed revenge. Kami would lose his throne in 300 years.

Ages passed, and Garlic Sr.'s son grew into a malignant little egomaniac, filled with bitterness and a desire to seek revenge against Kami. Eventually, Garlic Jr. hatched a plan to gather the Dragon Balls and wish for immortality. Garlic Jr. succeeded in gathering the Dragon Balls and received his wish. He was granted immortality; he could never die. Now he could defeat Kami and free his father. Together they would rule the Earth as father and son.

However, in gathering the Dragon Balls, he inadvertantly kidnapped the toddler Gohan. Although Kami, Goku, Krillin, and the then-still-their-enemy Piccolo arrived to rescue Gohan and stop Garlic Jr., they were all ultimately defeated by the super-powerful Garlic Jr.. Ultimately, it was young Gohan himself who managed to defeat Garlic Jr. and seal him in the Dead Zone.

Garlic Jr. remained trapped in the Dead Zone, alone and in the dark. There he bided his time and plotted his revenge. His chance came, ten years later, during a chance alignment of the heavens. The Makyo Star was approaching Earth's solar system. The Makyo Star emanated Evil, and as it neared Earth its red glow gave strength to Garlic Jr., even in the Dead Zone. That strength allowed Garlic Jr. to escape his prison and return to Earth. There he contracted the help of the Spice Boys gang and set out on his mission of vengeance. This time, Garlic's ire was not just





directed at Kami; he would destroy Gohan and Goku too.

Garlic's first task was to defeat Kami and take Kami's Lookout. Without Goku and the rest to get in his way this time, he found this task very easy. Second, he released the Black Water Mist upon the Earth, creating an army of evil zombie slaves to wreak havoc and destroy. Third, he used Kami's Magic Cauldron to try to capture Gohan, thus luring Goku in for a rematch. This time, the power of the Makyo Star would give him strength enough to defeat all his opponents.

Although Garlic Jr. was unable to capture Gohan, and Goku was in deep space and wouldn't be able to come to his aid anyway, Gohan came to Garlic Jr. willingly in order to stop him. With all his pieces in place, Garlic Jr. came very close to victory. Ultimately, the Black Water Mist was neutralized and the world returned to normal, but Garlic Jr. would still have his revenge. Garlic Jr. opened another portal to the Dead Zone in an attempt to banish Kami and Gohan and the others forever. This time, the Makyo Star gave him the strength to withstand Gohan's blasts. He would not be defeated so easily again. However, he was eventually thwarted when Gohan used his blasts to instead destroy the now dangerously near Makyo Star. The destruction of the star caused Garlic Jr. to lose his power and once again be sucked into his own Dead Zone. This time, with the

Makyo Star destroyed, he would be trapped forever.





# The Spice Boys

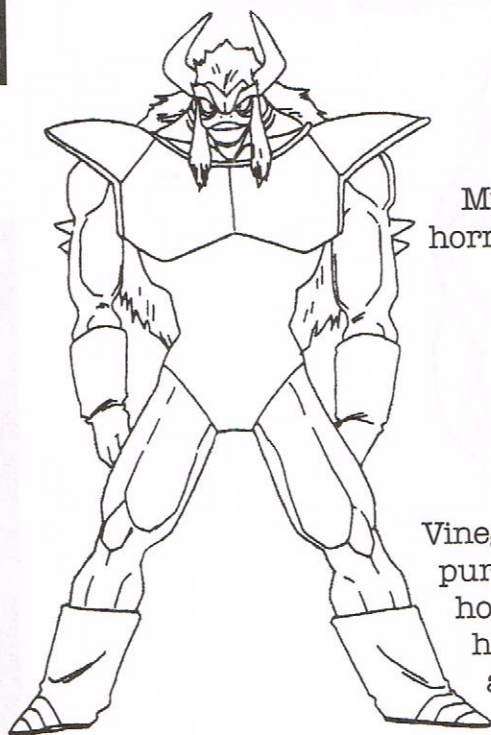
**G**arlic Jr.'s henchmen, the Spice Boys, are four motley alien fighters no doubt recruited from the seediest part of the galaxy. In fact, Garlic Jr. and Frieza probably recruit their help from the same agency. They are rude, mean, and not too bright and were probably hired on the basis of their names.

Spice™ is the leader and namesake of the team. He's a blue pretty-boy who seems to do most of the thinking of the group, which isn't very much.

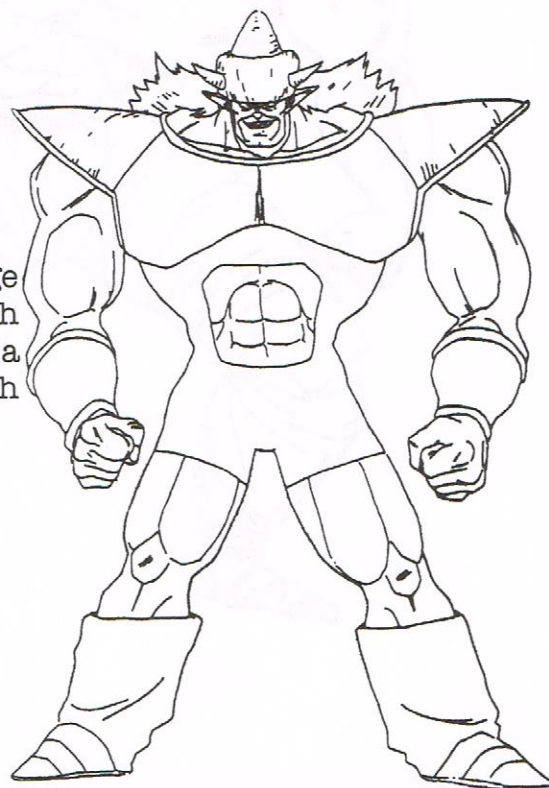
Salt™ is the red pipsqueak. What he lacks in size he makes up for in malevolence.



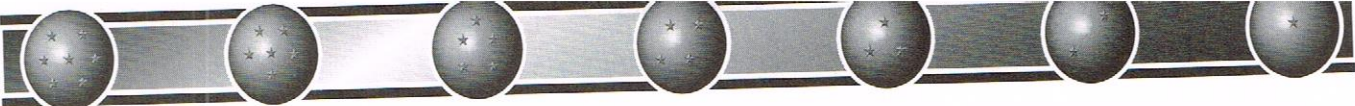
Mustard™ is big and brown with horns. He's a hulking brute.



Vinegar™ is the large purplish guy with horns. He's also a hulking brute with a short fuse.







# Former Guardians of the Earth

**T**hese mysterious shadowy figures live in the Spirit World, located deep within the bowels of Kami's Lookout. When a Guardian of the Earth chooses a successor, he leaves the land of the living to join his predecessors in this shadowy realm. There they spend the rest of eternity.

Living beings are not allowed in the Spirit World, and Kami and Mr. Popo were punished by the Former Guardians when they invade their realm when the two had to pass through in order to find the Seven Winds of Earth. The Former Guardians are vengeful and bitter, possibly as a result of eons of existence in the grim nether-plane. Over time, they forget what it was like to be alive. They forget their former existences and their duties as Guardian of the Earth.

It took Kami's forceful defiance, and a passionate plea for mercy from Mr. Popo, to remind the Spirits of their former lives. Once they regained their memories of their time as Guardians of the Earth, they undid their punishment and helped Kami and Mr. Popo return to the surface to stop Garlic Jr.

As beings of the Spirit Plane, it is unknown whether the Former Guardians of the Earth can be harmed or destroyed. They do seem capable of inflicting 100 dice immobilizing after-effect energy blasts, as well as erecting 10 dice crystal barriers. They also appear to float at about 10 Move. Little else is known about these mysterious hooded entities.



# Frieza<sup>®</sup>

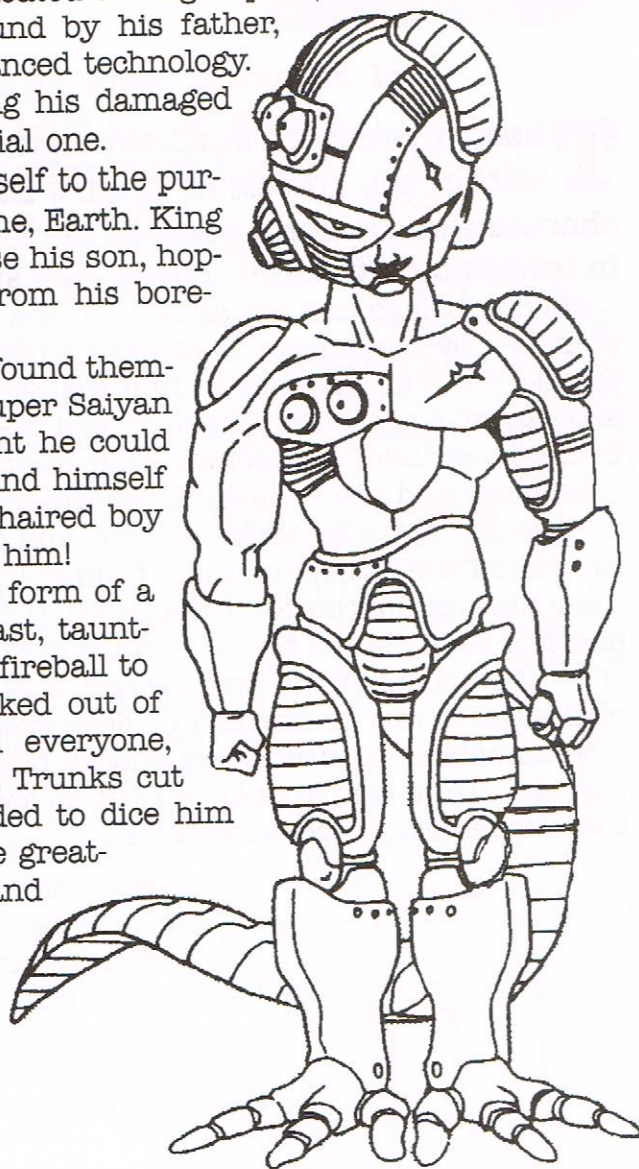
**A**gainst all odds, Frieza has survived the apocalypse on Namek. Nothing, however, could prepare the cold-hearted changeling for his swift demise at the hands of a young warrior from the future.

After the destruction of Namek, Frieza floated through space, dismembered and nearly dead. He was found by his father, King Cold, and revived using the most advanced technology. Frieza was saved with cybernetics, replacing his damaged body with a stronger, more powerful, artificial one.

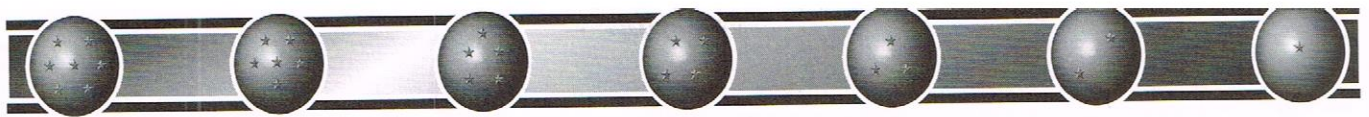
With his new lease on life, Frieza set himself to the purpose of destroying Goku and his adopted home, Earth. King Cold set course for the small world to appease his son, hoping for at least a momentary distraction from his boredom.

Arriving on Earth, Frieza and King Cold found themselves confronted by an impetuous young Super Saiyan named Trunks. At first, Frieza was confident he could make short work of the whelp. He soon found himself facing his greatest challenge as the purple-haired boy bested him at every turn, even toying with him!

Enraged, Frieza gave it all he had in the form of a giant fireball. Trunks simply caught the blast, taunting Frieza further. When Frieza caused the fireball to detonate, Trunks survived and simply walked out of the crater. What happened next surprised everyone, friend and foe alike. In the blink of an eye, Trunks cut Frieza in two with his sword, then proceeded to dice him like celery. Just like that, the reign of the greatest tyrant of the galaxy was cut short, and Trunks didn't even break a sweat.







# King Cold™

## Cold

**A**s father of perhaps the most ruthless dictator in the galaxy, King Cold has done it all and seen it all. His life is now one of boredom and decadence. He travels the galaxy searching for entertainment and distraction, but finds little interesting.

King Cold agrees to take his vengeful son, Frieza, to Earth in the hopes of some mild sport. To his amazement, his son is defeated in combat by an intriguing young mystery man. King Cold's interest is piqued. He engages the young man in banter, and eventually combat. He tests the young man, finding the extent of his power. He tricks the youth into giving up his sword, then turns it against him. To his further shock and surprise, the young man, Trunks, counters the trick and kills King Cold instead!

## Henchmen

Gathered from the scum of the galaxy, Frieza's henchmen are a polyglot mass of aliens, monsters, and weirdoes with only two things in common. They're thoroughly vile and they all work for Frieza. Many of them don't even have appreciable powers, relying on body armor, cybernetics, and energy guns to compete with the abilities of Frieza's more souped-up lieutenants.



# Android

# 20<sup>TM</sup>

**D**r. Gero was the Red Ribbon Army's greatest scientist. It was his twisted genius that provided the androids, giant robots, and weapons of destruction that fueled the Red Ribbon Army's conquest of the world.

After the Red Ribbon Army's defeat at the hands of the young Goku, Dr. Gero began plotting his revenge. Since all his robotic creations were ultimately bested by Goku, he would observe Goku over the years and build an android strong enough to defeat him. To this end, he constructed a small robotic ladybug. The ladybug followed Goku around for years, recording his actions, his training, and his battles. It watched his strengths and weaknesses. Dr. Gero lost track of Goku when the young warrior left the Earth to travel to the planet Namek. No matter. Dr. Gero had enough data to build his robots. He would just be sure that any robot he built would be more powerful than Goku could ever become.

Dr. Gero developed several plans for his Androids. He eventually decided to build his 16th plan. Android 16 was created for one purpose: destroy Goku. Unfortunately, the Android's single-mindedness prevented him from fighting anyone but Goku, so he shelved the prototype and moved on to his next designs. Androids 17 and 18 were similar models, built to complement each other in combat. He built these Androids with an unlimited power supply, capable of defeating any opponent. Their intelligence would be their greatest asset. These designs proved unreliable when their greater intelligence led them to rebel against Dr. Gero and their unlimited power supply made them hard to control. Dr. Gero shelved these units as well and moved on.

