

DRAGON BALL Z

D&D 3rd Edition Character Creations Rules and Alternative Game Setting (Version 3.1) REVISED!!!

For Those of you who don't know. To this date have done up 2 other version of character creation rules based around the Dragon Ball Z Anime setting. In D&D characters like Goku, Vegeta, and Piccolo are just way to powerful. Not even an Epic Level character at level 99 could take Goku maxed out at Super Saiyan 4, let alone his normal form. Simply put Goku can blow up the planet or destroy the galaxy if he needs to...can your character do that? Nope, even in Epic Level games I'm sure that that level of power is beyond any beings ability.

I'll tell you all right now that I currently do not own the Epic Levels Handbook. I do have plans to get it eventually, and will revise things in this book to better reflect the advancement to Epic Levels, mainly for the Saiyans. This set of rules takes DBZ and puts it into the D&D game setting. In this setting the characters powers and abilities are much more normal and down to earth rather than god like. Eventually characters could get enough power to blow a hole in a mountain but that will be up in the 20+ level range as it should be. There are a few feats, some races specific. There are also Prestige classes. In the first version and the subsequent Revision and DM's Guide for it originally had the Saiyan and Namekian races with several racial powers. When I originally wrote these I didn't even think of a way to really tone down that range of abilities. I thought I had it in the bag. I got a few complaints here and there, but that's all.

Eventually I wrote a new version that was even more toned down than the first version. With the second version I went back and rewrote a lot of the rules. Ki was handled differently, abilities and powers that the races had before, such as the Super Saiyan transformations, were made into feats. I also created 2 character classes rather than 1 class I had in the first version. I didn't really hear much about this new version, so I guessed that people found it much more balanced and usable. Well as time marches on Wizards of the Coast came up with a book allowing characters to go beyond level 20. By this time I had been thinking of doing up a new version of the Dragon Ball Z conversion. This new version uses a lot of the more familiar qualities of the first version but is much more toned down, balanced and usable in the D&D game setting.



Now for those of you who just aren't really following me when I say "toned down," here it is in laymen's terms. The version of Goku that exists in the D&D game setting would not be as powerful as the actual character from the Anime. Goku would still be quite formidable as well as any of the other well known Z-Fighters, but in the D&D game setting the range of sheer power that those characters would otherwise have at their disposal is dialed back significantly to levels that are more on par with that of a Wizard or Sorcerer to a degree. On the other hand while it may at first seem a bit unbalanced when you really look at it, it's not. Characters can only power up so often and only a certain number of times a day. While magic users may also be able to cast a certain number of spells a day they can still use things like scrolls, or stored spells.

I feel that this new version is something that a lot of you will be very happy with.

Races

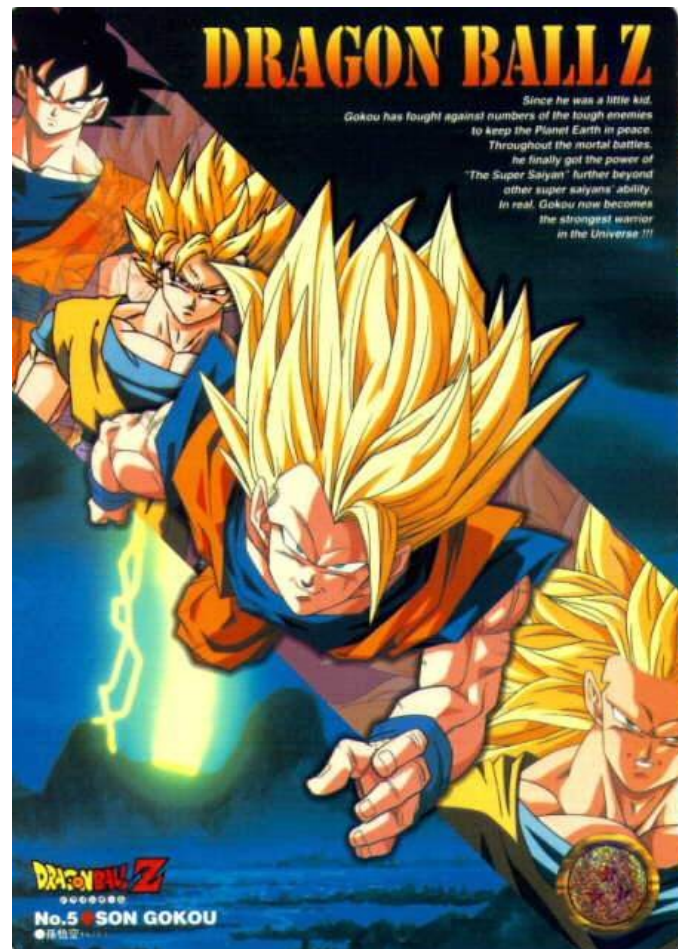
The Saiyans

Saiyans are known for their boundless strength and power, as well as their ferocity in combat. Saiyans thrive on it. They breathe it, and have it in their blood. Many Saiyans actually resemble each other to a great extent.

This resemblance can sometimes denote a warrior who is "lower class" than other warriors. Saiyans are truly a race to be feared in any combat situation.

Personality: Saiyans can adapt both physically and mentally to any combat situation. A Saiyan has no fear in combat; in fact fear drives the Saiyan into a rage. Saiyans also tend to have a superiority complex. Saiyans tend to live about as long as humans but sometimes they live a bit long. Saiyans are also known to expensive mercenaries.

Physical Description: Saiyans typically stand from 5' 7" to over 7', and usually weigh from 135 to 300lbs. Men are usually taller than women, as well as being heavier and with more muscle mass. There is no such thing as a fat Saiyan. Saiyans have little to no body fat. In their normal forms Saiyans have black or brown hair, and a long monkey like tail. Saiyans can interbreed with almost any race, mainly humans, and elves. These hybrids are usually a bit more powerful than the full blooded parent. Saiyans rarely decorate their bodies with tattoos, and piercings.



Relations: Saiyans are easily feared where ever they are heard of. Saiyans do look like any ordinary human, but the Saiyan's tail is usually a dead give away as to their heritage. Saiyans are also a rare race of beings and are difficult to find when you're looking for one, but they are around.

Alignment: Saiyans tend toward being chaotic alignments. Saiyans can be any alignment, but rarely are of any lawful alignment.

Saiyan Lands: Saiyans are always looking for the next battle to test their powers and skills. Saiyans rarely settle down in one spot, but are known to do so from time to time. Saiyans usually travel alone, but will sometimes travel in groups of three or four. Saiyans hardly ever change the way they live. Training and combat are an every day thing. Saiyans are commonly found working as gladiators, or mercenaries. Saiyans do have nomadic villages that travel the country sides training in different conditions. Saiyans also have a King that rules over all Saiyans.

Religion: Saiyans do not worship any deity. God worshiping is looked upon as a waist of time. Time that could be spent training, or fighting. Saiyans do believe in the existence of Gods, but they don't openly worship any. If a Saiyan does worship a deity it is usually Kord, God of Strength.

Language: Saiyans speak common. They can pick up on other languages when exposed to a culture long enough.

Names: Saiyans tend to have unusual names. These names usually are based around the name of a vegetable. Such names would be Vegeta, Raditz, Kakorat, or Napa. These are typical Saiyan names, Vegeta however is usually the name of the Saiyan royalty, and Saiyans rarely have last names. Each name is unique.

Adventurers: Saiyan adventures are usually the first ones to jump into combat. They tend to be ruthless in combat and give no quarter in a battle. Outside of combat they will train as to keep themselves in shape and ready of combat. Saiyans with a low intelligence score tend to be overly destructive, and will wine and complain if they can't "destroy" something every 5 seconds. Saiyans don't care about the amassment of wealth, only their next battle.

Saiyan Racial Traits

- Level Adjustment: +1
- +1 to Strength and Constitution, and -1 to Charisma and Wisdom.
- Medium Size: As medium size creatures, Saiyans have no special bonuses or penalties due to their size.
- Saiyan base speed is 30.
- The Saiyan tail helps to provide a Saiyan with a much more keen sense of balance and agility for some reason. Saiyans are at a +4 to all Balance, Jump and Tumble skill checks made. If their tail is removed the Saiyan will temporarily loose these bonuses for a day as their body readjusts to the loss of the tail. After a day has gone by the Saiyan will regain half of the bonus that they had previously, (in other words the bonus is reduced to only a +2.)
- Saiyans are capable of using ki regardless of class, it's an instinctive ability. Saiyan automatically gain 4 ki points at level 1 and gain an additional 2 ki points every level there after. This is a bonus

on top of any other ki points that the character may have from their class. (See ki section for specifics for the Saiyans on level advancement and Power Levels in other classes besides the Martial Warrior.)

- During a full moon, and only if the Saiyan has their tail and looks directly at the moon, a Saiyan is capable of transforming into a large ape like creature. A will save (DC 15) is needed to try and remain in control of the new form. Failure means that the Saiyan goes on a rampage destroying anything in its way, it will attack party members as well! The character's size class increases by 1 size. Strength and Constitution increase by +5. Additionally the Saiyan gains a +4 natural AC bonus, (do to the characters thick hide in this form). Armor can not be worn when transformed and saving throws vs. being destroyed are needed specifically for worn items like armor and boots. Magic items that can alter their size to suit the person wearing them are not effected by this (rings, necklaces and other such items alter their size to suit the wearer and are not effected). Everything else about the Saiyan remains the same, including saving throws. HP does however increase from the change in the characters Constitution. Any powers or skills that require concentration can not be used even if the character is in control of the form. Another Saving throw can be made if a familiar voice is heard calling for the character to control themselves or something along those line, or even to try and redirect the character into attacking only the enemy. Cutting off the tail will instantly return the character to normal and probably naked as well. This transformation is called the Oozaru form, and all Saiyans look alike when in this form. The transformation itself can only take place at night, any sunlight seen will revert the character back to normal, or being in a cave or other place where the character is no longer being touched by moonlight, or can see the moon will also revert them to normal.
- A Saiyans tail grows back at random depending on the age of the Saiyan. For children the tail grows back in 1d4 months. For adults its 1d8 years. Magical healing that is capable of restoring lost body parts will restore a severed tail. Also if the tail is grabbed and held a Saiyan must make a Fortitude save DC 15 or else be virtually paralyzed. The character's Strength, and Dexterity are both reduced to 1 point while the tail is held. Additionally they can not use any powers or spells or skills. They can not move or defend themselves. However the second the tail is released the character's abilities and stats return to normal. This check is made each round the tail is held. If the check is made the character can escape the grab due to their opponent relaxing their grip on the Saiyans tail. Grabbing the tail is considered a grapple attack and does provoke and attack of opportunity from the Saiyan. Grabbing the tail is not easy either and the grappler is at a -2 to grabbing the tail.
- Saiyans are immune to the bites or scratches of any were-creature, and can not be turned into the undead, like a vampire. Considered a natural ability since Saiyans are already a were-creature of sorts.
- Saiyans rarely use any weapons and believe that weapons are for the weak. However most Saiyans do have at least 2 weapons that they are skilled in using. To this end, regardless of class Saiyans are only proficient in wielding 2 weapons of choice. (Note that since some classes offer access to a broad range of weapons, a Saiyan can not make use of these benefits. Bonus feats however from a class or from leveling up can be spent to be able to wield more weapons.)

- Lastly when a Saiyan is healed back from the brink of death, (HP at 1/6th it's maximum [rounded down], or in the negatives, or they are actually restored to life via a resurrection spell), the Saiyan comes back more powerful than before. Double any XP gained during the conflict were the Saiyan ended up badly injured or was actually killed then resurrected. This can cancel out the XP loss from resurrection.
- Favored Class: Saiyans tend to be warrior based classes. However since Saiyans are also highly adapt at using ki, which they do often, Saiyans are most commonly found to be Martial Warriors. Saiyans may also freely multiclass by taking levels in the Super Saiyan prestige class.

NOTE: You can choose to not have a tail. This does reduce some of the Saiyans abilities, but it can be regained later. It is not mandatory that the Saiyan start with their tail. DM's this is one way to control the power of Saiyans in your campaign world. Saiyans can have tails, but you can easily say that due to evolution Saiyans have lost their Oozaru form (giant ape). Also normally this form would turn the Saiyan into a gargantuan sized creature. For the sake of balance I had to reduce the size to something a bit more conventional for the realm and setting. So rather than being over 30ft tall the character's size simply goes up by 1 class. The bonuses for the form are meant to represent the change in size and shape.)

Half-Saiyans

While Saiyans are very powerful its often enough that a Human/Saiyan offspring suddenly appears on the scene boasting strength that neither parent ever had.

Personality: Half-Saiyans are often similar to their full blooded Saiyan parent. Half-Saiyans like to fight, but often not as much as a full blooded Saiyan. Half-Saiyans can be looked upon as the much more socially acceptable part of the Saiyan race. Half-Saiyans are treated no different that full blooded Saiyans.

Physical Description: Half-Saiyans typically stand from 5' 7" to over 7', and usually weigh from 135 to 300lbs. Men are usually taller than women, as well as being heavier and with more muscle mass. There is no such thing as a fat Half-Saiyans. Half-Saiyans have little to no body fat. In their normal forms Half-Saiyans have black or brown hair, and a long monkey like tail. Half-Saiyans can interbreed with almost any race, mainly humans, and elves. Children of a Half-Saiyans, and any other normal race is more like the other race than that of the Saiyan. For example they have no tail or any of the Saiyan abilities. Half-Saiyans are sometimes born with a tail, they got a good 50/50 chance of being born with a tail. Beyond that a Half-Saiyan pretty much resembles a mixture of both parents like any other child.

Relations: Half-Saiyans fit into society much more easily than normal Saiyans. While Half-Saiyans do inherit their Saiyan thirst for new challenges, as well as a nasty temper, they often have better control than full blooded Saiyans.

Alignment: Half-Saiyans tend toward being chaotic alignments. Half-Saiyans can be any alignment however.

Half-Saiyans Lands: Half-Saiyans have no lands of their own. Much like Half-Elves, Half-Saiyans tend to live with their parents or in one or the other society.



Religion: Half-Saiyans do not worship any deity. Half-Saiyans do believe in the existence of Gods, but they don't openly worship any. If a Half-Saiyans does worship a deity it is usually Kord, God of Strength.

Language: Half-Saiyans speak common. They can pick up on other languages when exposed to a culture long enough.

Names: Half-Saiyans tend to have fairly normal and common names, but this all depends on where they grow up.

Adventurers: Half-Saiyans adventures are usually one of the first ones to jump into combat. Since Half-Saiyans are often in better control of their anger they are not prone to the violent out bursts like their full blooded parent. Half-Saiyans also are more apt to take up other professions besides being a warrior for hire.

Half-Saiyans Racial Traits

- Level Adjustment: +1
- +2 to Constitution, and -1 to Charisma and Wisdom.
- Medium Size: As medium size creatures, Half-Saiyans have no special bonuses or penalties due to their size.
- Half-Saiyans base speed is 30.
- Half-Saiyans have a 50% chance of being born with a tail. Most of the time a Half-Saiyans is born with out one, but every so often a Half-Saiyans is born with a tail. The Half-Saiyans tail helps to provide a Half-Saiyans with a much more keen sense of balance and agility for some reason. Half-Saiyans are at a +4 to all Balance, Jump and Tumble skill checks made. If their tail is removed the Saiyan will temporarily loose these bonuses for a day as their body readjusts to the loss of the tail. After a day has gone by the Saiyan will regain half of the bonus that they had previously, (in other words the bonus is reduced to only a +2.) If they are not born with a tail they can never grow one unless they get their hands on something like a Ring of Wishes.
- Half-Saiyans are capable of using ki regardless of class, it's an instinctive ability. However Half-Saiyans are uncannily powerful. Half-Saiyans automatically gain 6 ki points at level 1 and gain an additional 2 ki points every level there after. This is a bonus on top of any other ki points that the character may have from their class. (See ki section for specifics for the Saiyans on level advancement and Power Levels in other classes besides the Martial Warrior.)
- During a full moon, and only if the Half-Saiyans has their tail and looks directly at the moon, a Half-Saiyans is capable of transforming into a large ape like creature. A will save (DC 18) is needed to try and remain in control of the new form. Half-Saiyans however find this much more difficult than their full blooded parents. Failure means that the Half-Saiyan goes on a rampage destroying anything in its way, it will attack party members as well! The character's size class increases by 1 size. Strength and Constitution increase by +5. Additionally the Half-Saiyan gains a +4 natural AC bonus, (do to the characters thick hide in this form). Armor can not be worn when transformed and saving throws vs. being destroyed are needed specifically for worn items like

armor and boots. Magic items that can alter their size to suit the person wearing them are not effected by this (rings, necklaces and other such items alter their size to suit the wearer and are not effected). Everything else about the Half-Saiyan remains the same, including saving throws. HP does however increase from the change in the characters Constitution. Any powers or skills that require concentration can not be used even if the character is in control of the form. Another Saving throw can be made if a familiar voice is heard calling for the character to control themselves or something along those line, or even to try and redirect the character into attacking only the enemy. Cutting off the tail will instantly return the character to normal and probably naked as well. This transformation is called the Oozaru form, and all Half-Saiyans look alike when in this form. The transformation itself can only take place at night, any sunlight seen will revert the character back to normal, or being in a cave or other place where the character is no longer being touched by moonlight, or can see the moon will also revert them to normal.