His next design, Android 19, was just what he wanted. It was powerful enough to destroy Goku, intelligent enough to be versatile but not too uppity, and its limited power supply meant that Dr. Gero could control it. Dr. Gero was so impressed with this design, he decided to build a model for himself.

Android 20 was the result, and Dr. Gero transplanted his own brain into the unit. Now he could face Goku himself, using this new body to take on his old nemesis face





to face once and for all.

What Dr. Gero couldn't foresee was Goku's amazing leap in power while away. How could he anticipate Goku becoming a Super Saiyan? Super Saiyan Goku made short work of Android 19 and would have beaten him easily were it not for Goku's heart disease. Goku fell to Android 19, but not because of the Android's superior fighting or ability to absorb power; it was Goku's own ailment that felled him.

After Vegeta easily destroyed Android 19 for Goku, Android 20, a.k.a. Dr. Gero, realized he was outmatched. His only hope was to reach his laboratory and activate Androids 17 and 18. This time he had a remote control to deactivate them, so he could keep them under control and crush these friends of Goku.

Although Android 20 was successful in activating his Androids, his remote control proved useless. Android 20 met his death at the hands of his own creation. In a fit of rebellion and insubordination, Android 18 killed his creator, stomping his brain into the ground.

But Dr. Gero's dream did not die with his body or his brain. His intense hatred for Goku lived on in his supercomputers, imprinted with Dr. Gero's own knowledge and memories. These computers would build other Androids, and would also release the greatest threat Earth's warriors have ever faced -- the horror of Cell.

## Android 19<sup>TM</sup>

**T**he doll-like Android 19, with its porcelain white skin and strange pudgy appearance, was almost the end of Goku.

At first, Goku seemed to have no problem defeating the rotund Android using his fists alone. However, once Goku's heart disease struck, the mighty Saiyan became tired and weak, and resorted to energy attacks. Android 19 was waiting for just such an attack and sucked up all of Goku's blast, adding the energy to its own. The Android assassin began to fight back hard against Goku, and only the timely intervention of Vegeta stopped it from finishing the Saiyan. Android 19 would have defeated Vegeta too, were it not for Vegeta's ripping the Android's arms out of its sockets. Left with no means of attack or of absorbing more energy, Vegeta made short work of the automaton, destroying it with his lethal Big Bang attack.

Android 19's chief weapon was its ability to absorb energy from its opponents. Dr. Gero changed from the constant power plant of 17 and 18 to serve two purposes: to ensure that the Android would be dependent on him for energy and thus easier to control, and as an ingenious defense against Goku's Kamehameha blast.





# Androids

## 17 & 18

TM

TM

**T**here isn't a more cold-blooded sociopathic killing machine than Android 17. His boyish appearance and bored demeanor hide his potential for great evil. His partner, the lovely Android 18, is as deadly as she is beautiful. Despite her cute appearance and small size, the blonde-haired female Android is more than a match for even Vegeta!

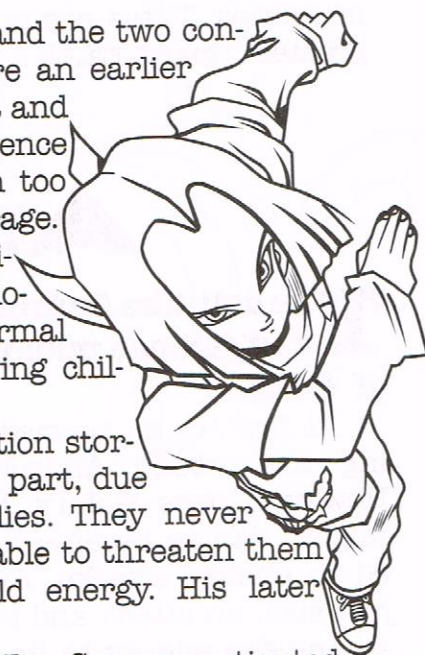
Android 18 was built as a matched set with Android 17 and the two consider themselves brother and sister. The two Androids were an earlier creation of Dr. Gero. They were created to be more intelligent and versatile than Android 16, but it was exactly this intelligence that led them to rebel against their creator. Thinking them too unreliable, Dr. Gero decided to place them in hibernation storage.

Like all the Androids, 17 and 18 are built as biotechnological constructs. They are neither wholly artificial nor wholly biological. They are indistinguishable in every way from normal humans. These Androids are even capable of conceiving children!

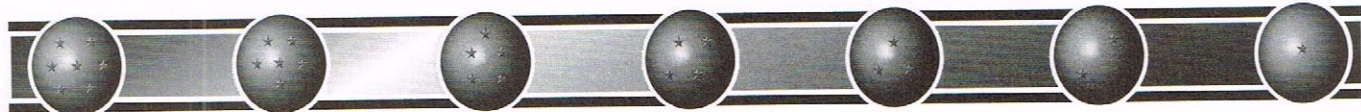
One of the reasons Dr. Gero put them into hibernation storage was his inability to control them. This was, in part, due to the fact that they had unlimited power supplies. They never grow tired nor have to recharge. Dr. Gero was unable to threaten them into subservience because he couldn't withhold energy. His later designs, 19 and 20, reflect this design lesson.

Later, after the destruction of Android 19, Dr. Gero re-activated Androids 17 and 18 in a desperate attempt to defeat the Z-Warriors. As soon as they were reactivated, however, they once again turned on their master. Dr. Gero threatened to use his remote control to activate the internal self-destruct bomb implanted in all Androids. 17 was undaunted and attacked anyway, crushing the remote control before it could be used and killing Dr. Gero with one kick.

Androids 17 and 18 then activate their predecessor, Android 16, in order to help them fulfill their programming to destroy Goku. Along the way, they find that they enjoy life and the thrill of being alive. They decide to take their time and have some fun. With Goku still incapacitated by his heart disease and the other Z-Warriors incapable of stopping them, can anything prevent these artificial terrors from fulfilling their mission?







# Android

# 16<sup>TM</sup>

**The hulking Android 16 was built for one purpose: destroy Goku. He will not deviate from his mission for anything, not even to fight anyone who tries to stop him.**

The giant Android was built by Dr. Gero for the sole mission of destroying Goku. Dr. Gero's programming was too specific, unfortunately, and his single-mindedness made him unversatile and vulnerable to attack from anyone not Goku. Dr. Gero sealed the powerful artificial assassin into hibernation storage and began work on his later models instead.

Years later, Android 16 was awakened by Androids 17 and 18 to help them track down and kill Goku. During his mission, Android 16 was introduced to the world around him. His growing awareness led to an appreciation of nature, especially birds, and he became increasingly frustrated at the constant interruptions to his enjoyment of nature.

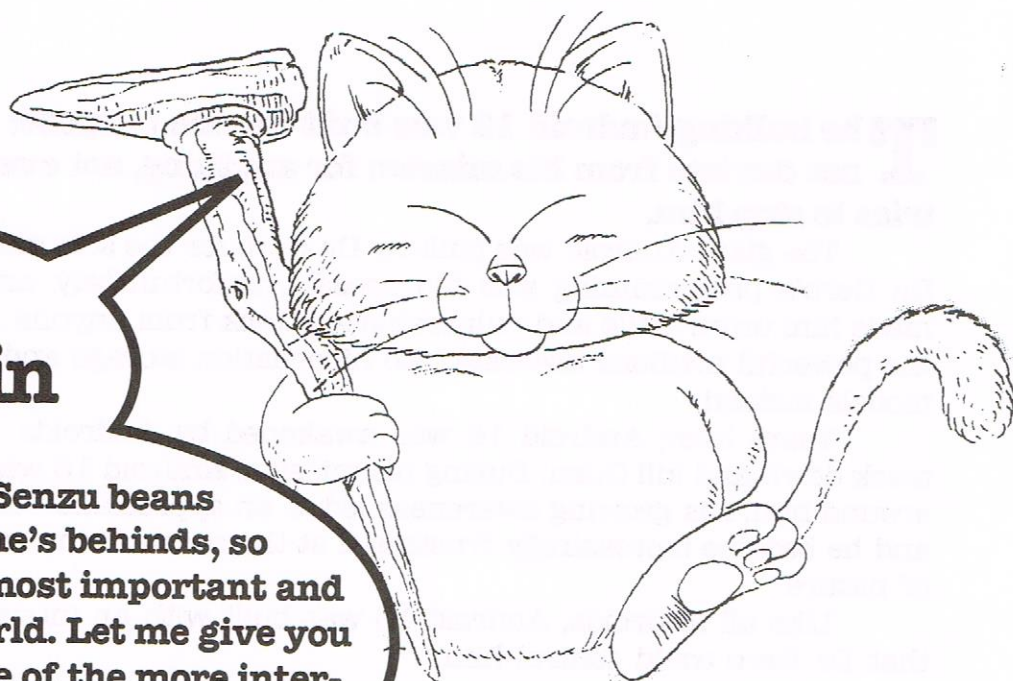
Like all Androids, Android 16 was built with an internal self-destruct bomb so that Dr. Gero could control him.



- The Makyo Star
- The Serpent Race
- The Dead Zone
- The Black Mist
- The Magic Cauldron
- Kami's Lookout
- Planet Yardrat
- The Future

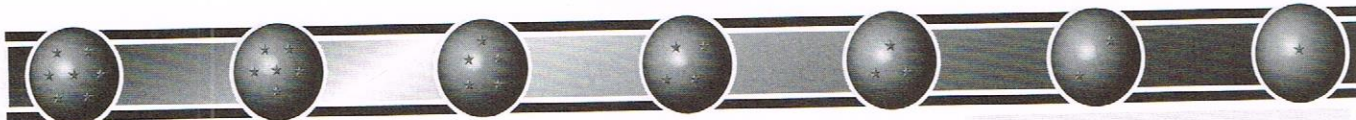
**Hiya,  
I'm Korin**

I grow the Senzu beans  
that save everyone's behinds, so  
I'm pretty much the most important and  
popular guy in the world. Let me give you  
the low-down on some of the more inter-  
esting stuff you can see around here  
in the



**DRAGON  
BALL Z®  
UNIVERSE**





## Makyo Star

**"Eyugh, I get the creeps just thinking about that ugly red star. Boy, am I glad it's gone."**

The ominous crimson orb known as the Makyo Star orbits the Earth's sun in a trajectory that brings it near Earth only every 500 years. Somehow, the star itself exudes evil. Its rays amplify the power of evil and evil tendencies in men. It also gives power to evil beings who draw on it for strength.

Luckily for Earth, the Makyo Star is destroyed by the young Gohan.

## The Serpent Race

**"Bunch of ugly toads with nothing better to do than to start fights and be mean."**

The Serpent Race are a race of evil beings who came to Earth from the Makyo Star 5,000 years ago. These evil beings thrive on chaos, anarchy, and hate. Wherever they go, they spread destruction and violence. Throughout time, they attempt to sow the seeds of discord and disruption over and over. Each time, their efforts are doomed by their own anarchy. Being anarchistic and disruptive, the Serpent Race find it difficult to work together or organize. Therefore, any gain they ever achieve is lost through their own bitter infighting and chaos. So each time they lose, but they are never permanently defeated. Over time, they regain their strength and the cycle of chaos and destruction continues.

### In Translation



#### The Evil Star

In Japanese, makyou translates as "the home of evil men."



The two most powerful representatives of the Serpent Race are Garlic Sr. and his son Garlic Jr. Garlic Sr. once challenged Kami for the position of Guardian of Earth but was rejected. Enraged, Garlic Sr. tried to take the throne by force. The former Guardian punished Garlic Sr. by imprisoning him in a dark crystal for eternity.

Years later, Garlic Jr. attempted to avenge his father's defeat. Twice he almost succeeded, but both times he was defeated and sentenced to the Dead Zone by the young Gohan.

All members of the Serpent Race are reptilian humanoids with ribbed bulbous heads, pointed ears, and small snouts. They all possess the power to switch to a more powerful Monster Form, a large muscular form with enhanced strength. See page 73 for more details.

## The Dead Zone

**"A terrible place to visit, and I sure wouldn't ever want to live there."**

The Dead Zone is an eerie pocket dimension completely devoid of light. Each person trapped in the Dead Zone finds himself in a personal hell, completely alone with no one to talk to and absolutely nothing to see or hear. Being trapped in the Dead Zone is a fate worse than death.

Garlic Jr. has the ability to open a portal to the Dead Zone, where he can trap his enemies. Unfortunately, the last two times he has done so, he found himself trapped in the lightless void instead.


The first time he was trapped, Garlic Jr. spent ten years in the void. Only the growing proximity of the Makyo Star to Earth gave him the energy to break free of its icy solitude. When he was once again trapped by his own devices, the Makyo Star had been destroyed. Now nothing can release Garlic Jr. from the Dead Zone, and with his immortality he will stay there forever, alive.

## The Magic Cauldron

Kami's Magic Cauldron allows him to see any place on Earth. Spice uses the Magic Cauldron to locate Gohan, though it takes him some time searching to find him.

In game terms, anyone using the Cauldron can find anyone they seek with a successful Mental + Mind + 3 dice vs. the target's Mental + Mind + 3 dice. If the person searching succeeds, they will see an image of the person they are looking for, as well as the





area around them. This image will tell them where they are. In addition, the user can use Mental Powers against the target as if they were looking directly at the target.

## The Black Mist

Garlic Jr. uses the vapor of the Black Water Mist to turn the population of the Earth into vampiric zombie slaves. Anyone who breathed the vapor grows sharp fangs and becomes enraged with destructive fury. The zombie-like trance causes the victim to attack and destroy anyone around them not under the mist's spell. If everyone around is infected, the victims then turn on each other, attacking the closest person and doing as much damage as possible.

The Black Water Mist is magical in nature. It spreads throughout the Earth, carried by the winds. Its magical nature makes it limitless, so even a small amount from a tiny vial is enough to billow out and encompass the entire planet.

It is possible to avoid the effects, as the Mist is only effective in its first wave. If the billowing wave misses you, you're safe. Gohan is saved from the Mist by being trapped in a cave as the wave blew past. Being underwater saved Krillin and Marron. Korrrin and Yajirobe were in Korrrin's tower, high enough above the Mist's wave to avoid its effects.

One can try to hold his breath to avoid the effects. Anyone who passes a skill test using Physical + Body vs. a difficulty of 22 is able to hold their breath long enough for the Mist to pass. Unfortunately, they're not out of the woods yet.