- A Half-Saiyans tail grows back at random depending on the age of the Half-Saiyan. For children the tail grows back in 1d4 months. For adults its 1d8 years. Magical healing that is capable of restoring lost body parts will restore a severed tail. Also if the tail is grabbed and held a Saiyan must make a Fortitude save DC 15 or else be virtually paralyzed. The character's Strength, and Dexterity are both reduced to 1 point while the tail is held. Additionally they can not use any powers or spells or skills. They can not move or defend themselves. However the second the tail is released the character's abilities and stats return to normal. This check is made each round the tail is held. If the check is made the character can escape the grab due to their opponent relaxing their grip on the Half-Saiyans tail. Grabbing the tail is considered a grapple attack and does provoke and attack of opportunity from the Saiyan. Grabbing the tail is not easy either and the grappler is at a -2 to grabbing the tail.
- Half-Saiyans are immune to the bites or scratches of any were-creature, and can not be turned into the undead, like a vampire. Considered a natural ability since Half-Saiyans are already a were-creature of sorts.
- Half-Saiyans rarely use any weapons and believe that weapons are for the weak. However most Half-Saiyans do have at least 2 weapons that they are skilled in using. To this end, regardless of class Half-Saiyans are only proficient in wielding 2 weapons of choice. (Note that since some classes offer access to a broad range of weapons, a Half-Saiyan can not make use of these benefits. Bonus feats however from a class or from leveling up can be spent to be able to wield more weapons.)
- Lastly when a Half-Saiyan is healed back from the brink of death, (HP at $1/6^{\text{th}}$ it's maximum [rounded down], or in the negatives, or they are actually restored to life via a resurrection spell), the Half-Saiyan comes back more powerful than before. Double any XP gained during the conflict were the Half-Saiyan ended up badly injured or was actually killed then resurrected. This can cancel out the XP loss from resurrection.
- Favored Class: Half-Saiyans tend to be warrior based classes. However since Half-Saiyans are also highly adapt at using ki, which they do often, Half-Saiyans are most commonly found to be Martial Warriors. Half-Saiyans may also freely multiclass by taking levels in the Super Saiyan prestige class. However the Half-Saiyans must have a tail in order to ascend to Super Saiyan 4.

NOTE: You can choose to not have a tail like how you can with the Saiyans.

The Namekkians

Namek's are a rare race of beings that are never easy to find, but they are always easy to pick out. All Namek's tend to look alike to some extent. That extent is in the form of how their bodies look. All Namek's are green skinned with pink ribbed areas on their bodies denoting major muscle groups. They also have large elf like ears and antenna. They are completely devoid of body hair, have a prominent brow, and slightly elongated canine teeth. Namek's tend to keep to them selves but like elves they will defend wood lands and nature in general when it is threatened. The elves and Namek's have a good relationship, and it is sometimes a common site to see one in a group of elves.



Personality: Namek's seem to be very similar to elves in many respects. Like elves they are more often amused than excited, more likely to be curious than greedy. Namek's tend to be very focused and relentless when pursuing goals. Namek's are also very quiet and believe in actions speaking louder than words. Namek's usually make friends quickly do to their pleasant natures. Namek's are usually very kind and compassionate people who sometimes will go out of their way to help a person in need.

Physical Description: Namek's are tall broad shouldered individuals, although Namek's come in a variety of sizes from 4ft to over 7ft tall. They are all male, and reproduce by throwing up an egg. All Namek's are green skinned with pink ribbed areas on their bodies they also have elongated canine teeth, and they have antenna. Namek's reach adult hood with in 16 years. They can live to be as old as 1,200 years old. Namek's don't begin to show their age until around the age of 700. Namek's usually don't venture from their village until around the age of 50, since the first parts of their lives are spent in training and education.

Relations: Namek's get along fine with just about everybody. Namek's try to listen to each side of the story and decide which way they will go. Namek's have an extreme dislike for evil persons and creature and will fight fiercely against them. Namek's are sometimes easily are mistaken as orcs or half orcs, but they are much better looking.

Alignment: Namek's tend to be of good alignments only. Most of the time they are either neutral good, or lawful good. Very few, if ever, are evil.

Namek Lands: Namek's live in small villages usually far from cities and villages. Their huts are large rounded clay huts that usually can house 3-4 Namek's. Namek's usually stay in their villages, but some Namek's venture out to explore the world. Namek's in other peoples lands are adventurers and seekers of knowledge that they will take back to their village to keep them informed of what is going on out side of their small village.

Religion: Namek's tend not to really worship any deities openly in the ways others do. Namek's tend to worship Obad-Hai, God of Nature. Nameks honor their god, by honoring nature.

Languages: Namek's have their own language which almost sounds like they are speaking common backwards. Namek's can read and write, but they rarely keep any record or write any type of literature. Namek's tend to also speak both elf and common fluently.

Names: Namek names are usually based loosely after musical instruments, or building items, or philosophers, or word scrambles on Mollusks or slugs. Such names would be: Piccolo, Dende, Nail, Guru, Kame. Usually Namek names tend to have some sort of meaning behind them. Piccolo, for instance, means to journey.

Adventures: Namek adventures are strong leaders, and a voice of reason at times. Namek's travel around to see the world, and learn about how the world works. Namek's love solitude at times and will at many times go off on their own to meditate, and absorbed the scenery.

Namek Racial Traits

- Level Adjustment: +2
- +2 to Strength, -2 to Charisma for warriors, or +2 to Wisdom, -2 to Strength for healers.
- Medium sized: As medium sized creatures Namek's have no special bonuses or penalties due to their size.
- Namek base speed is 30.
- Regeneration: This is a lot different than normal forms of regeneration. Namekkians must use ki in order to regenerate. Every 4 points of ki will heal 1d8 HP for the character. Also 8 points will instantly re-grow an severed limbs and body parts. Note however that if the head is cut off it can not regenerate a body. At least 80% of the body must be intact for the character to regenerate. (80% would include the torso, head and least 1 limb.) Regenerating a limb counts as a full round action. Namek's can recover at a normal rate as well, even this is adjusted a bit. Namek's recover their level in HP for subdual damage per minute. Normal damage is regained at a rate of 1 point per hour only. Limbs will regenerate on their own at a rate of 1 inch per hour as well. Instant regeneration also reduces the characters Constitution temporarily. They loose 1 point each time they use this ability. Constitution is regained with rest at the normal rate, (often after resting for 8 hours the characters Constitution is restored to normal.)
- Superior Hearing: Namek's have incredible hearing. They gain a +10 racial bonus on Listen checks. However they are paralyzed by high-pitched sounds. A person whistling will do this. Oddly enough the larger the Namek is the more harmful it is. Thus for each round that the character is around a high-pitched noise, (wind whistling through the trees doesn't do anything to the character, a dog whistle or signal whistle would), they can only take partial actions. For each size class that the character is above medium they take 1d6 points of subdual damage. A Namek can rip their ears of if the desire to, but loose all bonuses for superior hearing if they do this, their range of hearing becomes like that of a normal persons. A Namek's actual range of hearing is along the lines of a wolf or other animal with sensitive hearing.

- Low-light Vision: Namek's can see better than twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Namek, and common.
- Namek's have a strong immune system due to their healing abilities. Namek's gain a +4 racial bonus on saving throws vs. poisons, toxins, venoms, and diseases (including magical ones.)
- Namek's are capable of using ki regardless of class, its an instinctive ability. Namekkian's automatically gain 2 ki points at level 1 and gain an additional 1 ki point every level there after. This is a bonus on top of any other ki points that the character may have from their class. (See ki section for specifics for the Nameks on level advancement and Power Levels in other classes besides the Martial Warrior.)
- Favored Class: Namek's tend to be either warriors or healers. However since Namekkian's are also highly adapt at using ki, which they do often, Namek's are most commonly found to be Martial Warriors, or Clerics. Namek's may also freely multiclass by taking levels in the Super Namek prestige class.

THE MARTIAL WARRIOR

Where the monk is the epitome of personal reflection, insight, wisdom and control, the martial warrior is all about the skill, power, focus, as well as a bit of wisdom. The martial warrior is a master of using ki for fighting, more so than any monk. While a monk learns to focus their ki inwards, the martial warrior has learned to focus their ki in different ways. They can focus it into a single point and release that energy. They can also focus their ki to increase their strength, speed and their ability to defend themselves against attacks. The martial warrior is more apt to jump into a fight than a monk. That doesn't mean that that martial warriors are more violent than monks, their just more prone to action than a monk is.

As an individual the martial warrior is more than an equal for a monk in a straight out fight. They can easily go blow for blow. However while a monk is more up close and personal as a fighter, the martial warrior is adapt at fighting up close but more so from a range. The goal of the martial warrior is simply to be the best, not to attain a higher level of awareness, or a higher state of being. No a martial warrior works to perfect their fighting style, and to await the next challenge.



Adventurers: A martial warrior looks at adventures as ways to test their growing powers and skills. Although they like monks aren't prone to showing off, they tend to be more eager than a monk to put on an exhibition of their powers and skills than a monk would be. Most martial warriors don't really care about gold and silver, or other items of wealth, but they won't turn down money earned or won. After all you got to settle down someday, not to mention you need to eat.

Characteristics: The key feature of the martial warrior is not only their ability to fight unarmed, but their incredible ki based powers. The martial warrior can strike their opponents just as hard as a monk, but their real powers lay in their ki based powers.

Like monks, the martial warrior can not cast spells. Instead they have their own unique powers. Monks believe ki to be a subtle energy. Truth is that ki is anything but subtle, its powerful and just as volatile as a storm. Ki is spiritual energy, created and generated by life. In essence ki is life energy. Most people have only a small measure of ki, others with proper training have a greater amount of ki. Monks are trained in using ki in one particular way, this keeps them from being able to use and focus ki in the ways that a martial warrior is able to. One lacking of the martial warrior is their lack of a super natural awareness that monks are known for. Instead they rely on their incredible speed and agility to avoid hits.

In other words a martial warriors speed does not stem towards running only. As martial warriors gain in power and experience, their ki, speed and powers increase as well.

Alignment: A martial warriors training, while requiring a great deal of discipline, does not require the level of discipline that a monks way requires. Once an individual learns how to harness their ki it becomes very simple to do. Thus any alignment is allowed for the martial warrior.

Religion: A martial warrior's beliefs are very similar to that of the monks when it comes to religion.

Background: While a monk trains at a monastery the martial warrior trains with a mentor. Unlike the in mass training found at monasteries. This training is often one on one training or training with only one other pupil. This is much more hands on and informational than any training found in monasteries. The martial warrior has a strong connection with their master rather than a place. The eagerly compete with others to test their strength and, should they loose, to see how they can improve further. The martial warrior understands that there is always some one stronger out there, if anything it will only take some time before they show themselves

As for their relationship with the monks, one may not think it as strained as it actually is. Monks tend to frown upon the martial warriors. The ways of the martial warrior is often conflict with the teachings and ideals of the monks. When a martial warrior enters into town, monks often avoid the warrior or ask them to leave, all depending on the circumstances behind the martial warriors arrival. Generally its believed that where ever a martial warrior goes, only destruction follows. Truth is this is only because some individual seek to test their powers, skills and various other abilities against the warriors. It is they who create the destruction, not the warrior.

Races: Anyone is capable of becoming a martial warrior, all's it takes is the drive and conviction to do so. A love for a good fight helps as well. Humans are often martial warriors, elves rarely are as the chaotic life of a martial warrior does not always sit well with the elves. Dwarves more apt to being a martial

warrior than that of a monk. Half orcs as well. Some other races are apt to being martial warriors. The life of a martial warrior is of course up to the individual rather than the indications of their race.

Other Classes: Martial Warriors are incredible fighter and very handy to have in a fight. Their versatility is far beyond that of their monk counter parts. They can easily fight up close and personal as well as being able to fight at a range. Martial warriors are not distant like many monks. Martial warriors have lives and will willingly join celebrations, drink and get drunk, have a female, or male companion. Martial warriors enjoy the companion ship of other adventurers. Martial warriors can make good leaders and are often underestimated by their enemies, or mistaken for the quiet and solitary monks.

GAME RULE INFORMATION

Martial Warriors have the following game statistics.

Abilities: Physical strength and endurance is are not of the list for the martial warrior. But speed and dexterity are the main things that make up the martial warriors physical main stats. Strength is important but not all that much so. The most important stats for a martial warrior are Dexterity, Constitution, and Wisdom. Dexterity not only helps the characters AC, but is used when trying to hit an opponent with their Ki waves. Constitution helps to determines the characters AC bonus and later their damage reduction, as well as their Ki bonus points. Wisdom is used to determine the effects of some powers.

Alignment: Any.

Hit Dice: 1d8

Class Skills

The martial warriors class skills are: Balance, Bluff, Climb, Concentration, Intimidation, Hide Power, Jump, Listen, Sense Power, Swim, and Tumble.

Skill Points at 1st Level: $(4 + \text{Intelligence Modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int. Modifier}$.

Class Features

All of the following are class features of the martial warrior.

Weapons and Armor Proficiency: Unlike other classes, the martial warrior relies purely on their fists and kicks rather than some weapon. They are purists of unarmed combat. To this end their unarmed fighting abilities are very different than that of the monk. The punches from the martial warrior do 1d6 points of damage. The kicks from them do 1d8 points of damage. These attacks can be interchangeable or a steady barrage of one type can be used. Other more less orthodox attacks such as head butts, elbow and knee strikes do 1d6 points of damage, these attacks are often used only when grappling. As one may think that the martial warriors got the shaft compared to the monks when it comes to fighting unarmed. This isn't necessarily so. The martial warrior still has a few powers that easily put the warrior on par with the much more damaging physical attacks of the monk. (With multiclass monk/martial warrior use the better unarmed damage stats. The martial warrior effectively has the Improved Unarmed Strike feat and does not provoke and attack of opportunity from opponents for fighting unarmed, also they can select feats that have the prerequisite of Improved Unarmed Strike as if they actually did have the feat.)

Armor wise, martial warriors also avoid armor like the monk. Instead the martial warrior relies on their speed, agility and physical resistance to harm. As the character goes up in level they gain a bonus to their AC based upon their base speed rating. This rating does not change with magical enhancements and

such unless the enhancement to the characters speed already provides an AC bonus. This bonus is listed on the chart below.

Speed Score	AC Bonus	Speed Score	AC Bonus
30	+2	130	+7
40	+3	140	+8
50	+3	150	+8
60	+4	160	+9
70	+4	170	+9
80	+5	180	+10
90	+5	190	+10
100	+6	200	+11
110	+6	210	+11
120	+7	220	+12

Lastly wearing armor keeps a martial warrior from making use of their incredible speed, and intern they loose their speed AC bonus. Magic items like bracers of armor, that provide a magical AC bonus can still be worn with out loosing the martial warrior's speed AC bonus. This AC bonus from their speed is not lost when being attacked by an opponent using a touch attack. In other words touch attacks do not cause the character to loose their speed bonus to their AC.

Speed: Starting at level 1 the character gets a bonus to their speed. Unlike the monks speed where their speed increase happens slowly over a period of time, the martial warrior's speed increases with each level, although this increase is at random. Not every level of advancement provides the warrior with a drastic boost to their speed. However all and all the martial warrior's speed will quickly be superior to that of the monk.

Combo's: Like monks, the martial warrior is adapt at fighting unarmed and can fight with an interchanging of punches and kicks. However the marital warrior does not have the flurry of blows. Instead they have something called combo's. Unlike how a monk will string together a variety of attacks with an interchanging of punches, kicks and such, combos are much more stylized and flashier than the average attacks of a monk. The character can only use a curtain number of combos a single combat encounter. They have no ki cost unless a ki attack is used. Initially the character can only use 1 combo per combat encounter plus the characters Intelligence bonus. So with an intelligence bonus of +2 you can use up to 3 combo attacks per encounter. The restriction is do to the strain put on the character to enact these attacks with a great deal of power and speed that no monk can equal. The character makes an attack at their highest base attack bonus. If the attack hits the character then automatically hits with each additional attack that they have +1. With a ki attack the character can only launch energy attacks that are low powered enough to be fired off as a standard action. Personalized ki attacks can not be used. Use of this ability is a full round action. The number of times this attack can be used per encounter increases very slowly through level advancement every 6 levels. The martial warrior and the monk both also share the same unarmed attack bonuses. This ability is gained at level 1.

Leap of the clouds: While monks get this at higher levels the martial warrior doesn't have to wait nearly as long. The warrior's leaping abilities are not limited do to their height. This ability is gained at level 2.

Focus and Control Ki: The martial warrior's mastery over ki is far different than that of a monk. The martial warrior can focus their ki in a number of ways. One way is to provide a temporary boost in strength allowing for greater damage in their attacks. Another is to focus their ki around their body to allow them to deflect or block other ki or energy attacks. A problem is that magic and ki tend to conflict at certain levels. Another thing that the person can do is focus their ki into a single point and release that energy into a wave of energy referred to as an energy wave or energy blast. Some more powerful martial warriors can even focus their ki in such a way to be able to teleport from one spot to another. See the section on ki for more powers and abilities that the martial warrior can use as well as starting Ki points.

Personal Ki Wave: At level 1 the martial warrior has developed or learned a ki wave of their own. This ki wave is often either a special technique developed by their mentor and taught to them or one that they have developed on their own. This wave is often stronger than others. This wave does d10 in damage compared to other energy waves. Also unlike other energy waves with in built abilities this wave is a flexible wave in that its capabilities can be enhanced upon depending upon the situation. As such the attack can be made more accurate or to effect an area rather than an individual target, or it can even be made to bend around corners and home in on targets. These specific things are listed under the ki section. Beyond these things and the greater damage the personal ki wave is like that of the basic energy wave.

Aura Field: This isn't so much of an attack or anything as much it is an effect. The act of powering up automatically triggers this effect. Any being 2 levels lower than the character must make a Will save vs. the character's martial warrior level +10. Those that fail the check can not attack the character for that round, they are too stunned by the action. However this is only good for the first time the character powers up in combat. Those that make it can attack normally. Also flying at speeds greater than 90 will generate a field around the character, this field is a by product of the energy taken to fly at such speeds. It basically keeps bugs and dirt from getting in your eyes, or the wind from bothering the character. This is gained at level 1. Initially the field only has a size projecting out from the character of 2 inches per level. The character appears to have flames around them, the color of the field is often semi clear for most beings, others sometimes have a yellow, or purplish field. The field remains visible for a number of rounds equal to the character's level just as an effect, nothing special.