The second way to get infected by the Black Water Mist is to be bitten by someone already infected. The vampiric bite transfers the curse of the Mist to the victim. Apparently, Nameccians are immune to this bite, and it is unknown how other aliens might be affected. Garlic Jr. was unaware of this when Piccolo let himself be bitten and pretended to be infected in order to get close to him.

Only the Sacred Water can reverse the effects of the Black Water Mist. The Sacred Water has similar properties to the Black Water Mist in that a tiny amount can spread, in time, over the entire Earth. Unfortunately, if the Sacred Water isn't administered to the victims within 24 hours, the effects are permanent.



# Interior of Kami's Lookout

**The interior of Kami's Lookout is a bizarre twisty-turny realm of columns and ledges and corridors that would make M.C. Escher dizzy. Kami keeps many treasures inside his sanctuary. Both the Black Water Mist and the Sacred Water were to be found stored in its vaults.**

Deeper still, one can find the Spirit World, or at least access to it. The Spirit World is a dark dreary place that is home to the Former Guardians of the Earth. They protect their privacy and will punish any living being that intrudes into their realm.

The Spirit World is separated into cells or zones by glass-like partitions. These partitions are invisible, but they can be broken with enough force (Physical + Body vs. 22 to break).

At the bottom of the Spirit World is a portal to the Seven Winds of Earth. These winds criss-cross the globe. Anything released into these winds will cover the Earth in a few minutes.

## Planet Yardrat

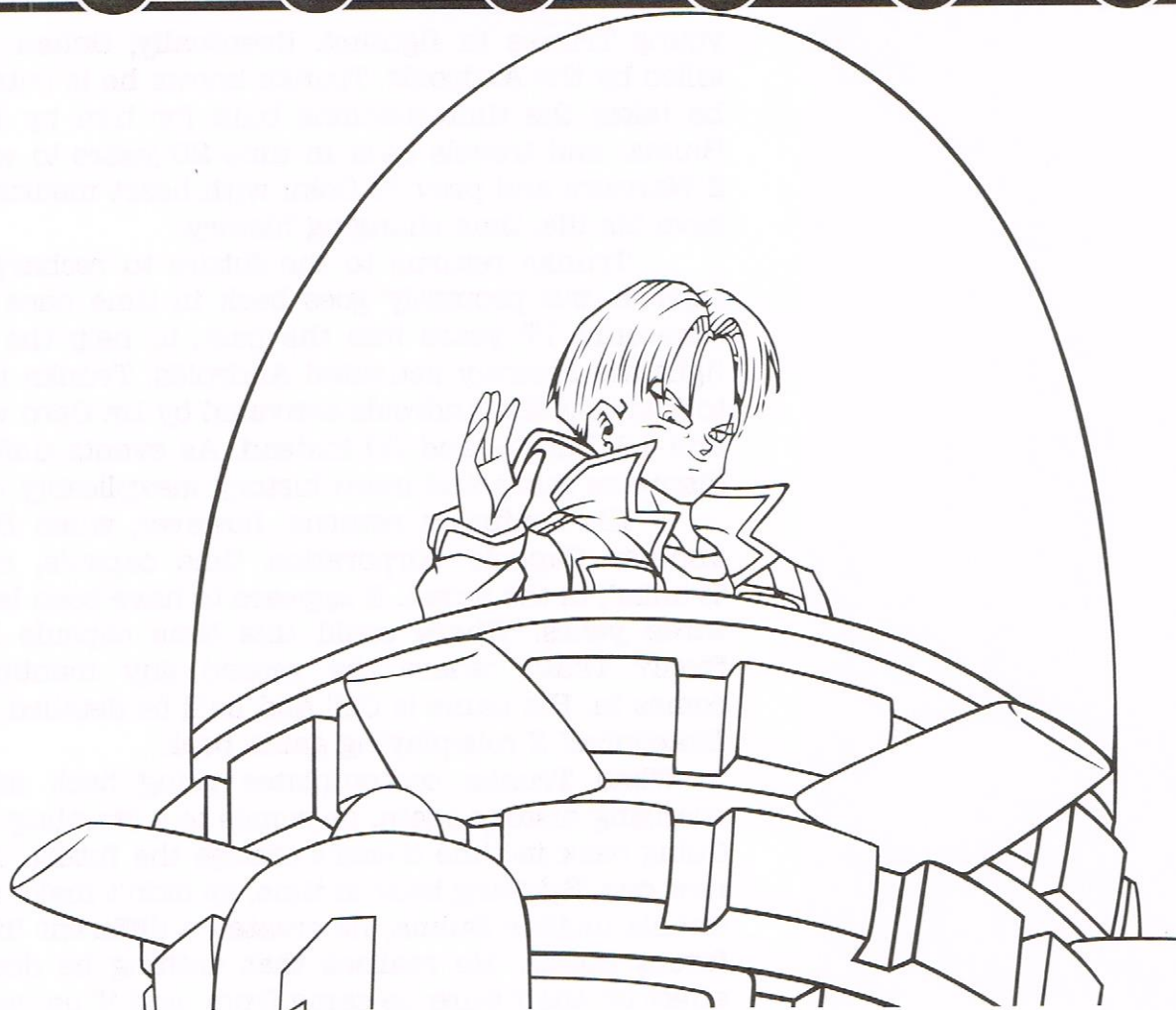
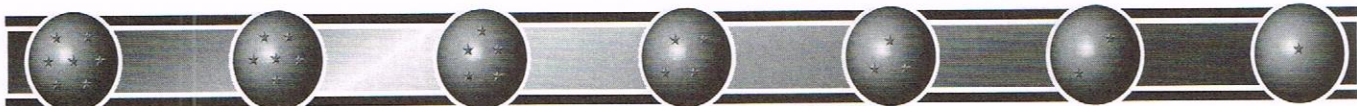
**"Goku says they're a nice bunch of fellahs, always willing to lend a hand."**

The Yardrats are a friendly race of aliens with large pinkish-purple bulbous heads covered in green splotches, pointy ears, bulging eyes, little catfish whiskers, and an odd fashion sense. The Yardrats are the ones who find Goku's crashed escape pod after the Saiyan barely escaped the destruction of the planet Namek. They nursed Goku back to health and helped him rebuild his escape pod to make it spaceworthy.

The Yardrats are physically weak and shouldn't be considered strong fighters, but they possess the unique and powerful ability to teleport to any point on the planet they wish. This technique is called "Instant Transmission" and can be learned by anyone with enough training. They teach Goku this technique while he is healing.

The planet Yardrat is covered by a green atmosphere with clouds. It has one moon. The surface of the planet, at least the part where Goku crashed, appears to be very rugged with deep canyons and tall spires of rock. The Yardrats live in the canyons and valleys, protected from the elements. Nothing is known of the Yardrat living accommodations or society.





## The Future

**"I have seen the future, and it's not very nice."**

The nature of time travel in Dragonball Z means that there can be any number of possible futures from which a time traveler can come. One guy can come back in time from a future where the Androids killed all the Z-Fighters and ran amok, while another guy can come back in time from a future where he killed the first guy and took his time machine before he could ever come back in the first place. Confused? You should be. It gets even more complicated when these people from the future start to muck with history.

The first guy mentioned is Trunks. He comes from a future, 20 years hence, tormented by the dangerous Androids 17 and 18. 17 years previous, these two Androids were activated by Dr. Gero and they promptly killed all the Z-Warriors except Gohan. Gohan grew up and trained the



young Trunks in fighting. Eventually, Gohan is, himself, killed by the Androids. Trunks knows he is outmatched, so he takes the time machine built for him by his mother, Bulma, and travels back in time 20 years to warn all the Z-Warriors and provide Goku with heart medicine that will save his life, thus changing history.

Trunks returns to the future to recharge the time capsule, but promptly goes back in time once again, this time only 17 years into the past, to help the Z-Warriors fight the recently activated Androids. Trunks is surprised to find that the Androids activated by Dr. Gero were not 17 and 18, but 19 and 20 instead. As events unfold, Trunks discovers more and more history inexplicably changed.

His confusion returns, however, when Bulma finds another Capsule Corporation time capsule, exactly like Trunks', in the forest. It appears to have been left there for three years. Where could this time capsule have come from? That's where the second guy mentioned above comes in. His name is Cell and he'll be detailed in the next *Dragonball Z* role-playing game book.


When Trunks contemplates going back in time and changing history again, he comes to a startling realization. Going back in time doesn't change the future, it creates a new one. By going back in time, he didn't make a better life for his mother Bulma, he created a different life for a different Bulma. He realizes that nothing he does has any effect on the future he came from, and if he used his time capsule to travel to the future, he would only return to his own time as he left it.

He realizes that his mother probably knew this when she built the time capsule. She knew that she could never improve her life or her world, but she knew that by sending her son off into the past she would improve some timeline, somewhere, for someone, and that made it worth the effort.

Time travel gets even weirder when you consider the super-villain Cell and what Trunks does in one of the movies. Just as Trunks comes from an alternate future where all the Z-Warriors died, Cell comes from an alternate future where he killed Trunks and took his time capsule back to the past. Then, just to make matters even MORE confusing, Trunks takes his time capsule back to his future, defeats the Androids plaguing his time, and then proceeds to kill the future Cell instead of the other way around!

On top of that, time travel is responsible for one of the great inconsistencies in the *Dragonball Z* universe: Trunks' sword. Future Trunks comes back in time with his





deadly sword and kicks booty, this we know. We learn, later, that Baby Trunks grows up, free of Android tomfoolery, and acquires his sword from a legendary warrior named Tapion in exchange for Goku slaying the monster Hildegarn. Okay, fine, Trunks now has his sword, right? Well, not right. This Trunks never travels back in time to fight the Androids. Meanwhile, Future Trunks didn't have a Goku to defeat the Hildegarn. So where did Future Trunks get his sword? Nobody knows.

### **Confused yet? You should be. Everyone else is.**

What does this mean for *Dragonball Z* player characters? This means that if the player characters managed to get their hands on a time machine and travel back in time, change events in the past, and travel back to the "present", nothing will have changed. They can go back in time, keep their parents from ever meeting, hop back into their time capsules and return to the "present", and everything will be hunky-dory. Characters with access to time capsules can use them to play out alternate resolutions to problems, going back in time and rehashing events any number of ways to see what the effects are. They can create an infinite variety of possible alternate pasts and not affect their "present" at all. Interestingly, it appears that characters can then travel to any point in that alternate history, possibly even right up to the alternate "present" or even into an alternate future. Who knows?

We know Trunks did it. He goes back in time 20 years changes the past so that all the Z-Warriors are prepared for the Androids. Then he returns to his future, where nothing has changed, mind you, to recharge his time capsule. Then he travels 17 years back into that alternate past. Not 17 years back into his own history where none of the Z-Warriors know the Androids are coming, but 17 years back into the CHANGED history. Couldn't he have, by extension, traveled back only 1 year into the changed history? Couldn't he have traveled back only 1 week or 1 day into the alternate history?

This also means that future characters and villains can come from any one of an infinite variety of possible alternate futures. The only stipulation appears to be that you can only go into an alternate timeline that you created.

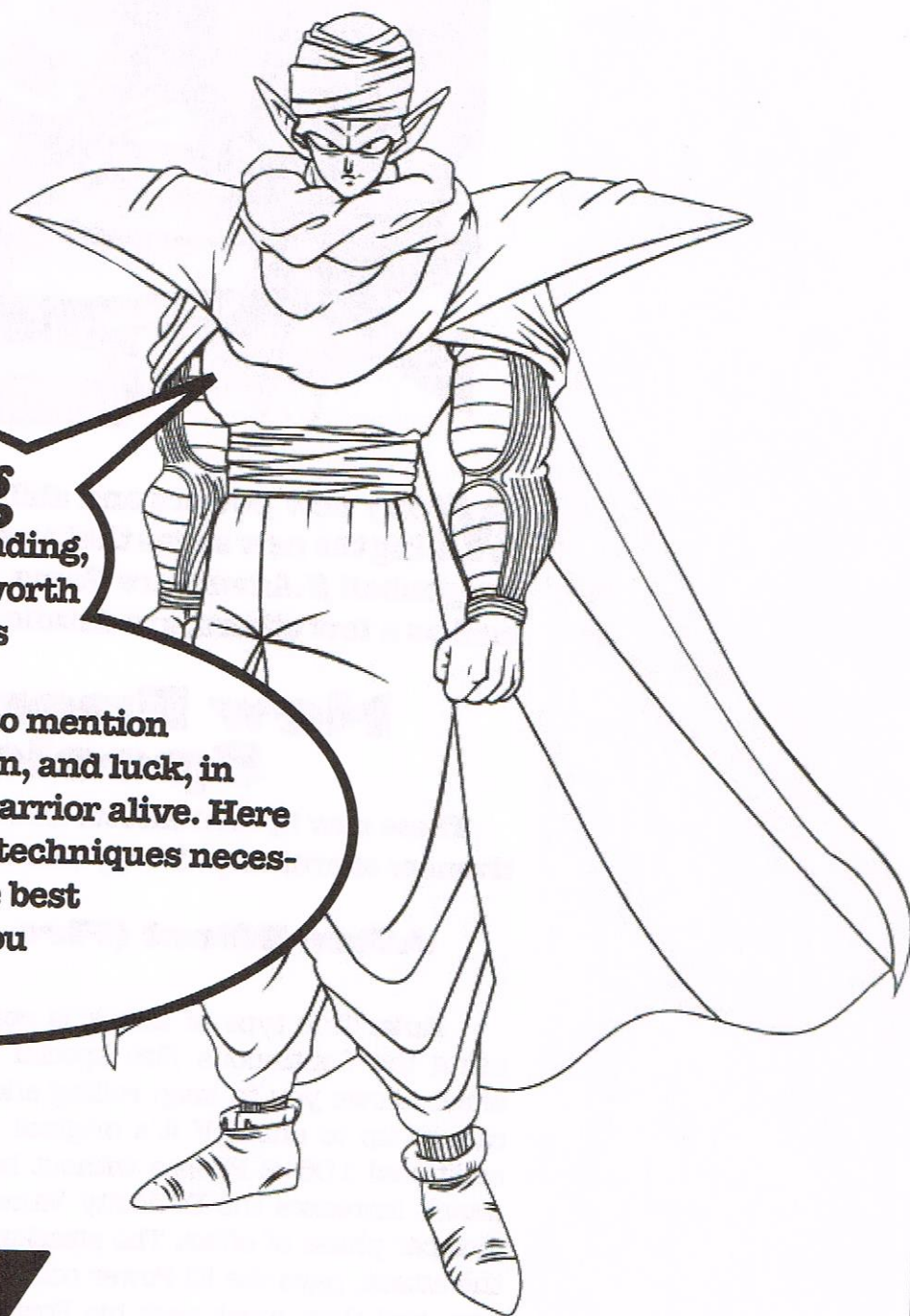
For example, if some alternate future Garlic Jr., one who



didn't get trapped in the Dead Zone but wound up conquering the Earth instead, managed to get a time capsule and travel back in time, he couldn't travel to the timeline we all know and love, the one where he WAS trapped in the Dead Zone, unless he, or someone from his own timeline, went back in time and altered the past so that he'd be trapped. At that point, he could travel at will throughout the, to him, "alternate" timeline where he was trapped.