Boost Strength: At level 1 the character has the ability to temporarily boost their physical strength. This does alter their ability to hit targets, thus providing a bonus to hit and damage. There is a limit to how big of a bonus that the character gets. This bonus is dependent upon the character's level. A level 1 character can only increase their strength by 1 point. However a level 20 character could boost their strength by 20 points. This boost only lasts a number of rounds equal to the character's Wisdom modifier plus 1. (This can not go lower than 1 should the character have a negative Wisdom modifier. It takes 2 points of ki to increase the warrior's strength by 1 point.

Deflection: This is a more advanced technique, something not developed right away. This technique allows the warrior to focus their ki through out their body creating something of a personal shield. Thing is, is that this deflection only works against certain types of energy attacks. Elemental attacks are a different story. The warrior can either create a deflection before they are hit with anything, or just before they are hit as a reaction to the attack. The warrior can deflect any energy based spell, or power, (this does include psionic powers.) 5 ki points can allow the character to absorb/block up to 2d of damage, any damage that exceeds this is applied to the character's HP. (In other words let's say you have a deflection that can block up to 6d of damage, and then you get hit by an 8d6 energy blast. Your deflection blocks 6d6 of that damage meaning you only take 2d6 points of damage.) A deflection is only good up until you are hit with the attack, after that a new deflection must be raised. If raised as a reaction to an attack the warrior must first make a reflex save, DC is dependent upon the spell or power, (if no DC is listed meaning that it automatically hits a DC is still needed regardless, unless the spell or power is able to home

in on the character like magic missiles in which case the deflection can not be raised as a reaction to the attack). Failure in this means that no deflection can be raised in time. If the spell or power allows for a reflex save for half damage then no other saving through is made for this, meaning rather than ducking or jumping out of the way you stood your ground, got caught off guard and nailed. (The initial roll is to try to mentally react before the attack gets too near.) Raising a deflection can be done as a free action during the warriors normal turn. Any other time it is raised it is as a reaction. Again a deflection lasts until it is used or until the character exits out of combat and lowers their guard. Also note that if the characters deflection dice affected is double that of the attack coming in at them they can try and reflect it back at the person who fired it off in the first place. Another reflex save is needed, DC 20. If made the attack is reflected and the opponent needs to make a reflex save of their own (if the attack offers one then its made for the usual half damage or no damage depending on the individual.) Reflected attacks can not be reflected twice. Now with elemental attacks like fireball spells and such powers the deflection is only half effective against these. So if the character has a 6d deflection and they get hit by an 8d6 fire ball, they could only block up to 3d6 points of that damage. The character however can choose to not deflect the attack and try to dodge it, in other words making a reflex save for half damage, or no damage depending on the case. Choosing not to deflect the attack does not mean that the deflection is lost. Additionally if an attack is deflected that has an area effect, like a fireball spell that damage deflected applies to anyone behind the character and within 5ft of them. Anyone else not within this small area does things normally. This ability is gained at level 4 the character is however restricted in the number of dice they can affect with this depending upon their level. At level 4 the character can only effect up to 4d, at every even level there after another 2d is added up to a max of 12d can be effected.

Flight: At level 6 the Martial Warrior has learned how to focus their ki in such a way as to allow them to fly about at will as well as being able to fight in mid air. This form of flight when compared to the fly spell, or even the fly, and advanced flight powers of a psion or psychic warrior is superior. The characters actual flight speed is equal to their movement speed as if they were walking or running. All other rules for flight apply. However for the martial warrior there are no penalties for fighting in mid air. The downside, unlike using the leap of the clouds ability, is that flying costs energy. Thus 10 ki must be spent per hour of flight time. This does not change if used in combat. This ability only extends to the Martial Warrior they can not pass on this ability to anyone else like how a fly spell can.

Damage Reduction: At level 8 the character gains varying degree of damage reduction. This only effects the 3 groups of Slashing, Piercing and Bludgeoning. Initially the character gains the following:

Bludgeoning DR: 3, Piercing DR: 2, Slashing DR: 1.

Every 4 levels there after, these all increase by 1 point. These are only effective against attacks that are slashing, piercing or bludgeoning, anything else can not be blocked by this. Magic weapons are also effected, but the Dr is reduced by ½ against any magic weapons.

Bonus Feats: A Martial Warrior gains a bonus feat at levels 3, 7, 11, 15, & 19. Bonus feats can be selected from any Ki feats, or Meta-Ki feats. All others they must select from this list: Ambidexterity, Blind-Fight, Combat Reflexes, Expertise (Improved Disarm, Improved Trip, Whirlwind attack), Improved Initiative, Deflect Arrows, Stunning Fist, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Sunder, Great Cleave), Weapon Finesse. Additionally the following feats can be selected as well: Blindsight, Circle Kick, Close-Quarters Fighting, Death Blow, Dirty Fighting, Eagle Claw Attack, Extra Stunning Attacks, Eyes in the Back of Your Head, Feign Weakness, Fists of Iron, Lightning Fists, Snatch Arrows.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus	Speed Bonus
1	+0	+0	+2	+2	Unarmed Strike, Combo's, Focus & Control Ki	+0	+1d6+4
2	+1	+0	+3	+3	Leap of the Clouds	+1	+1d6+4
3	+2	+1	+3	+3	Bonus Feat	+2	+1d6+4
4	+3	+1	+4	+4	Focus & Control Ki: Deflection	+3	+1d6+4
5	+3	+1	+4	+4		+3	+1d8+3
6	+4	+2	+5	+5	Flight	+4/+1	+1d8+3
7	+5	+2	+5	+5	Bonus Feat	+5/+2	+1d8+3
8	+6/+1	+2	+6	+6	DR: B:3, P:2, S:1	+6/+3	+1d8+3
9	+6/+1	+3	+6	+6		+6/+3	+1d10+2
10	+7/+2	+3	+7	+7		+7/+4/+1	+1d10+2
11	+8/+3	+3	+7	+7	Bonus Feat	+8/+5/+2	+1d10+2
12	+9/+4	+4	+8	+8	DR: B:4, P:3, S:2	+9/+6/+3	+1d10+2
13	+9/+4	+4	+8	+8		+9/+6/+3	+2d6+1
14	+10/+5	+4	+9	+9		+10/+7/+4/+1	+2d6+1
15	+11/+6/+1	+5	+9	+9	Bonus Feat	+11/+8/+5/+2	+2d6+1
16	+12/+7/+2	+5	+10	+10	DR: B:5, P:4, S:3	+12/+9/+6/+3	+2d6+1
17	+12/+7/+2	+5	+10	+10		+12/+9/+6/+3	+2d8
18	+13/+8/+3	+6	+11	+11		+13/+10/+7/+4/+1	+2d8
19	+14/+9/+4	+6	+11	+11	Bonus Feat	+14/+11/+8/+5/+2	+2d8
20	+15/+10/+5	+6	+12	+12	DR: B:6, P:5, S:4	+15/+12/+9/+6/+3	+2d8

The Flow of Ki

Very few know of the true nature of ki, nor do they know the many ways to channel it. Monks are aware of one form of ki channeling. This is an internal channeling rather than an external channeling of energy. Monks focus their energy internally allowing them to perform all of their supernatural feats including prolonged life. The martial warrior is far different. They are something of the opposite in terms of techniques and abilities. Martial warriors learn to focus their energy out ward to effect their environment and even their bodies in similar manners that the monks can. The warrior can focus their energy to increase their strength temporarily, or they can focus that same power into a single point, then release that energy in the form of a powerful blast of energy.

The martial warrior is capable of various things with their ki, things that the monks frown upon, and have no desire to learn, or ever teach. This is how to focus and control their ki. With ki there exists' 2 basic concepts for using ki, a persons power level and power up. The person's power level determines their strength and power. Martial warriors are trained in brining this power out and focusing it. The act of

bringing out this power is known as powering up. The warrior can only power up a certain number of times in a day. Once this energy has been completely drawn out, the warrior must rest for several hours before they can power up again even once. To determine everything you must first determine the characters actual ki points. These points determine how much energy can be drawn out at any one point in time by powering up. They also help determine the characters power level.

Determining Power Level & Power Up

The character initially starts with the characters Constitution score plus their Wisdom score times 2. This is the characters Power Level. This is how much energy the character can draw upon in a single day. So with a Constitution of 14, and a Wisdom of 12, the character would have a Power Level of 52. Their Power Up however is equal to only $1/5^{\text{th}}$ of that amount, namely only 10.4 points. Thusly the character can only power up 5 times a day. Depending on what all you do, this energy can go really quick. Remember that handy ability to boost your Strength by 1 point per every 2 points of ki, based upon the characters level. Yep, it can go fast. At level 1 with a Wisdom of 12, the boost will only last 2 rounds, and only for a +1 to the characters Strength and damage. Although you can make it last longer by forking out more energy, but that's 2 points per 2 rounds of use. On top of that there are all of the different energy waves you can do, not to mention being able to fly, eventually. Yea that energy can go fast. With Decimal points under 5 round down, and with ones over 5 round up.

Luckily however the characters Power Level does go up. A martial warrior's power level increases 1d8, plus their Constitution and Wisdom Modifiers. So at level 2 the characters Power level increases say: 1d8= 5, Con= +2, Wis= +1; by a total of 8 points. That 52 power level is now a 60. The characters power up also increases. That amount however is still equal to $1/5^{\text{th}}$ of the characters Power Level. This means with the new 60 power level the character's new Power Up is only 12. (In the case of a decimal point, round down if under 5, if it's over round up to the nearest whole number.) With Powering Up the character can only power up once per round. They don't have to use that energy right away, but the more times they power up in combat the less they will be able to do later should they need to Power Up for another fight. And just for the heck of it, say by level 20, and not stat increases to Con and Wis, and with an average die roll of 4 taken (rather than rolling just taking the average half amount, and starting at level 1 again), the character will have a Power level of: 185, and a Power Up of 37. Thus if you wanted to boost your characters Strength by 20, it would cost 40 ki points to do so, thus requiring for you to power up twice before you can boost the characters strength by that much in one boost. Although you could boost it gradually. (With the lump sum boosts you can boost your Strength by 20 points like this only 4 times. And with a 12 Wisdom, the each boost lasts only 2 rounds for a total of 8 rounds if maintained at this level.)

With bonuses like the Saiyan's +4 ki points at level 1, or the Strong Ki feat, these bonuses are added in first before multiplying everything by 2. Thus with that 14 Con, and 12 Wis, they would have 26, +4 points for being Saiyan, and +4 for having the Strong Ki feat, the character would have a starting Power Level of 68, and a Power Up of 13.6 (or 14). Powering Up counts as a move equivalent action, and again can only be done once per round.

Energy Uses

The Martial Warrior can focus their ki in a number of different ways, creating various effects and unique powers. The more outrageous, the more energy and time it takes. Effects are things that the character uses to create techniques. Krillin's destructo disk is an energy attack. Although not particularly powerful it is very deadly. The attack has a Deadly, Ignore Hardness/Armor, and Vorpall effects on it. The attack does only 1d6 points of damage when it hits, but since its vorpal, on a critical hit it can instantly kill the target, and with Ignore Hardness/Armor opponents wearing non magical armors, or structures can not make use of their hardness ratings, or AC bonuses, and with deadly the damage done with it is applied directly against the characters Constitution rather than Hit Points. Effects increase the ki cost of the attack, and can reduce the attacks damage in favor of more harmful results. Once a technique has been created its damage can increase with level advancement, but some effects may cancel this out. (Deadly effect is one that does this.)

Other techniques can be made including ones that are usable in melee rather than at a range. Below are the charts out lining the basics of energy use for combat, and then the different effects that can be used. A character may only create 2 techniques at levels 1, and only 1 new technique as levles 3, 5, 7, 9, 11, 13, 15, 17, and 19. Once a technique has been learned it can not be unlearned in favor of a different technique. The character can learn techniques from other mentors or characters (this establishes a set technique like the destructo disk or the Kamehameha) or the character can essentially create their own. (In dragon ball Goku was known for doing this when he was a young fighter. He learned the Kamehameha after seeing master Roshi do it once.) The character can not have techniques that are the same. All techniques must be different. Up to 1d2 effects may be used to make 1 technique.

Not all techniques have the same level of damage and some simply provide the character with a little extra surprise in combat. The afterimage technique is one such thing. It does no damage, but it can fool an opponent should they fail their spot check. Even some energy blasts give the illusion that they are deadly when in fact their not, their just all show.

Note that attacks that take a full round action to launch, do provoke an attack of opportunity from your opponents. Attacks that only take a single action to fire off however do not.

Name	Description
Basic Energy Blast	This is the basic most energy attack. This attack counts as a full round action to fire. The attack does not have to be a beam, it can be a disk, or ball shaped attack, whichever you desire. The attack has a base damage of 1d6 points of damage. It increase at a rate of 1d6 every other level for a max of 10d6. The ki cost to fire is 5 points per 1d6 in the attack. It has an automatic base cost of 5 ki points for 1d6 damage. Damage can be regulated and controlled, but no lower than 1d6. The attack has a range of 100ft +10ft every other level. This is used as the base for all energy attacks. A reflex save can be made for half damage. Once the character can put more than 4d6 points of damage into the attack they can start to fire off attacks as a standard action, but no more than 2 in a single round. These attacks can only have up to ½ of the characters maximum amount of damage for an attack. (Round down for uneven numbered dice.) Anything else with more damage than that is a full round attack.
Multiple Image	This technique is the basis for 2 different uses. The First use of this is called the <u>After Image</u> . This is a very quick use thing that takes only an action to use. When moving

	<p>you can choose to leave a number of after images behind equal to your charisma modifier. Opponents must make a spot check (DC equal to your level, +10, plus the number of after images.) This check must be made for each image. Failure means that the opponent thinks one of the images is the character and will attack that instead of the character. The image lasts only 1 round. It takes 10 ki points per image created.</p> <p>The other is the <u>Clone</u>. This is very spendy, but can be very helpful. By spending 20 ki points the character can create a number of physical doubles equal to their charisma modifier, the 20 ki points are for the initial clone, it costs another 20 points per each clone up to the characters max. (If the character has no Charisma Modifier they can only create 1 clone.) All of the doubles look exactly like you and have the exact same physical stats as you. However they only have 10 ki each to spend for energy use, and they have 1/4th of your HP, and their AC is 1/2 of yours. Their combat skills are also at 1/2 of yours (but no lower than zero). They get no saving throws either, but luckily can be targeted by spells, thus shunting away harmful and deadly attacks from the original. The clones will only last a number of rounds equal to the characters Wisdom modifier +1. An even more massive draw back is that it puts such a strain on the body that clones can only be created once per day. Before the character can select Clone they must first have the After Image technique.</p>
Eye Beams	Once a character has a power level of at least 100 they can select this attack. Eye beams have no ki cost and thus don't require the character to power up. They do only 2 points of damage however, and have a range of 60ft. This counts as a full round action to perform. This can also not be enhanced with effects.
Ki Force Attack	This is an invisible blast of force launched from the eyes or palm. Although it does no damage it does push opponents back. Again the character must have a power level of at least 100 before they can select this technique. Opponents must make a reflex check, vs. the characters own will check. If the opponent does not beat the characters check they move back 2ft per number they are below the characters. Thus if they had a 10 and the character had a 16 they would be moved back 12ft. If they succeed in their reflex save they only move back 2ft regardless of what they gain. This counts as a full round action to perform, and can not be enhanced upon with effects.
Webbing	This webbing is exactly the same as that of the Web spell, but with a few differences. First it can not be set on fire. Second anything can be entangled in it, even creatures like spiders that can normally move through webs. And lastly this is an attack that is sprayed out in a cone shaped area. The range is a 60ft cone area. It takes only 10 ki to use.
Instant Transmission	This technique requires that the character have a Power level of at least 300 before they can select this. This technique allows the character to teleport from one point to another. The character must either have been there themselves or knows the person there, and must be able to sense their energy. It takes 10 ki per 100 yards that the character wishes to cover, or 300ft. This can easily be line of site teleportation. To teleport a mile to some one would cost 40 ki points. For someone 20 miles away it would be 200 ki points. The character can easily teleport anyone along so long as they are touching the character. The ki cost increases by 5 points per person.
Binding Attack	This is an attack used to immobilize a person. It takes 10 ki points plus a number of additional points equal to the targets Strength. (This number is generally a guess based

	upon how the target physically looks.) Upon a successful ranged attack, rather than doing damage the target is bound in energy rings, or bound to an object or structure. It takes a strength check DC equal to the amount of energy in the bindings. The bindings will last only 4 rounds however. A bound target can not use any spells or powers that require their hands to do. Note though that the binding attack can not have more than 30 ki points in it, including the base cost.
Melee Attack	This effect enhances upon the characters abilities in melee combat. Essentially the character can pump ki into their fists and punches to do extra damage. This is similar to the monk's ki strike ability. For 5 ki points the characters unarmed attacks hit as if they had a +1 enchantment. While the monk's version is permanent, this one is temporary lasting only a number of rounds equal to the characters Wisdom score +2 rounds. Up to a +5 equivalent enchantment can be given. This does not increase the characters damage or ability to hit. This technique however can be enhanced upon only with the following effects: Deadly, Vorpall, and Ignore Hardness/Armor.
Effects	
Homing	This effect allows an attack to a much greater chance of hitting its target. Even if the attack misses on the first try the character can try on each of their other actions to try and hit the target with the same attack. At the end of the characters turn the attack fizzles out and hits something, (like a tree or a rock, or something). The character must add 5 ki per +1 to hit to the attack. Damage is not reduced.
Bending	This effect allows an attack to go around corners, or go over walls. This essentially can reduce a person's use of cover to nothing. Add 5 to the ki cost per bend (up to a 90degree angle each time). Damage is not reduced.
Area Effect	This effect allows an attack to affect an area rather than a single target. Add 5 ki to the attack per 5ft effected by the attack. Damage is not reduced.
Delay	This effect allows an attack to be delayed for a few rounds. This can allow for several other attacks to happen before this one will go off. For example: you can fire off several rapid shots filling an area, all are delayed for a few rounds. You spend your next turn doing the same as well as the turn after that. Next turn you get the heck out of the way as all of the attacks activate on their predetermined actions. It costs 2 ki per round that the attack is delayed. Damage is not reduced.
Rapid Fire	This effect allows you to fire a large amount of attacks at one or more targets with in a given action. For every single action that the character has they can fire off 2 shots. The draw back is that not only are these attacks very fast, but they don't do a lot of damage. Damage of blasts is reduced to a d4. Maximum dice that can be used in a rapid fire blast is 3d4. It costs 5 ki per action of rapid fire. (If you have 2 actions, you can spend those actions using a rapid fire attack at the cost of an additional 10 ki points.)
Deadly	This effect takes the damage of the attack and applies it directly against the targets Constitution score. If their constitution is reduced to zero they are dead. The maximum amount of damage allowed in these attacks is 3d6. Add 10 ki to the attack per 1d6 in the attack. Also each 1d6 of damage in this can cancel out 2d of a persons deflection. (Should they have deflection.)
Vorpall	This effect provides the attack with the ability to have critical hits. The attack has a critical hit range of 18-20. On a critical hit, (once its been confirmed), the attack will instantly kill the opponent, just like a vorpall sword. Reflex saves can be made (verses