Time travel paradoxes are a great plot device for game masters. They can use them to experiment with sweeping alterations to their game world, bring back long-dead characters, or even create evil alternate-universe twins of the player characters. It's best to keep time travel and its effects to a minimum, as the paradoxes and alternate timelines involved can be more headache than most gamemasters are prepared to deal with.





## **Training**

is difficult, and demanding,  
but the rewards are worth  
the effort. It takes

study

and practice, not to mention

courage, determination, and luck, in

order to be the greatest warrior alive. Here  
are some of the skills and techniques neces-

sary to be the best

warrior you

can be.

# **NEW POWERS & TECHNOLOGY**







**M**any new powers and abilities are observed during the new sagas that aren't covered in the basic *Dragonball Z Adventure Game*. These new powers, as well as a few others, are detailed below.

## New Energy Blast Special Effects

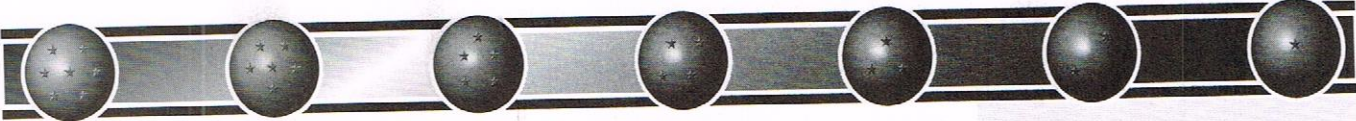
These new Special Effects increase the utility and effectiveness of ordinary Energy Blasts.

### After Effect (Fire, Neural Shock, Thorns, etc.)

**Rule:** This type of attack is really just a different way of using the Continuous Fire special effect (DBZF, pg. 85). The effect allows you to keep rolling additional damage. The attack can do up to one-half it's original damage each Phase for an additional 1D6+2 Phases without having to re-roll to hit. This attack increases the Difficulty Value of the Power by +1 per 5 dice per phase of effect. The attacker announces the strength of the attack, pays the Ki Power cost for the attack, rolls it's duration, and then must pass his Power skill test against the indicated Difficulty Value.

**For example:** Xoxox uses his Deadly Poison Attack against Silver. The initial attack does 200 dice damage, costs 200 Power, and has a Difficulty Value of 20. The attack will continue to do up to 100 dice damage each Phase for 1D6+2 Phases. Xoxox rolls a 3 for a total of 5 Phases. The total Maneuver will cost 200 Power and have a Difficulty Value of  $20 + (20 \times 5) = 120$ ! Xoxox better have a high Power Skill.





## **Immobilization (Webbing, Ice Blast, Sticky Goo, etc.)**

This new Energy Blast Special Effect causes the target to stick to one spot, unable to move or get away. The nature of the Immobilization varies. It can be ice forming around the target, purple energy, or in the case of the Spice Boys, red webbing. Whatever the description, the effect is the same, the target remains frozen in place.

**Rule:** To launch an Immobilizing Energy Blast, the attacker announces the dice of the attack and the strength of the immobilization. Each point of Immobilization Strength increases the Difficulty Value of the attack by 1. The attacker then pays the Ki Power cost for the attack and must pass his Power skill test against the indicated Difficulty Value.

When an Immobilizing Energy Blast hits the target, that target is stuck in place and cannot act. At the end of the Phase, after everyone has acted but before any else can act in the next Phase, the target must win a contested Physical + Body skill test vs. the Strength of the Immobilization + the Attacker's Power skill. Success indicates the target has broken free of the attack. Failure means the target is held in place for another Phase.

The target cannot attack or defend while immobilized. The Immobilizing effect can be attacked by other characters who are unaffected. If the Immobilizing effect takes its Strength x 10 Hits of damage, it is removed or destroyed. The Immobilizing effect takes any damage the held character takes as well.

The Immobilization effect will remain until either the attacker releases the victim, the victim escapes, or the Immobilization effect is destroyed.

**For example:** Mustard fires his Webbing attack at Mr. Popo. The attack causes no damage, but has +20 Immobilization Strength. The attack costs no Ki Power but has a Difficulty Value of 20. Mustard wins his attack roll and Mr. Popo is captured! At the end of the phase, Mr. Popo may attempt to break free, rolling his Physical 10 + Body 20 + 3d6 (11) vs. the Immobilization Strength 20 + Mustard's Power of 64 + 3d6 (10). Mr. Popo does not win and Mr. Popo remains ensnared in the sticky red webbing for another Phase!

## **Burning Attack (Trunks)**

Trunks' Burning Attack is a flashy yet weak technique. It is primarily used to distract opponents. It's a slow glowing ball that Trunks fires at his enemies. Trunks uses this attack against Frieza, making Frieza dodge out of the way.



Trunks then used the distraction to fly up and chop Frieza down with his sword.

**Rule:** The Burning Attack is basically a standard Energy Blast in the 50-100 dice range. Nothing special. However, it has the APPEARANCE of a high Power maneuver. In effect, it's Hide Power Level (see DBZF page 81) in reverse. You want your opponent to think the attack is more powerful than it really is, and hope he'll dodge. This trick comes automatically to any fighter with a Power Level of at least 300, assuming he is able to pass a Mental + Mind skill test versus a Difficulty Value of 18. This roll can be made at the start of each game session until successful. After that, the character may throw the attack at one Point Cost but say that the attack appears to be a higher Point Cost. The opponent can see through the ruse if he wins a contested skill test using Mental + Mind vs. the opponent's Mental + Mind. If he loses, he thinks the attack is the higher level and will react accordingly.

**Cost: None**

### **Monster Form a.k.a. Henshin (Serpent Race)**

The Serpent Race all have the ability to grow to monstrously muscular size. When "Monstered Out", they grow in height and strength.

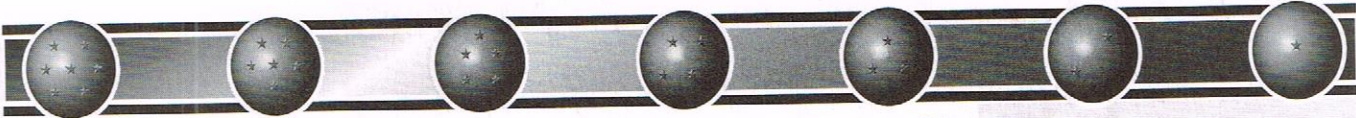
**Rule:** A Monster Form is a multipower form available to the Serpent Race and other aliens (at GM's discretion), such as the Spice Boys, that doubles the character's current Power Level, Defense, Hits, and Physical. The drawback is that the Monster Form lasts for only 1D6+10 Phases and requires a resting time of 1 hour between transformations. Monstering Out takes two Phases, during which the character cannot attack or perform any other action, although he can maintain any Deflection which was generated before the transformation. A character may not Monster Out unless his previous form has been depleted down to at least one-half its total Power Level or Hits.

### **Instant Transmission (Teleportation)**

The art of Instant Transmission, Teleportation by a different name, is used to travel great distances instantly. In order to use Instant Transmission, the character must be able to focus on a source of Ki power near the destination.

**Rule:** The character can travel instantaneously to any other place without being impeded by the intervening space or matter. In order to teleport, the character must spend the required Ki, then pass a Mental + Power skill test. The Difficulty Value is equal to the distance to the target in kilometers divided by





100. The Difficulty Value can be reduced by 1 for every 100 Power Level the target has.

**Cost:** 20 Power per 10 kilometers (5,000 Move).

**For example:** *Goku tries to teleport to Kame House. He focuses on Master Roshi. The distance is 5,000 kilometers, so the difficulty is 50. Master Roshi's Power Level of 400 reduces the difficulty by 4 for a total Difficulty Value of 46. The cost of the transport is 10,000 Power.*

## Androids

The Androids are the creation of Dr. Gero's mad genius. In his lifetime, Dr. Gero designed and constructed 20 individual Androids. Luckily, each was an individual creation. Dr. Gero was never able to mass-produce his anthropomorphic killing machines.

Most of Dr. Gero's Androids were built for the sole purpose of killing Goku. Goku was responsible for defeating the Red Ribbon Army, Dr. Gero's benefactors. Without the Red Ribbon Army, Dr. Gero lost his funding and the prestige that would have been his had they succeeded in taking over the world. Dr. Gero vowed revenge and set his life's work to destroying his nemesis.

The result is a series of lifelike or near-lifelike artificial humans that range from purely mechanical automatons to sophisticated combinations of biological and cybernetic parts. Some Androids aren't really androids at all, but are more like biomechanical constructs or clones.

Most of Dr. Gero's designs were not built in order, and some weren't even built in his lifetime. All of Dr. Gero's Androids except one are identified by a number, indicating the order in which they were designed, not necessarily the order in which they were built. The one odd Android is the most dangerous and unconventional design of all, Cell. Cell is the ultimate culmination of Dr. Gero's research, carried out by his computer after his death and activated in the future three years after Trunks goes to the past. Cell is so dangerous, and so important, that

### Android Powers and Abilities

All the Androids display great strength and fighting ability, though some display more than others. Since Androids are built using a combination of artificial and biologically human parts, they can heal and grow just like a human. Some Androids are capable of passing for humans in every way, including having the ability to eat and sweat. Although Androids can eat and drink to pass for humans, or simply-



to enjoy the sensation, they do not require food for sustenance. Instead, they run on internal power generators. Some Androids have built-in power generators with unlimited supply while others have limited power cells that require recharging. Both types of power supplies can only gather a limited of Power at any given time, limiting an Android's access to Power like a human fighter's Power Up.

The apparent age of an Android has nothing to do with its actual age. An Android that looks like a 4-year-old boy can be in actuality much older and smarter than an Android that looks like a 60-year-old man. Androids are unable to alter their shape or appearance without significant modification in a laboratory.

Despite being mostly biological, Androids cannot generate and use Ki like a human (or alien) fighter, though some models can capture Ki energy and convert it to power they can use. As such they do not register on scouters, nor will they alert anyone using the Read Ki power. Androids, therefore, cannot learn and use Ki Powers like human fighters. Androids are limited only to the weapons and defenses built into them, though it's entirely possible that Androids can modify themselves with new components if they desired.

Some of the Androids have demonstrated the following abilities. Human or alien fighters cannot learn these abilities. Only Androids may possess:

### **Hikou (Androids #16-20)**

Hikou is the Android ability to fly. This power is equivalent to Buukuu-Jutsu (DBZA pg. 95).

### **Barrier (Androids #17-#20)**

Most Androids are capable of erecting powerful force fields to protect themselves against energy attacks.

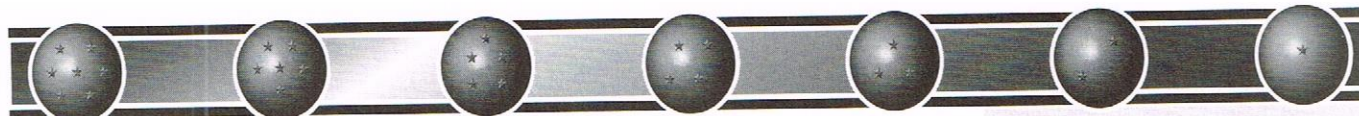
**Rule:** The Barrier is functionally identical to a Z-Warrior's Deflection (DBZA pg.91).

**Cost:** 10 Power per 10 dice deflected.

### **Absorb/Convert KI (Androids #19 and #20)**

Androids #19 and #20 were built with limited power supplies, forcing them to recharge to stay activated, this gave Dr. Gero power over them since he controlled the power supply. It also provided these Androids with an ingenious weapon, the ability to absorb energy through their palms and convert it to Power it can use. Dr. Gero thought so much of this ability; he decided to put his own brain into the body of one of these Androids.





**Rule:** Any time an opponent uses a Ki attack on the Android, the Android can absorb the Ki and turn it into available Power. There is no limit to the amount of Power an Android can absorb using this method, but the Android must be aware of and facing its attacker, and must successfully Block the attack at a -3 penalty. Alternatively, should the Android capture its opponent in a Hold maneuver, it can drain Ki from its opponent at a rate equal to its Power Up. Once the held victim is out of Ki, the Android can drain Hits instead, until the victim is dead.

Androids using either technique must still use their Power Up to access this Power, and they can only gather as much Power at any given time as their Power Up x5 before their capacitors max out.

**Cost:** None

**Example:** Android #19's Power Supply is getting low; it's down to 100 Power. Goku, suffering from his heart virus, fires a 1000 dice Kamehameha Blast in desperation. Android #19 successfully Blocks and delightfully absorbs the attack, adding 1000 Power to its failing supply. The evil Android now has 1100 Power available! Later, Android #19 grabs Goku in a Hold maneuver and begins absorbing his remaining Ki. Android #19 can absorb his Power Up in Ki per Phase.

### **Unlimited Power Supply (Androids #16, #17, and #18)**

The three Androids, #16, #17, and #18, were built with unlimited Power Supplies, enabling them to operate without stopping to rest or recharge. The powerful Androids, however, relied on Dr. Gero for nothing and were thus harder to control.

**Rule:** These Androids have the equivalent of an infinite Power statistic. They still have a Power Up statistic, which limits the amount of Power they can call upon during any given Phase. An Android can draw an amount of Power equal to their Power Up statistic per Phase by using a Power Up action (see DBZA pgs. 68 and 85). Androids can only gather as much Power as their Power Up x5 before their capacitors max out.

**Example:** Android #17 has an unlimited power supply and a Power Up of 6,000,000. He can Power Up each Phase for 5 Phases, but maxes out at 30,000,000.