	the characters total roll to hit on their initial roll). If the save is made they take double damage instead, and there is a 25% chance that they loose a limb. The damage of the attack is reduced by 1d6. Add 15 points to the ki cost of the attack.
Ignore Hardness/Armor	This effect is particularly deadly. This effect cut an AC bonuses from armor in half. Additionally the hardness ratings for objects or structures are canceled out. Damage reduction is also canceled out. This adds 10 ki to the cost of the attack. Damage is reduced by 1d. (Can not reduce damage lower than 1d however.) With magic armor only the base AC bonus is affected. The magical bonus is not reduced.
False Attack	This is an effect that makes an attack appear more deadlier and flashier than it actually is. The attack does no damage, regardless of any amount of energy put into it still explodes upon impact but no damage is done. (See, flashy but harmless.) 5 ki is spent and a bluff check is made. The amount of the check is added into the amount of energy in the attack. Opponents must make a sense motive check equal to the amount of supposed energy in the attack. If the check is made they'll notice that something is off about the attack, that its simply a diversion of some sort. If they fail, the character can make an attack of opportunity against the target, who in turn is considered flat footed. The more energy put into the attack the more convincing it is. This attacks base energy cost is for that of the standard energy blast and is boosted by that amount.
Blinding Flash	This is an effect that affects an area in front of the characters. This flash has the normal range of an energy blast, but effects a cone shaped area rather than a straight line. The attack emanates out from the character in a very wide area. Anyone caught with in that area will be blinded for a number of rounds equal to the amount of energy in the blast. The energy of the blast is based upon the characters normal energy attacks. This adds 10 points to the attacks ki cost and is not factored into determining the length of time a target is blinded. The length of time is 2 rounds per 5 ki in the attack. The attack does no damage.

Personal Energy Waves

The martial warrior initially starts things out with their Personal Energy Wave. This wave is a flexible wave, meaning that at any point in time the character can add effects to it, or they can just use it with out any effects. These attacks have no limit to how much damage they can do. On the down side you are still restricted in that you can only do as much damage as you have the ki to pay for it. At 10d10 an energy blast would have a ki cost of 50 points. Now at 20d10 that cost is now 100 ki points. Luckily for the sake of balance the maximum increase in damage is exactly like that of the normal energy blast. Only with out the set maximum factor. This attack always counts as a full round action to fire off. At level 1 it automatically does 2d10 points of damage for only ki points. Like the normal energy blast the damage can be controlled, but can not be lowered beyond 2d10. Personal energy waves can only have the following effects used in them: Homing, Bending, Area Effect and Delay.

Saiyan's and Namekkian's

Saiyans and Nameks are a bit different than most other races in that they can instinctively use ki. Regardless of class, (except for the Martial Warrior class), Saiyans and Namekkians have a Power level, which incorporates their Racial bonuses. This power level is the Saiyan and Namekkian's Constitution score, plus their racial bonus, times 2. Their Power Up is also determined by dividing the total by 5.

However this ki can only be spent to do normal energy blasts, nothing else until they gain levels as a Martial Warrior. The normal energy blast does not get any effects at all. The characters power level only increases per their racial bonus +1d4.

Q&A Time

But what about Piccolo's Special Beam Cannon, doesn't it have Ignore Hardness/Armor?

Yes it does, but keep in mind that when comparing these rules to what happens in the actual series. Piccolo and Goku both already have established personal energy waves. Although Piccolo's special beam cannon is his more powerful technique in the series, with these rules it's a secondary technique of his, which he created specifically to deal with Goku. To that end the special beam cannon is simply a created technique that Piccolo made.

In the show the characters power levels are well into the millions yet the way how you have things done up they never get that high. Why not?

Lets face it D&D isn't exactly the setting for high powered cosmic fights. To that end you have to bring it down a bit. That's where toning things down comes into play. Normally someone like Goku could take on the entire D&D pantheon and still not break a sweat. That's just not right for this particular game setting. So we tone it down, make things less cosmic and more normal. The essential feeling is there though. Rather than blowing up a planet the villain can decimate villages. A 11d10 energy blast with a boosted area effect can easily wipe out a village of farmers no problem. For those of you who really want to use the high power level thing, here is the rule for that. When using the Sense Power Skill the character can try and sense a person's true power level. The character's true power level, not what they use for fighting. First take their power level and add a number of zeroes to the end of it equal to 1/4th the character's level. Now you have the high numbers you're looking for. Otherwise the Sense Power skill is used normally. In this way a person whose combat Power Level is 210 at level 20, would have a true power level of 21,000,000.

Why change the Saiyan's Oozaru form from that of a gargantuan creature to only a one stage increase in their size?

Again here I had to tone it down a bit. By doing things this way it makes the Saiyan much more playable in a game than they were before. In this way DM's might actually let the Saiyan keep their tail. All the increases for the Saiyans are nothing overly drastic. They get some bonuses but when compared to the Drow they aren't that bad in comparison. To top it off the Saiyans' abilities can be stripped away pretty easily in a fight. Drow also have a +2 level adjustment, Saiyans only have a +1 level adjustment. Namek's got a lot more going for them and get a hefty +2 adjustment.

Why have the players create their own special attacks for their characters. You could just do up a list of powers like how they have for spells.

A big no here. That's the big thing; that the characters are inventing and learning techniques, not spells, which is one of the problems with Psionics, they're too spell-like. Instead I am laying out special

rules governing these powers. I want players to feel that they have a bit more say in what their characters learn. And not only that how those powers work as well. It's all about customizing.

How come you only have one class? Before you had several in one version including prestige classes?

I worked it into only 1 class for a very good reason. You don't exactly need ki healers or things like that, that's why you have clerics. There's also plenty of other classes around that only 1 is really needed.

Ok in one of your previous versions you said that ki and magic don't mix. Is that going to carry over as well?

To a degree. Here's how things work in this version and with magic. Ki powers work just fine in anti magic fields and area's. Its one of the perks. However many spells work strongly against ki powers. These are defensive spells however. Mage Armor for example has a +4 bonus to the characters AC. With the Ignore Hardness/Armor effect of the destructo disk such a bonus would normally be reduced in half. With magic and psionics like mage armor, (psionic's have the inertial armor feat that does the same thing) they do not loose their bonuses when faced with these powers and effects. With things like the Globe of Invulnerability, the spell does not absorb ki powers in the same way it can spells. This is based upon the damage of the power. If the energy blast did 5d6 points of damage and the target had up a Minor globe of invulnerability they could stop 3d6 points of that damage with it. Any special effects of the power are not canceled out unless the damage is reduced to zero thus canceling out the attack. Spells or powers that can protect the target from energy in general will stop Ki attacks as they are pure energy. Sanctuary also works against martial warriors and their powers. With the Shield spell it can block energy attacks as well. However an attack with bending can go around the shield. But since the shield is invisible it makes getting around it a bit difficult. Essentially though with an energy blast with 1-3 bends in it the attack can get around the shield. Other spells like Stoneskin also retain their effect. Magic items like a ring of mage armor, bracers of armor, or rings of protection retain their bonuses as well.

What about deflection, can it block spells and psionic powers?

Deflection can block spells and psionic powers. However with spells and psionic powers, (elemental based spells & powers like fireball and cone of cold), the characters deflection is only at half effect. With psionic powers the same applies but only with any elemental based ones. Anything dealing in energy like magic missile, or even negative energy attacks can be blocked normally.

Do Martial Warriors loose their AC bonus from their speed when faced with touch attacks?

No. This bonus is a natural bonus of sorts based upon the characters speed. The only time when they would loose this bonus, much like anyone else is when they loose their dexterity bonus. Thus if tied up they would not be able to make use of their dexterity modifier, and in turn their speed AC bonus.