## **Time Capsules**

As far as anyone knows, only one time capsule was ever built in *Dragonball Z*. Bulma built the capsule in an alternate future plagued by the destructive Androids 17 and 18. It



**Did all that make sense?**

**We didn't think so.**

was used by Trunks to travel back 20 years into the past - to warn Goku and change history. Trunks then traveled forward to his present to recharge the capsule, the back 17 years into the past to help the Z-Warriors face the Androids.

But wait! Wasn't the another time capsule discovered by Bulma hidden in the bushes at the end of the Androids Saga? Correct, but its the same time capsule. Are you confused? In order to explain, we have to dip a little into the next saga.

In an alternate future, Trunks helped the Z-Warriors defeat the Androids and, when he was done, he used the time capsule to defeat the same Androids in his future. Three years after that, a mysterious figure named Cell killed Trunks, stole the time capsule, and traveled back more than 20 years into the past. That's the capsule Bulma finds in the bushes. Unfortunately for Cell, Trunks learns from this and is ready. Not only does he defeat the two Androids, he defeats Cell as well.

It's possible that other people besides Bulma could make their own time capsules. Perhaps Dr. Briefs builds one in the future. Perhaps the Red Ribbon Army built one in past and has traveled into the future. Perhaps some kooky old guy with a long scarf takes a wrong turn and misplaces his magic time-traveling police box. Who know?

In case you want a Time Machine besides Trunks', you should use the Starship Construction rules in the Frieza Saga sourcebook (DBZF pages 74-77). Simply add Time Travel as an option to the list of extras available for a Starship on page 75 of DBZA.

Time Travel allows characters to travel forward or backward in time twice before recharging. This means one trip back in time and one trip home, unless there is a special recharging unit designed for your time machine at your destination. Otherwise, there is no limit to the number of years back or forward into time the time machine may travel. However, as a rule, the GM should set limits for his campaign. One handy trick is to roll a dice for every 100 or 1,000 years traveled (the exact time period depends on the GM and the campaign). If the die ever rolls a 1, the time machine breaks down, stranding the time travelers in a strange era.

## Magle Weapons of Your Very Own

Trunks uses a powerful sword given to him by the legendary warrior Tapion (we think; how Future Trunks actu-



ally got this sword is really still a mystery). Why should Trunks have all the fun? Face it, magic weapons are pretty cool, and lots of players will want one for their characters. Weapons are useful; they look cool and do extra damage. So why doesn't everyone have a weapon?

The biggest reason is that they are easily taken away from their owners. An unarmed opponent can always attempt to disarm an armed fighter with a successful Grab attack (see DBZA page 68, or check Grab in the New Rules section of this book). If successful, both combatants roll their Physical + Fighting + 3D6 and compare. If the opponent attempting to disarm the fighter is successful, the weapon is now in his hands instead of yours!

If a player still wants his character to have a weapon, he can spend Skill or Experience Points to purchase one, from the following list. It costs one Skill or Experience Point to purchase any weapon that does up to 4 dice of damage. Each additional die of damage costs an additional Skill or Experience Point. Therefore, a sword that does 6 dice of damage would cost the character 3 Skill or Experience Points. A character can purchase extra damage equal to his Physical. Therefore, if he has a Physical of 10, he can purchase no more than 10 extra dice damage for their weapon. Additionally, only a character with that Physical or higher can wield that weapon. For example, only a character with a Physical of 10 or better can wield the weapon mentioned above.

An exception, of course, is made for magical weapons or weapons of truly exquisite manufacture. Trunks' broadsword, which does 25+ dice damage, and Yajirobe's katana, which does +15 dice of damage, are both examples. These weapons are special creations, often magical, and should be very rare. As a result, weapons can be purchased that do extra damage in excess of their wielder's Physical. Each extra die of damage above the wielder's Physical costs the character 2 Skill or Experience Points.

For example Trunks, with a Physical of 20, could purchase a Broadsword that does 20 extra dice of damage for 17 Skill or Experience Points. The extra 5 dice of damage cost an additional 10 Skill or Experience Points, for a total cost of 27 Points. Only a character with a Physical of 20 or greater may wield this sword. Yajirobe couldn't even pick it up.

Yajirobe, with a Physical of 14, could purchase a Katana that does 14 extra dice of damage for 11 Points. One extra die of damage costs Yajirobe an additional 2 Points, for a total cost of 13 Points. Only a character with a Physical of 14 or higher may wield this katana. This means that if Yajirobe were ever to drop it, Trunks could pick it up with no problem.

## Type/ Extra Damage Dice/ Cost In Skill or Experience Points

Battle-Axe .....	6 / 3
Broadsword .....	4 / 1
Club .....	1 / 1
Dagger .....	1 / 1
Hand-Axe .....	2 / 1
Knife .....	1 / 1
Javelin .....	2 / 1
Mace .....	5 / 2
Polearm .....	5 / 2
Quarterstaff .....	3 / 1
Rapier .....	3 / 1
Saber .....	3 / 1
Spear .....	2 / 1
Short Sword .....	2 / 1
Whip .....	1 / 1
Cyber-Hand-Blades .....	3 / 1
Energy .....	4 / 1
Monoblade .....	2 / 1



**Hey!**

**This is Master Roshi. I wanted to give all you aspirin' young Masters a few pointers so you can improve your style. What? How can I help? Lissen, sonny, I've been showing people how it's done since before you were born!**

**So go put this turtle shell on and shut up!**



**NEW  
RULES**





**T**he rules as presented in the *Dragonball Z Adventure Game* are simple, fast-paced, and fun. They provide everything you need to take on the bad guys and save the world. However, we couldn't anticipate every event that might happen in a game, and we had to leave out a bunch of stuff to keep the rules short and sweet and simple. What follows are some useful additions to the rules that cover sagas actions and events seen during these parts of the Sagas.

### **Impaling and Severing**

As gruesome as the thought may be, there are several instances in *Dragonball Z* where someone really gets nailed and winds up with a big hole in their body or missing a limb. Krillin gets impaled by Frieza, Yamcha gets reamed by Android 20, Android 19 gets his arms ripped off, heck, Gohan flies RIGHT THROUGH Garlic Jr!

Getting impaled or losing a limb is more than just your run of the mill cut, abrasion, or broken bone. It's serious! You're missing a part of your body and it's not coming back!

To simulate this in *Dragonball Z*, whenever someone suffers more than their total starting Hits in a single blow before Defense, the attack either plows right through them or cuts off a limb. The nature of the attack determines which. A punch isn't going to sever a limb and a big axe isn't going to impale anybody.

On top of that, it's going to take weeks to recover your lost Hits (see DBZA page 70). A Senzu Bean, Magical Healing, or Cybernetics are a quick way to recover those Lost Hits.



## Alternate Turn Order

If the normal rule for determining turn order is too predictable, there are several alternatives.

One other way is to compare all the characters' Mental + Mind skill + 1D6. Or compare the characters' Combat + Fighting + 1d6. Another way would be to compare Mental + Combat.

It's ultimately up to the game master. Players don't get to make that kind of decision.

For example, Lady Ninja attacks Tac Eon with her sword. Lady Ninja does 33 dice damage with her sword for a total of 116 Hits of damage. Tac Eon has a Defense of 50 and 100 Hits. 116 is greater than his Hits, so although he has 34 Hits left after his Defense is subtracted from the damage, the total damage was higher than his starting Hits. The GM rules that Lady Ninja's attack takes off his Tac Eon's hand at the wrist!

In another example, Silver attacks Xoxox with her Heavenly Thunder Spear. Silver does 32 dice of damage with her spear for a total of 112 Hits of damage. Xoxox has a Defense of 55 and 110 Hits. 112 is just barely higher than 110. Although he will have 53 Hits left after his Defense is subtracted from the damage, the total damage was higher than his starting Hits. The GM rules that Silver's Heavenly Thunder Spear goes right through Xoxox and comes out the other end!

This rule is up to GM's judgement as sometimes it might be easier to cut something off, or harder. There's no way Yajirobe's 55 dice attack, which averages 192 points of damage, is going to sever Vegeta's tail in Oozaru form if Oozaru Vegeta had 1500 starting Hits. In this case, Akira Toriyama, as GM, simply ruled that Yajirobe's attack cut off Vegeta's tail without meeting the requirements. He's the GM, GM's can do that.

## Abort Maneuvers

The rules for determining turn order in Dragonball Z are draconically simple: Whoever has the higher Mental goes first. Unfortunately, the Anime is filled with examples of people acting out of turn and doing things when it was least expected.

To simulate this, we introduce what's called the Abort Maneuver. Abort Maneuvers allow a character to act out of normal turn order in order to perform a defensive or dramatically appropriate action.

Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, Dive For Cover, or even certain Powers used defensively) using their upcoming action. Characters continue to do this defensive action until they can act again in the next Phase.

Abort Maneuvers can only be called before the attacking player has rolled any dice for his action. Abort Maneuvers can also be used to intercept an attack intended for another target, such as Krillin taking Garlic



Jr's blast intended for Gohan.

For example, Lady Ninja is fighting Bugaloo. Lady Ninja has a Mental of 5, Bugaloo has a Mental of 3. Lady Ninja fires a 'Focused Chaos Beam' at Bugaloo. Since Bugaloo hasn't acted yet this Phase, he aborts his upcoming action in order to fire a 'Electro Mega Counter-Blast' to counter Lady Ninja's beam. Bugaloo rolls first to manifest the power, then rolls to attack, rolling a 25. Lady Ninja then rolls her attack. If she rolls less than Bugaloo (24 or less), Bugaloo's beam hits hers and acts like a deflection (see Counterblasts in the Frieza Saga). If she rolls the same as or higher than Bugaloo (25 or more), she fires her beam first and hits Bugaloo before he's ready.

## Vehicle (Driving/Piloting) Rules

Lookout! Goku's taking his driving test! That's right, it's time to learn how to drive. Although it's rare, vehicle chases and vehicle-to-vehicle fights do happen in Dragonball Z, especially if your adventures involve the Red Ribbon Army.

Driving a vehicle in *Dragonball Z* is performed just like any other skill or action. Whenever a character performs a risky maneuver like jumping a drawbridge or doing a loop-de-loop, they have to pass a Skill Test using their Combat + Control skill vs. a difficulty set by the Gamemaster.

### TYPICAL CONTROL SKILL DIFFICULTY VALUES

Screeching to a halt without flipping...	10
Popping a Wheelie.....	14
Driving up into a moving trailer via a lowered ramp...	18
Going up on two wheels to squeeze down an alley..	22
Jumping a dry creek bed or raised drawbridge...	26

Not all vehicles are created equal. Some are nimble little sports cars, others are giant lumbering dump-trucks. It is easier to perform daring maneuvers in a nimble sports car than it is in the lumbering dump-truck. To reflect this, the character's Action Total is modified by the vehicle's Maneuver Value. A vehicle's Maneuver Value ranges from a nimble -1 to a sluggish -10. Special vehicles like mind-controlled space ships or giant robots might even have a positive Maneuver Value from +1 to +3.

Whenever a character attempts a dangerous maneuver in a vehicle and fails, it usually crashes. Some vehicles can take the punishment, a tank for instance, while others will crash and burn, such as a tiny sub-compact car with a hatchback. To reflect this, vehicles have Points and Armor. Points are similar to a character's Hits, but operate on the principle that 1 Point = 1 die of damage (see page 90 of

## New Skill: Control

Control skill covers all forms of driving and piloting. It's an oversimplified catch-all, we know. No one who learns how to drive a scooter will know how to pilot a 747. If you, as game master, wish to expand the skill to cover different types of vehicles such as aircar, jetscooter, and space fighter, you are free to do so.



## Typical Vehicles in Dragonball Z

Vehicle	MV	Armor	Points	Top Speed
Motorcycle	-2	2	5-7	200 kph (80 Move)
Jeep/Small Car	-4	2	10-12	150 kph (60 Move)
Medium Car	-5	3	13-14	200 kph (80 Move)
Truck	-6	3	15	150 kph (60 Move)
Train	-10	16	15 per car	100 kph (40 Move)
Small Helicopter	-3	2	12	250 kph (100 Move)
Private Jet	-5	14	18	1,000 kph (400 Move)
Small Fighter Jet	-3	14	17-19	2,400 kph (1,000 Move)
Cargo Jet	-6	14	10	1,000 kph (400 Move)
Armored Personnel Carrier	-7	14	18	150 kph (60 Move)
Main Battle Tank	-5	17	20	60 kph (25 Move)
Mini-submarine	-6	14	20	25 kph (10 Move)
Red Ribbon Army Giant Robot	-4	15	30	50 kph (20 Move)
Destroyer	-8	14	40	60 kph (25 Move)
Cruiser	-9	16	60	60 kph (25 Move)
Submarine	-8	17	100	50 kph (20 Move)
Aircraft Carrier	-10	17	300	60 kph (25 Move)

DBZA) while Armor works just like a Deflection, negating dice of damage.

Likewise, any character riding inside the vehicle receives the benefit of the vehicle's armor. Any damage intended for the character that gets past the vehicle's armor has a 50% chance of injuring the character or damaging the vehicle.

For example, an 20 dice Energy Blast is aimed at a character riding inside a Medium Car. The car's armor reduces that amount by 3 dice. The remaining 17 dice of damage has a 50% of going to the character or damaging the vehicle.

Most personal vehicles in Dragonball Z are flying versions of normal ground vehicles. For example, Yajirobe owns a flying aircar. Bulma has access to any variety of flying jetscooters. Some of these vehicles have no limit to how high they can fly, like Yajirobe's Aircar, yet others are limited to only a few meters above the ground, such as the hovercars that Gohan and Piccolo take their driver's tests in.

These flying vehicles are, for all intents and purposes, the same as ordinary ground cars except for the altitude at which they can fly. It is up to the Gamemaster to determine whether a car or motorcycle is ground-based only, can hover a few meters above the ground, or has an unlimited altitude ceiling.

Weapons can be mounted on vehicles, and often are in Dragonball Z. Whether they are missiles launched from a fighter jet, machineguns mounted on a Jet-Scooter, or big Battleship guns, all sorts of weapons can be mounted on all sorts of vehicles.

Weapons on vehicles must be either fixed-forward, turreted, or hand-held. Fixed-forward weapons only point where the vehicle is pointed, therefore the pilot uses his



Combat + Control skill, reduced by the vehicle's Maneuver Value, to fire the weapon. Characters firing fixed-forward weapons can fire while piloting or driving.

Turreted weapons can point in any direction to fire, but require a dedicated gunner separate from the pilot. The gunner uses their Combat + Weapons skill to fire the weapon.

Hand-held weapons can fire in any direction like a turret, but can be fired by the pilot using the pilot's Combat + Weapons skill, reduced by the vehicle's Maneuver Value. Hand-Held weapons can only be used by giant robots or mecha.

The Difficulty Value to shoot another vehicle is equal to that vehicle's driver/pilot's Combat + Control + 3 (six-sided) dice, reduced by the vehicle's Maneuver Value.

## Temporary Boosts

Sometimes, a character in the Sagas might display a temporary boost in characteristics, skills, or Power Level. Often, these boosts are due to extreme anger or times of great stress, or are often just unexplained. These temporary boosts go away immediately and might never be seen again. This usually happens after the character has been beaten on pretty badly, and when things look their most grim, the character makes an amazing comeback!

To allow for this, Gamemasters are encouraged to give their players temporary awards of Power Level or Hits. These boosts are not permanent, and the benefits go away as soon as a certain criteria are met, such as defeating a foe or falling unconscious, whichever comes first. Temporary Boosts should only be given if the player has done an outstanding job role-playing his character, but he's about to lose anyway. This can often happen as a result of the Gamemaster overestimating what the character is capable of.

A simple award of 1000 to 10,000 Temporary Power Level is often enough to turn the tide of battle back in favor of the player character.

Gamemasters are discouraged from abusing this gift. Over-use and the players either become spoiled, expecting an easy victory, or become angry at the Gamemaster for throwing the fight.

One good example is Goku's fight with Frieza. Somehow, Goku was able to perform the amazing Kiai Ken x20 in his fight with Frieza, gaining enough Power Level to become a Super Saiyan. According to the rules, a Kiai Ken x20 would cost Goku over 15 million Health! Where did Goku get this Health? He didn't. He was given a Temporary Power Level Boost by his GM. In other words, no game mechanic can

## Vehicle Weapons Damage

Light Rifle	7 dice
Heavy Rifle	8 dice
50 Cal Machine Gun	10 dice
Man-portable Howitzer	11 dice
Portable Laser Cannon	12 dice
15 mm Cannon	12 dice
20 mm Cannon	13 dice
Railgun, 30-50 mm Cannon, Lt. Beam Gun	14 dice
60-80 mm Cannon, Rocket Pod	15 dice
90-100 mm Cannon, Machine Cannon	16 dice
120-140 mm Cannon, Beam Cannon	17 dice
150-200 mm Cannon	18 dice
Hvy. Autocannon, Missile Pod	
Hvy. Beam Gun	19 dice
300 mm Cannon	20 dice
Hvy. Beam Cannon	21 dice
Artillery Cannon, Mecha Howitzer	22 dice
Large Artillery Cannon, Mega Beam Cannon	23 dice
Battleship Cannon	24 dice
Cruise Missile, 18 in Battleship Cannon	25 dice



simulate Goku breaking the rules and trading Health he doesn't have for that much Power. Akira Toriyama, as the Gamemaster, simply gave Goku a spot boost in Power Level, allowing him to become a Super Saiyan. GM Toriyama might exact a price for this gift later, either in Experience Points or having Goku's player wash his car.

Also don't forget the role-playing possibilities of unexplained boosts. Why not make the players wonder and lead into greater mysteries? Perhaps a rather average player or NPC (of at least partial Saiyan origin) goes Super Saiya out of nowhere in order to rescue another character. Is this the first sign of a long-held secret affection, or just a sign that the rescuee is secretly his mother who, in the future, will send him back to save the world?!

## Grabs and Holds

**Here is some information on how to make grabs, holds and pins more effective in your Dragonball Z saga.**

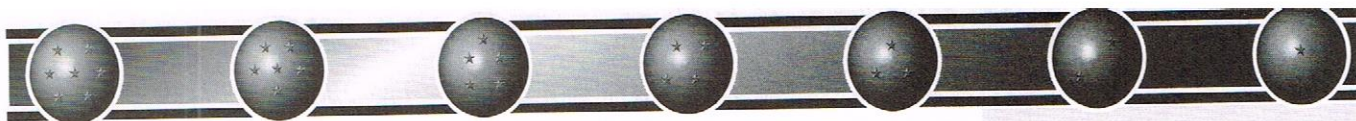
### Grab

A basic grab is reaching out with your hand(s) and clutching your opponent, either around the chest or around an appendage like a leg, ankle, wrist, or arm. A Grab can also be used against an opponent's weapon, loose clothes, or any device they might be holding. To resolve a Grab, the attacker must pass a skill test using  $\text{Combat} + \text{Fighting} + 3d6 - 2$  for the AT vs. a DV equal to the defender's  $\text{Combat} + \text{Fighting}$  (Weapon is grabbing an item)  $+ 3d6$ . If the attacker wins, the defender's appendage or item is grabbed. The defender may immediately try to break free. To break free, the defender must pass an opposed skill test using  $\text{Physical} + \text{Body} + 3d6$  vs. the attacker's  $\text{Physical} + \text{Body} + 3d6$ . If the opponent wins, he breaks free of the Grab. If the attacker wins, he has hold of the opponent at the beginning of the next action or phase, or, if he was grabbing an item, has wrested the item away from the opponent.

If the opponent is successfully Grabbed and held (see above), the attacker may choose to follow up the Grab with a hold, pin, choke, or throw maneuver.

For example, Bizarre tries to grab Lady Ninja around her shoulders. He attacks with his  $\text{Combat} + \text{Fighting} + 3d6 - 2$  for a total AT of 41. Lady Ninja attempts to evade with a  $\text{Combat} + \text{Evasion} + 3d6$  for a total DV of 39. She is grabbed! She immediately tries to break free, rolling her  $\text{Physical} + \text{Body} + 3d6$  for a total AT of 27 vs. Bizarre's  $\text{Physical} + \text{Body} + 3d6$  for a total DV of 35. Lady Ninja is grabbed.





## Hold

A held character takes damage equal to the attacker's Physical + Fighting in dice. While held, both the attacker and defender suffer -3 to all evasions when attacked by others. The held character must use an action to break free. To break free, the defender must pass an opposed skill test using Physical + Body + 3d6 vs. the attacker's Physical + Body + 3d6. If the opponent wins, he breaks free of the Grab. If the attacker wins, he has hold of the opponent at the beginning of the next action or phase and the defender takes the attacker's Physical + Fighting in dice of damage. If the character has multiple actions in a Phase, he may attempt to break free once per action. The character is held until either he breaks free or the attacker lets him go.

While held, the attacker may forego damage in order to force the defender to move a certain direction. The attacker can force both character to move a distance equal to his Move minus the defender's Move.

For example, Bizarre has successfully grabbed Lady Ninja. On his action, he foregoes doing damage and tries to move her towards a waiting paddy wagon to capture her. He may force her to move Zero hexes (his Move of 5 minus her Move of 5), so they struggle and get nowhere. On Lady Ninja's action, she attempts to break free, rolling her Physical + Body + 3d6 for a total AT of 29 vs. Bizarre's Physical + Body + 3d6 for a total DV of 32. Lady Ninja is still held in Bizarre's mighty arms. If they were to be attacked that Phase, they would both be -3 to their evasion attempts.

## Pin

Whereas a hold allows the attacker to maneuver his opponent, a Pin stops all movement, holding the opponent immobile on the ground. To pin an opponent, the opponent must be successfully grabbed, then the attacker must pass a skill test using Combat + Fighting + 3d6 - 3 vs. the opponent's Combat + Fighting + 3d6. If the attacker wins, the target is pinned and suffers -3 to escape. The defender Both attacker and defender are immobile, suffer -3 to all evasion attempts, and the defender takes the attacker's Physical + Fighting in dice of damage. The defender will remain pinned until the either he escapes or the attacker decides to let him go. If the defender wins, the pin has failed and the defender breaks free.

For example, Bizarre has Lady Ninja in a hold but is unable to move her. On his action, he attempts to convert the hold into a pin, rolling his Combat + Fighting + 3d6 - 3 for a total AT of 39 vs. Lady Ninja's Combat + Fighting + 3d6



for a total AT of 33. Bizarre successfully converts the Hold into a Pin, doing 40 dice damage! Lady Ninja attempts to escape, rolling her Physical + Body + 3d6 - 3 for a total of 27 vs. Bizarre 's Physical + Body + 3d6 for a total of 32. Lady Ninja will take 40 dice, or 126 points of damage while she remains pinned until Bizarre lets her go or she escapes.

## Throw

A character can throw a grabbed opponent or object using the standard throwing table. Remember that default setting on the table is for throwing a baseball-sized object. The table must be adjusted down when throwing woman- or man-sized objects.

Hitting a target with a thrown object requires passing a skill test using Combat + Body skill vs. the target 's evasion attempt.

To throw a baseball-sized object, you simply roll 1d6 and add your Physical Characteristic against the difficulty listed in the table below. The result tells you how far the object was thrown, how high it was thrown, the speed the object had when it left your hand, and how long it stays in the air before hitting the ground or target. For heavier objects decrease the character's roll by the appropriate figure in the weight table.

Diff.	Distance(Hexes)	Height	Velocity	Aloft
2	5m (3)	1 m	25 kph	1sec (0Phases)
5	10m (5)	2 m	40 kph	2 sec (1 Phases)
7	40m (20)	10 m	75 kph	3 sec (1 Phases)
9	80m (40)	20m	100 kph	4 sec (1 Phases)
11	100m (50)	25m	110 kph	5 sec (2 Phases)
13	1/2 km (250)	125m	250 kph	10 sec (3 Phases)
15	1 km(500)	250m	360 kph	14 sec (5 Phases)
17	5 km(2,500)	1.25 km	800 kph	30 sec (10 Phases)
19	10 km (5,000)	2.5 km	1150 kph	45 sec (15 Phases)
21	20 km(10,000)	5 km	1600 kph	64 sec (21 Phases)
23	40 km (20,000)	10 km	2250 kph	90 sec (30 Phases)
25	80 km (40,000)	20 km	3185 kph	127 sec (42 Phases)
27	160 km (80,000)	40 km	4500 kph	180 sec (60 Phases)
29	300 km (150,000)	75 km	6175 kph	247 sec (82 Phases)
31	10,000 km (5 million)	250 km	28,000 kph	Planetary orbit
33	10 million km (5 billion)	250,000 km	36,000 kph	Solar orbit
35	10 billion km (5 trillion)	Infinite	360,000 kph	Interplanetary space



## Throw Modifiers

Heavy Bag of Groceries	2
Child, 2 heavy bags of groceries	-4
Adult Female (Bulma)	-6
Adult Male (Tien)	-8
Lion, 2 men	-10
Motorcycle, Bear	-12
Small Car	-14
Large Car, Elephant	-16
Small Semi-Truck	-18
Light Tank	-21
Small Jet	-23
Battle Tank, Whale	-24
Large jet, Train	-26
Small Ship, Building	-28
Battleship, Large Building	-30
Aircraft Carrier	-32
Mountain	-34

**Example:** Bizarre has pinned Lady Ninja. On his action, Bizarre picks Lady Ninja up and throws her. He rolls a die and adds his Physical for a total result of 23. The table indicates he can throw a baseball 40 km. Lady Ninja is an grown woman, so he subtracts 6 from his roll.  $23-6=17$ , indicating 5 km. Using the chart above, she will reach an altitude of 2.5 km and remain aloft for 30 seconds (10 phases) before crashing back down to earth, taking (2,500 Move divided by 3) 833 dice of falling damage!

## Full Speed Collisions

What happens when a character slams into another character at Mach 1 or greater? A big squishy mess, that's what! We don't recommend it. Collisions do 1 dice every 3 hexes traveled, but both combatants take full damage and wind up knocked down.

**Example:** Silver and Bugaboo are hovering 100 hexes apart. Silver decides to just slam into her opponent. Both combatants take 30 dice damage, or 112 points of damage each! At greater distances and higher velocities, the damage increases.

**Example:** Silver and Bugaboo are hovering 1 km apart. She flies at him at Mach 1. Silver decides to just slam into him with no penalty. But both combatants take 166 dice damage, or 591 points of damage each!

**Yowch!**



**Ooh ...  
squishy!**



## Power Use Explained, One Last Time (hopefully)

We hope this will satisfactorily explain how Ki is gathered, used, and replaced.

A character's Power Level is how much Ki they can spend. Once they've spent this much, they can't spend any more until they've rested.

A character's Power Up is how much Ki they can add to their available Power in any given Phase. A character can only Power Up once per Phase.

A character begins any given fight with no available Ki Power. They must Power Up to draw Ki Power from their Power Level in order to spend that Ki Power on attacks and techniques.

**Example:** Gohan has a Power Level of 20,000 and a Power Up of 4000. He finds himself in a fight with Garlic Jr, who has a Power Level of 25,000 and a Power Up of 5000. It's the beginning of the fight so neither warrior has any available Ki Power.

Round 1, Phase 1. Gohan Powers Up. He now has 3000 Ki Power available to spend next Phase.

Garlic Jr follows suit with his own Power Up. He now has 5000 Ki Power available to spend next Phase.

Round 1, Phase 2. Gohan Powers Up some more. He now has 6000 Ki Power available to spend next Phase.

Garlic Jr. spends his 5000. He now has none available for next Phase. He can spend 20,000 more Ki Power this fight.

Round 1, Phase 3. Gohan spends his 6000. He can now only spend 14,000 more Ki Power this fight.

Garlic Jr. Powers Up again. He has 5000 Ki Power at his disposal again.

This can continue until one of the fighters has spent an amount of Ki Power equal to their Power Level. After that, they can't spend any more until they spend time resting or meditating.





# **Gamemaster Help: Problem and Solutions**

## **Problem:**

**My Players' characters keep wasting my NPC's in the first round!**

**Or**

**My NPC's keep wasting my players' characters in the first round!**

## **Solution:**

Pay close attention to the stats of who you match up. If there is more than a 10% difference in any of the stats, the superior character is likely to wipe the floor with the inferior. This can mean very swift fights and can lead to players who either feel the game isn't challenging enough or can lead them to think the Gamemaster is unfair. You can make their opponents superior, but don't use ALL the power at your disposal. Use just enough. Remember, when Android 18 fought Vegeta, she could have destroyed him in one punch. Instead, she toyed with him. Garlic Jr toyed with Gohan. Even Frieza toyed with Goku at first. Make the opponents tough, but don't waste it all at once.

## **Problem:**

**My fights are over in the first round! Someone launches a heavy Energy Blast and the other guy gets creamed!**

## **Solution:**

There are several solutions to this problem. The first is to remember the power of Evasion skill. That 500 dice Energy Blast can obliterate most characters, but it can't do squat if it misses! Secondly, be sure the combatants start with Zero available Ki Power. Make them have to Power Up and earn it. In the meantime, one opponent can take advantage of that time to attack hand-to-hand.

## **Problem:**

**The rules say that someone has to die in order for a character to reach a state of Saiyan Rage and become a Super Saiyan.**

## **Solution:**

The rules only suggest the death of a friend or loved one. An important death is only one way to reach Saiyan Rage. Of



**CORRECTION!**

Don't Super Saiyan and Saiyan Rage raise Characteristics?

We goofed. The rules in *Frieza* say to multiply the character's Characteristics by 2.5. However, none of the characters' stats reflect this. Indeed, if you were to use the stats for Goku to fight Frieza, Goku's unraised Characteristics provide a much more believable fight than if they had been raised.

**Therefore, Super Saiyan should NOT raise Characteristics.**

course, it helped Future Trunks and Goku. Vegeta didn't need someone close to him to die. He achieved Saiyan Rage by almost getting killed on some faraway planet. The appearance of a friend or loved one being killed is often enough, so long as the Saiyan believes the death is genuine. Other types of trauma that could lead to Saiyan Rage include seeing a good friend or family member being beaten, watching the ruthless destruction of a large city, or other such trauma-inducing events.

Also, don't forget that Saiyan Rage bonuses only last for 6-11 Phases, while Super Saiyan bonuses last until the character rolls 3 or less on 2D6. One can easily outlast the other, but while they are both in effect, the bonuses stack, effectively multiplying the character's current Power Level, Power Up, Characteristics, and Skills by five!

**Problem:**

**My players keep putting all their Experience Points into their skills but not their Power Level (or vice versa).**

**Solution:**

Many *Dragonball Z* Gamemasters have implemented rules forcing players to spend half of all their XP on Power Level and Power Up. This is perfectly acceptable, and can be used to make balanced characters.

**Problem:**

**The Difficulty Values listed in the rulebook are ridiculously low compared to my players' characters' skills.**

**Solution:**

The Difficulty Values in the rulebook are an example of what an ordinary person (ie- characteristics and skills from 1-10) are able to accomplish. For more difficult super-heroic tasks, use the table on the following page.

But what does "Exceptionally Cosmic" mean? Well, we've split the table up into three classes: Everyday, Superheroic, and Cosmic. Everyday tasks are ones that real-life people could accomplish. Superheroic tasks are ones that no ordinary person could perform, only super-beings like Goku or Vegeta (or Superman or the Hulk from comic books). Cosmic tasks are for truly powerful beings such as King Kaio or Shenron the Dragon (or Galactus or Darkseid from comic books).

**Problem:**

**If a player takes extra actions for his character, he's able to perform 10 actions before his opponent can. His opponent doesn't have a chance!**



Solution:

Alternate multiple actions, giving everyone a chance to act. For example, if Goku has 5 actions this phase, and Android 19 has 4 actions this phase, and Vegeta has 3, their

<b>Challenged</b>	<b>10</b>	Climb a ladder. Repair a torn shirt.
<b>Everyday</b>	<b>14</b>	Climb a tree. Repair an old car. Remember a famous fighter.
<b>Competent</b>	<b>18</b>	Climb a dying tree. Repair a computer or VCR. Remember a not-so-famous fighter
<b>Heroic</b>	<b>22</b>	Climb a stone wall. Design a clunky giant robot. Remember a not-so-famous fighter from long ago.
<b>Incredible</b>	<b>26</b>	Climb a brick wall. Design and build an advanced Stealth Fighter. Remember a minor Red Ribbon Army commander.
<b>Legendary</b>	<b>30</b>	Climb a mostly smooth cliff face. Design and build a starship. Remember the name of an ancient warrior.
<b>Superheroic</b>	<b>34</b>	Climb a mostly smooth cliff face in terrible winds. Design Capsule technology. Remember the location of where a ancient ruler is buried.
<b>Competently superheroic</b>	<b>38</b>	Climb a sheer surface through pure will. Cold-start a starship engine in less than 12 seconds. Remember the ancient password to open the lost spell book of an ancient Guardian.
<b>Exceptionally superheroic</b>	<b>42</b>	Endure the pressure at the bottom of the sea. Decode an encryption algorithm while asphyxiating in an evacuated air lock.
<b>Incredibly superheroic</b>	<b>46</b>	Leap a tall building in a single bound. Design and create Android technology.
<b>Legendarily superheroic</b>	<b>50</b>	Know the contents of all the books in a library. Overpower a locomotive.
<b>Cosmic</b>	<b>54</b>	Endure the vacuum of space. Know the complete history of a single planet back to the dawn of time.
<b>Competently cosmic</b>	<b>58</b>	Know all the planets in one quadrant of the galaxy.
<b>Exceptionally cosmic</b>	<b>62</b>	Know where King Yemna bought his airplane. Run the entire length of Snake Way in two days or less.
<b>Incredibly cosmic</b>	<b>66</b>	Know all the planets in the galaxy. Know the complete histories of several planets back to the dawn of time.
<b>Legendarily cosmic</b>	<b>70</b>	Endure the heat of the surface of a sun. Know the secrets of the mysteries of the universe.



actions would occur in the following order:

1. Vegeta's first action
1. Goku's first action
1. Android 19's first action
2. Vegeta's second action
2. Goku's second action
2. Android 19's second action
3. Vegeta's third action
3. Goku's third action
3. Android 19's third action
4. Goku's fourth action
4. Android 19's fourth action
5. Goku's fifth action

This method gives everyone a chance to act but still leaves the advantage to the character with the most actions.

**Problem:**

**How can Krillin, who only has a Combat + Power of 40, throw a 700 dice Destructo Disk that has a Difficulty Value of 100 (700 dice Energy Blast with one phase of Homing and 100 dice Deadly Effect, total cost 1000 Ki Power)?**

**Solution:**

Allow characters to build up powerful attacks over several phases, making incremental Power skill tests along the way. If any one of the incremental Power skill tests fails, the character must start over and any Ki Power spent thus far is lost. In the above example, Krillin can technically only use up to 500 Power at a time. 500 Power has a Difficulty Value of 50, and Krillin's Combat + Power of 40, plus an average die roll of 10, will barely make that. Therefore, Krillin spends two Phases preparing the blast, attempting two consecutive Power skill tests. If either fails, the Destructo Disk doesn't work and Krillin must start over from scratch. If he passes both, he can then launch the Destructo Disk at his enemies, rolling to hit normally.



## COHAN®

### CHARACTERISTICS & POWER

P. LEVEL ..600,000 PWR UP . 120,000  
 MENTAL .....7 COMBAT. .... 15  
 PHYSICAL .....10 MOVEMENT 16

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	60	+ [Combat]	15	=75
Evasion	60	+ [Combat]	15	=75
Weapon	30	+ [Combat]	15	=45
Power	100	+ [Combat]	15	=115
Body	30	+ [Physical]	10	=40
Mind	20	+ [Mental]	7	=27

**DEFENSE** ..50 **HITS** . . . 100  
 Subtract from Damage first. Take Damage from here

## KRILLIN®

### CHARACTERISTICS & POWER

P. LEVEL ..100,000 PWR UP . . 50,000  
 MENTAL .....6 COMBAT. .... 20  
 PHYSICAL .....15 MOVEMENT . . 15

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	60	+ [Combat]	20	=80
Evasion	55	+ [Combat]	20	=75
Weapon	15	+ [Combat]	20	=35
Power	80	+ [Combat]	20	=100
Body	25	+ [Physical]	15	=40
Mind	10	+ [Mental]	6	=16

**DEFENSE** ..75 **HITS** . . . 150  
 Subtract from Damage first. Take Damage from here

## PICCOLO™

### CHARACTERISTICS & POWER

P. LEVEL 2,000,000 PWR UP . 400,000  
 MENTAL .....20 COMBAT. .... 65  
 PHYSICAL .....50 MOVEMENT . . 24

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	55	+ [Combat]	65	=120
Evasion	65	+ [Combat]	65	=130
Weapon	35	+ [Combat]	65	=100
Power	400	+ [Combat]	65	=465
Body	75	+ [Physical]	50	=125
Mind	30	+ [Mental]	20	=50

**DEFENSE** .300 **HITS** . . . 600  
 Subtract from Damage first. Take Damage from here

## CARLIC JR.™

### CHARACTERISTICS & POWER

P. LEVEL 1,500,000 PWR UP . 300,000  
 MENTAL .....20 COMBAT. .... 20  
 PHYSICAL .....14 MOVEMENT . . 10

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	100	+ [Combat]	20	=120
Evasion	100	+ [Combat]	20	=120
Weapon	20	+ [Combat]	20	=40
Power	150	+ [Combat]	20	=170
Body	40	+ [Physical]	14	=54
Mind	40	+ [Mental]	20	=60

**DEFENSE** ..70 **HITS** . . . 140  
 Subtract from Damage first. Take Damage from here

## SPICE™

### CHARACTERISTICS & POWER

P. LEVEL .....1,000,000 PWR UP . 200,000  
 MENTAL .....6 COMBAT. .... 40  
 PHYSICAL .....30 MOVEMENT . . 30

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	90	+ [Combat]	40	=130
Evasion	90	+ [Combat]	40	=130
Weapon	10	+ [Combat]	40	=50
Power	80	+ [Combat]	40	=120
Body	20	+ [Physical]	30	=50
Mind	25	+ [Mental]	6	=31

**DEFENSE** .150 **HITS** . . . 300  
 Subtract from Damage first. Take Damage from here

## SALT™

### CHARACTERISTICS & POWER

P. LEVEL ..400,000 PWR UP . . 80,000  
 MENTAL .....12 COMBAT. .... 20  
 PHYSICAL .....8 MOVEMENT . . 8

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	52	+ [Combat]	20	=72
Evasion	47	+ [Combat]	20	=67
Weapon	10	+ [Combat]	20	=30
Power	70	+ [Combat]	20	=90
Body	18	+ [Physical]	8	=26
Mind	8	+ [Mental]	12	=20

**DEFENSE** ..40 **HITS** . . . 80  
 Subtract from Damage first. Take Damage from here



# MUSTARD™

## CHARACTERISTICS & POWER

P. LEVEL ..450,000 PWR UP .. 90,000  
 MENTAL .....3 COMBAT. .... 27  
 PHYSICAL .....25 MOVEMENT 10

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	48	+[Combat]	27	=75
Evasion	50	+[Combat]	27	=77
Weapon	6	+[Combat]	27	=33
Power	64	+[Combat]	27	=91
Body	80	+[Physical]	25	=105
Mind	6	+[Mental]	3	=9

**DEFENSE.125**  
 Subtract from Damage first.

**HITS... 250**  
 Take Damage from here

# VINEGAR™

## CHARACTERISTICS & POWER

P. LEVEL ..800,000 PWR UP . 160,000  
 MENTAL .....3 COMBAT. .... 50  
 PHYSICAL .....50 MOVEMENT .. 20

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	75	+[Combat]	50	=125
Evasion	75	+[Combat]	50	=125
Weapon	8	+[Combat]	50	=58
Power	65	+[Combat]	50	=115
Body	85	+[Physical]	50	=135
Mind	4	+[Mental]	3	=7

**DEFENSE.250**  
 Subtract from Damage first.

**HITS... 500**  
 Take Damage from here

# TRUNKS®

## CHARACTERISTICS & POWER

P. LEVEL ...17,500,000 PWR UP 3,500,000  
 MENTAL .....15 COMBAT. .... 45  
 PHYSICAL .....20 MOVEMENT .. 20

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	84	+[Combat]	45	=129
Evasion	86	+[Combat]	45	=131
Weapon	117	+[Combat]	45	=162
Power	227	+[Combat]	45	=272
Body	102	+[Physical]	20	=122
Mind	16	+[Mental]	15	=31

**DEFENSE.200**  
 Subtract from Damage first.

**HITS... 400**  
 Take Damage from here

# TRUNKS®(SS)

## CHARACTERISTICS & POWER

P. LEVEL ...17,500,000 PWR UP 3,500,000  
 MENTAL .....15 COMBAT. .... 45  
 PHYSICAL .....20 MOVEMENT .. 20

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	210	+[Combat]	45	=255
Evasion	215	+[Combat]	45	=260
Weapon	293	+[Combat]	45	=338
Power	568	+[Combat]	45	=613
Body	255	+[Physical]	20	=275
Mind	40	+[Mental]	15	=55

**DEFENSE.200**  
 Subtract from Damage first.

**HITS... 400**  
 Take Damage from here

# FRIEZA®

## CHARACTERISTICS & POWER

P. LEVEL ...14,000,000 PWR UP 2,800,000  
 MENTAL .....10 COMBAT. .... 15  
 PHYSICAL .....40 MOVEMENT .. 15

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	225	+[Combat]	15	=240
Evasion	200	+[Combat]	15	=215
Weapon	50	+[Combat]	15	=65
Power	275	+[Combat]	15	=290
Body	200	+[Physical]	40	=240
Mind	35	+[Mental]	10	=45

**DEFENSE.375**  
 Subtract from Damage first.

**HITS... 750**  
 Take Damage from here

# KING COLD™

## CHARACTERISTICS & POWER

P. LEVEL ...15,000,000 PWR UP 3,000,000  
 MENTAL .....20 COMBAT. .... 30  
 PHYSICAL .....80 MOVEMENT .. 30

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	230	+[Combat]	30	=260
Evasion	220	+[Combat]	30	=250
Weapon	75	+[Combat]	30	=105
Power	270	+[Combat]	30	=300
Body	240	+[Physical]	80	=320
Mind	40	+[Mental]	20	=60

**DEFENSE.400**  
 Subtract from Damage first.

**HITS... 800**  
 Take Damage from here



## GOKU®

### CHARACTERISTICS & POWER

P. LEVEL 8,000,000 PWR UP 1,600,000  
 MENTAL.....3 COMBAT.....40  
 PHYSICAL.....24 MOVEMENT...25

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	94	+[Combat]	40	=134
Evasion	96	+[Combat]	40	=136
Weapon	36	+[Combat]	40	=76
Power	241	+[Combat]	40	=281
Body	210	+[Physical]	24	=234
Mind	15	+[Mental]	3	=18

**DEFENSE.200**  
 Subtract from Damage first.

**HITS...400**  
 Take Damage from here

## GOKU®(SS)

### CHARACTERISTICS & POWER

P. LEVEL 20,000,000 PWR UP 4,000,000  
 MENTAL.....3 COMBAT.....40  
 PHYSICAL.....24 MOVEMENT...25

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	235	+[Combat]	40	=275
Evasion	240	+[Combat]	40	=280
Weapon	90	+[Combat]	40	=130
Power	603	+[Combat]	40	=643
Body	524	+[Physical]	24	=548
Mind	38	+[Mental]	3	=41

**DEFENSE.500**  
 Subtract from Damage first.

**HITS...1000**  
 Take Damage from here

## VEGETA®

### CHARACTERISTICS & POWER

P. LEVEL 8,800,000 PWR UP 1,760,000  
 MENTAL.....10 COMBAT.....46  
 PHYSICAL.....15 MOVEMENT...8

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	90	+[Combat]	46	=136
Evasion	92	+[Combat]	46	=138
Weapon	42	+[Combat]	46	=88
Power	262	+[Combat]	46	=308
Body	209	+[Physical]	15	=224
Mind	12	+[Mental]	10	=22

**DEFENSE.200**  
 Subtract from Damage first.

**HITS...350**  
 Take Damage from here

## VEGETA®(SS)

### CHARACTERISTICS & POWER

P. LEVEL 22,000,000 PWR UP 4,400,000  
 MENTAL.....10 COMBAT.....46  
 PHYSICAL.....15 MOVEMENT...8

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	224	+[Combat]	46	=270
Evasion	229	+[Combat]	46	=275
Weapon	105	+[Combat]	46	=151
Power	654	+[Combat]	46	=700
Body	523	+[Physical]	15	=538
Mind	30	+[Mental]	10	=40

**DEFENSE.500**  
 Subtract from Damage first.

**HITS...875**  
 Take Damage from here

## TRUNKS®

### CHARACTERISTICS & POWER

P. LEVEL 7,000,000 PWR UP 1,400,000  
 MENTAL.....15 COMBAT.....45  
 PHYSICAL.....20 MOVEMENT...20

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	82	+[Combat]	45	=127
Evasion	86	+[Combat]	45	=131
Weapon	117	+[Combat]	45	=162
Power	227	+[Combat]	45	=272
Body	102	+[Physical]	20	=122
Mind	16	+[Mental]	15	=31

**DEFENSE..80**  
 Subtract from Damage first.

**HITS...160**  
 Take Damage from here

## TRUNKS®(SS)

### CHARACTERISTICS & POWER

P. LEVEL 17,500,000 PWR UP 3,500,000  
 MENTAL.....15 COMBAT.....45  
 PHYSICAL.....20 MOVEMENT...20

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	205	+[Combat]	45	=250
Evasion	215	+[Combat]	45	=260
Weapon	293	+[Combat]	45	=338
Power	568	+[Combat]	45	=613
Body	255	+[Physical]	20	=275
Mind	40	+[Mental]	15	=55

**DEFENSE.200**  
 Subtract from Damage first.

**HITS...400**  
 Take Damage from here



# COHAN®

## CHARACTERISTICS & POWER

P. LEVEL .....4,000,000 PWR UP . 800,000  
 MENTAL .....7 COMBAT. .... 15  
 PHYSICAL .....10 MOVEMENT .. 16

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	150	+ [Combat]	15	=165
Evasion	135	+ [Combat]	15	=150
Weapon	45	+ [Combat]	15	=60
Power	235	+ [Combat]	15	=250
Body	60	+ [Physical]	10	=70
Mind	38	+ [Mental]	7	=45

**DEFENSE. 100** **HITS ... 200**  
 Subtract from Damage first. Take Damage from here

# KRILLIN®

## CHARACTERISTICS & POWER

P. LEVEL .....600,000 PWR UP . 120,000  
 MENTAL .....6 COMBAT. .... 20  
 PHYSICAL .....15 MOVEMENT .. 15

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	75	+ [Combat]	20	=95
Evasion	75	+ [Combat]	20	=95
Weapon	20	+ [Combat]	20	=40
Power	130	+ [Combat]	20	=150
Body	50	+ [Physical]	15	=65
Mind	20	+ [Mental]	6	=26

**DEFENSE. 150** **HITS ... 300**  
 Subtract from Damage first. Take Damage from here

# YAMCHA®

## CHARACTERISTICS & POWER

P. LEVEL .....600,000 PWR UP . 120,000  
 MENTAL .....6 COMBAT. .... 15  
 PHYSICAL .....12 MOVEMENT .. 13

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	35	+ [Combat]	15	=50
Evasion	40	+ [Combat]	15	=55
Weapon	12	+ [Combat]	15	=27
Power	33	+ [Combat]	15	=48
Body	35	+ [Physical]	12	=47
Mind	15	+ [Mental]	6	=21

**DEFENSE. 150** **HITS ... 300**  
 Subtract from Damage first. Take Damage from here

# PICCOLO™

## CHARACTERISTICS & POWER

P. LEVEL ...20,000,000 PWR UP 4,000,000  
 MENTAL .....20 COMBAT. .... 65  
 PHYSICAL .....50 MOVEMENT .. 24

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	125	+ [Combat]	65	=190
Evasion	135	+ [Combat]	65	=200
Weapon	40	+ [Combat]	65	=105
Power	600	+ [Combat]	65	=665
Body	375	+ [Physical]	50	=425
Mind	50	+ [Mental]	20	=70

**DEFENSE. 350** **HITS ... 700**  
 Subtract from Damage first. Take Damage from here

# TIEN™

## CHARACTERISTICS & POWER

P. LEVEL .....800,000 PWR UP . 160,000  
 MENTAL .....6 COMBAT. .... 20  
 PHYSICAL .....15 MOVEMENT .. 17

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	80	+ [Combat]	20	=100
Evasion	80	+ [Combat]	20	=100
Weapon	20	+ [Combat]	20	=40
Power	80	+ [Combat]	20	=100
Body	50	+ [Physical]	15	=65
Mind	15	+ [Mental]	6	=21

**DEFENSE. 150** **HITS ... 300**  
 Subtract from Damage first. Take Damage from here

# ANDROID 19™

## CHARACTERISTICS & POWER

P. LEVEL ...10,000,000 PWR UP 2,000,000  
 MENTAL .....5 COMBAT. .... 50  
 PHYSICAL .....25 MOVEMENT .. 25

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	200	+ [Combat]	50	=250
Evasion	200	+ [Combat]	50	=250
Weapon	50	+ [Combat]	50	=100
Power	100	+ [Combat]	50	=150
Body	100	+ [Physical]	25	=125
Mind	25	+ [Mental]	5	=30

**DEFENSE. 250** **HITS ... 500**  
 Subtract from Damage first. Take Damage from here



## ANDROID 20™ (DR. GERO)

### CHARACTERISTICS & POWER

P. LEVEL ...10,000,000 PWR UP 2,000,000  
 MENTAL .....25 COMBAT . . . . 50  
 PHYSICAL .....25 MOVEMENT . . 25

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	200	+ [Combat]	50	=250
Evasion	200	+ [Combat]	50	=250
Weapon	25	+ [Combat]	50	=75
Power	120	+ [Combat]	50	=170
Body	75	+ [Physical]	25	=100
Mind	55	+ [Mental]	25	=80

**DEFENSE.250**  
 Subtract from Damage first.

**HITS . . . 500**  
 Take Damage from here

## ANDROID 17™

### CHARACTERISTICS & POWER

P. LEVEL .....N/A PWR UP 6,000,000  
 MENTAL .....12 COMBAT . . . . 50  
 PHYSICAL .....25 MOVEMENT . . 30

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	250	+ [Combat]	50	=300
Evasion	250	+ [Combat]	50	=300
Weapon	30	+ [Combat]	50	=80
Power	450	+ [Combat]	50	=500
Body	75	+ [Physical]	25	=100
Mind	30	+ [Mental]	12	=42

**DEFENSE.375**  
 Subtract from Damage first.

**HITS . . . 750**  
 Take Damage from here

## ANDROID 18™

### CHARACTERISTICS & POWER

P. LEVEL .....N/A PWR UP 6,000,000  
 MENTAL .....10 COMBAT . . . . 50  
 PHYSICAL .....25 MOVEMENT . . 30

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	250	+ [Combat]	50	=300
Evasion	250	+ [Combat]	50	=300
Weapon	30	+ [Combat]	50	=80
Power	450	+ [Combat]	50	=500
Body	75	+ [Physical]	25	=100
Mind	30	+ [Mental]	10	=40

**DEFENSE.375**  
 Subtract from Damage first.

**HITS . . . 750**  
 Take Damage from here

## ANDROID 16™

### CHARACTERISTICS & POWER

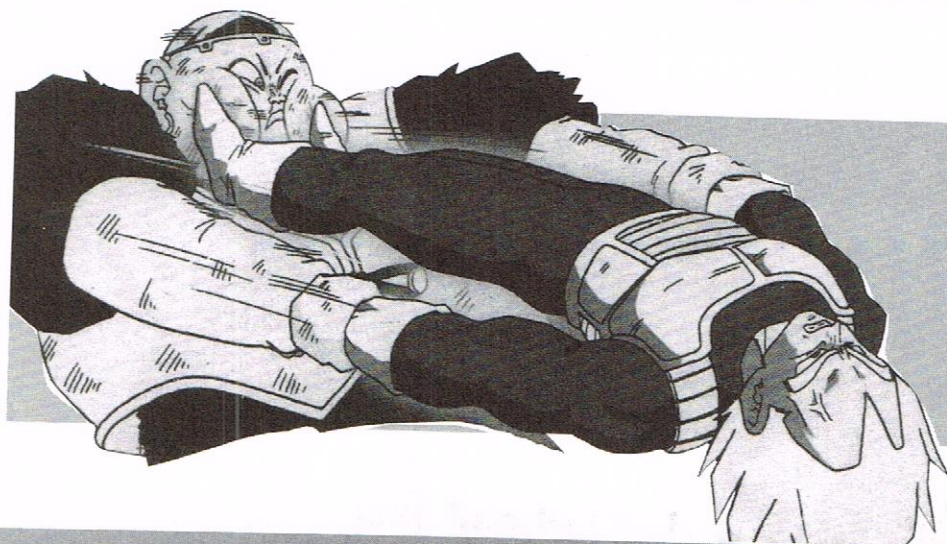
P. LEVEL .....N/A PWR UP 6,000,000  
 MENTAL .....4 COMBAT . . . . 50  
 PHYSICAL .....30 MOVEMENT . . 30

**SKILLS:** To use, add these to their matching Characteristics+ a 3 dice roll.

SKILL	VALUE	CHARACTERISTIC	VALUE	TOTAL
Fighting	275	+ [Combat]	50	=325
Evasion	275	+ [Combat]	50	=325
Weapon	30	+ [Combat]	50	=80
Power	450	+ [Combat]	50	=500
Body	75	+ [Physical]	30	=105
Mind	12	+ [Mental]	4	=16

**DEFENSE.500**  
 Subtract from Damage first.

**HITS . . 1000**  
 Take Damage from here





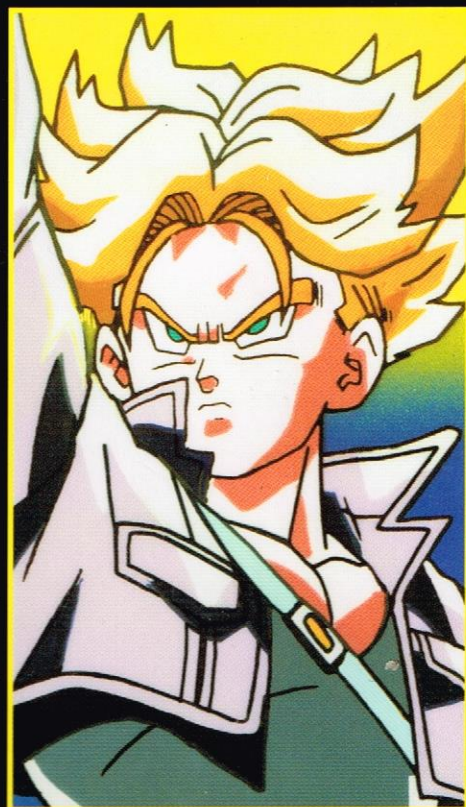
# Asteroids, Androids & Trunks—Oh My!

**I**t's back-to-back martial arts mayhem as three new sagas bring new challenges and dangers for the Dragon Ball Fighters.

In the *Garlic Jr. Saga*, Goku's still missing in space and his son Gohan has to battle super-powered baddies from a menacing asteroid while the people of Earth are all being turned into evil zombies, including his mom!

In the *Trunks Saga*, the teen Saiyan from the future, Trunks, makes julienne fries out of the new Frieza. But that's not why he's warmed up his Time Capsule. He's come to warn Goku that deadly Androids will be arriving in three years. Time to get training. And who is this Trunks guy? You're not going to believe it.

In the *Androids Saga*, Trunks' warnings come true—sort of. Opponents who can absorb energy attacks and throw them back? Opponents with unlimited power levels? Cute killer girls with a thing for destructive shopping? It's as bad as all that, as the Androids arrive from the future to slug it out with a mortally injured Goku. Can the Z Fighters save the day? Or will their hidden weaknesses be the death of them all?



**T**hree big sagas. Three big threats. We promise you—after all this, your Dragon Ball campaign will never be the same.

**Featuring:**

- New rules for vehicles, vehicle weapons and driving.
- How to build Magic Weapons.
- Time Travel!
- All about Androids for your campaign.
- Combat rules for throws, pins and grabs.
- Gamemaster Q & A—we answer your questions.

AM 09003 ISBN# 1-891933-06-X



ANimechanIX is a division of R. Talsorian Games, Inc. Dragon Ball Z Anime Adventure Game © R. Talsorian Games, Inc., 2002. All Rights Reserved under International Copyright Conventions. Fuzion™ is the FUZION Labs Group's Trademark for its multi-genre game system. "Dragon Ball Z" © 2002 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation® Productions Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All situations, incidents and persons portrayed within are fictional and any similarity without satiric intent to individuals living or dead is strictly coincidental.



7 37216 90030 4