What about multiclassing as a Monk and Martial Warrior? Does the Monks Speed help provide an AC bonus for the character?

Yes it does, this is one reason why the two classes are similar. Again Monks focus their speed on actually running, rather than in everything else. As a multiclass Martial Warrior/Monk the character gets a +10 increase in Speed at each level that the Monks Speed would increase, however while the Monks speed is at 30 there is no increase. In this way there are increases for the character but they come much more slowly than they would advancing as a Martial Warrior.

How do you determine a normal persons Power Level, or True Power Level when they have no actual Power Level?

This is pretty Easy thing to do. For a normal persons power level take the characters Constitution as the base, multiply that by 2. After this it can vary a bit. For Spell casters and Psychics, multiply the number by their highest Spell level or Psionic power level. For everyone else, divide the characters level by 2, and then take that number and multiply the base number you got initially by that. For True Power Levels, follow those previous steps first. After doing all of that rather than (as mentioned previously) determining what 1/4th of the characters level is and then adding that number of zeroes to the end, determine what 1/4th of the characters level is if they have Magic or Psionics, 1/5th if other wise normal. Monks however may use the 1/4th the characters level. Again with this number add that number of zero's to the end of the Power Level you determined earlier. As an example, so you can follow all of that, a level 20 Sorcerer has a Constitution of 14. They would have a base Power Level equivalent of 252. As for a True Power Level its 25,200,000.

With the Speed and AC bonus, is the bonus listed just a flat bonus with that Speed score, or is that a number added on top of the previous bonus?

No. As you've noticed by now in D&D numbers tend to not work like that when they are displayed in an order like the list above. When you have a Speed score of 90 you have a +5 AC bonus. When your speed increases to 100, you don't get a +6 to the previous bonus. No what you have now is a +6 AC bonus rather than a +5. This is how the Monks class AC bonus works as well.

Skills

Well here are a few new skills. These skills are exclusive only for the Martial Warrior. Monks however can take the skills as cross class skills.

Hide Power (Wis)

You've learned how to hide your power level and various other aspects of your self from others.

Check: A Hide Power check is used to oppose a Sense power check, or to try and oppose some one Scrying or even spells like detect alignment or spells that might detect your level, class, and powers. This is a simple skill vs. skill check. The higher skill check wins. If the Hide skill check succeeds then the person trying to learn about the character can not garner anything about them including where they are at. If they fail then the person learns that not only has the character been trying to hide themselves and they learn what it is they wanted to. The skill can be used at any time and maintained fairly easily, although powering up and using any powers will instantly negate the characters ability to hide their power.

Retry: Once you're busted that's that. You can't fool the same person twice either. Once they know you are holding back, or are hiding your true powers then you can't do it again.

Special: Martial Warriors get this as part of their class skills. Monks can select it as cross class skill.

Sense Power (Wis)

You can sense the power of those around you and even at great distances.

Check: A Sense Power skill check used when trying to determine an opponents power level if they have one or to sense just how powerful an opponent is. This is often also used in conjunction with the Instant Transmission power to teleport to a spot where a known person is or where a strong power resides. Only persons with the Hide Power skill can keep their power level hidden. Additionally those with spells and wards that protect against detection, including hiding the person's level and class, can also be sensed if the character can make the skill check to do so. Two skill checks are made though. The first is to determine if they can sense anything, this is opposed by either the targets Hide Power check, or the level of the spell, plus the characters Wisdom modifier, +10. The below chart determines what the character can sense after they make the second skill check. This skill can also be used in the place of a Spot check to find a person who is hiding, or it can be used with it.

Skill Roll	Description
10-14	You can sense something about the individual, but nothing specific. If they're near by like with in 40ft of you, you can sense them, but nothing specific like their exact location.
15-19	You can determine the characters primary class, and if they have it their power up. You can also sense people up to 1 mile away if you focus. Individual close by can not hide from you either, but you narrow down the persons position to being with in 20ft of you if they are hiding. If used with a spot check this provides a +2 to the check.
20-24	You can determine the targets other classes as well as the targets over all level. You can also determine the characters power level if they have one. You can not however determine the levels at which a spell caster can cast their spells, nor can you sense the power points of a psychic character. Also the bonus to finding hidden characters increases to a +4. Also you can narrow down a person's position to with in 10ft of you. Additionally you can sense people up to 5 miles away from you.
25+	You can sense just about anything you want to from the target. You can determine the highest level of spells that a magic user can cast, you know how many power points that a Psychic character has and the level of their powers. You can also determine the exact position of anyone near you. Lastly you can sense people up to 10 miles away from you. (You can try and sense people even further out than this but the DC increases by 5 for every additional 5 miles.)

Retry: You can retry the skill check once every minute. Once you have sensed an individuals power level and anything else about them they can not hide their true powers from you again. You can try to get a better impression of the person however.

Special: Martial Warriors get this as part of their class skills. Monks can select it as cross class skill.

Bluff

The martial warrior can use the bluff skill in conjunction with their powers to a degree. They can attempt to fool their opponents into moving or reacting in a way they want.

Check: A bluff check like this is against an opponents sense power check, or even a sense motive check for those with out the sense power skill. The bluff check is against the opponents skill check. However those using the sense motive check are at a -6 to their check.

Concentration

The martial warrior, much like a sorcerer or wizard, or a cleric must make a concentration check when using the more “heftier” energy attacks, ones that take a full round action to fire off.

Check: The DC for these checks are 10+ the damage dealt if physical, or + the number of dice in damage the attack does if a spell or power.

Feats

Here are some new feats specifically for the martial warrior, and the Saiyan & Namekkian races.

Strong Ki [Ki]

Your ki is much stronger than normal.

Benefit: You gain a +4 to your ki points.

Special: A character may gain this feat multiple times.

Burn-Out [Ki]

You can sacrifice your health for more energy.

Benefit: You can burn HP at a rate of 1 for 1 ki point. This is a dangerous tactic to use as it can quickly kill a character. HP loss in this way is considered subdual damage and is regained normally. This HP loss will not kill the character unless they use enough HP to drop them below their Constitution score or lower.

Saiyan Rage [Saiyan Only]

The Saiyans are known for their tempers, but yours is unique.

Prerequisite: Must be a Saiyan, or Half Saiyan.

Benefit: The Saiyan can enter into a blinding fury like a barbarian. This Saiyan rage is only usable once a day and is brought on by moments of intense anger, like seeing a friend hurt or killed, or willingness to overcome a virtually unstoppable opponent. This feat can be used only once per day. It provides the Saiyan with a +4 to strength, and constitution, +2 to Will saves, -2 to their AC, and an instant extra 15 + the characters level in Ki points for use for a number of rounds equal to the characters Charisma Modifier +1 (no lower than 1). (These points act as an instant power up, on top of any powering up that he character has already done or will do.)

Special: Once the rage has ended the Saiyan is not winded like how a barbarian is. The Saiyan can take no actions except defending for 1 round as they regain their composure; however for that 1 round and afterward until they can rest for an hour they are at a -4 to their AC. This can cancel out any bonuses for being on the defensive, or on full defense.

Ranged Strike [Namek Only]

You can focus your ki in such away that it allows you to hyperextend your arms out to incredible lengths, allowing you to strike an opponent at a range or to engage them in a grapple from a range.

Prerequisite: Must be a Namekkian.

Benefit: This feat allows a Namekkian to focus their ki in such a way that they can hyper extend their arms out to incredible lengths at impressive speeds as well. The technically allows the Namekkian to make ranged unarmed strikes, or they can even grapple, or grab something or someone from a distance. A roll to hit is still needed but is for a ranged attack. Grappling is still normal only you may grapple at a

distance. If grappling you can choose to entangle your foe. Target gets to make a reflex save, (DC equal to the characters adjusted base attack bonus, using the characters strength modifier rather than dexterity. If they fail the check they are entangled and can not defend themselves, (Loss of Dex to AC and all that other good stuff.) If they succeed in the save they not only escape being entangled, but they escape the ranged grapple. The person must state at the beginning of a ranged grapple if they are wanting to try and entangle the person. Grappling at a range does not provoke an attack of opportunity from the person you are attacking, but does from anyone else near by. Limbs extend out and retract in 1 round, meaning that come the characters next turn their limbs are still extended. Limbs automatically retract after 1 round, entangled targets remain entangled, but they are up close to the Namek now. Once entangled the target can break free with a Strength check only, (DC equal to the Namekian's strength +6 if using both limbs, or +3 if using only 1 limb.) If the Namek is using only one limb to entangle a target they can make only 1 attack per round on the entangled target with that free arm. The Namekian however can only maintain their entanglement for a short time. It costs the Namek 2 ki per limb extended (range is based upon the characters Speed +40), and each round you wish to maintain an entanglement costs an additional 4 ki per limb used. (Also with the attack of opportunity for entangling, it is only for the initial time that it is used against a target. After that keeping a person entangled does not continue to provoke attacks of opportunity. Also you can use an entangled person as a shield. Damage to you is reduced a bit in this way. While the target takes most of the damage when used like this you still take some damage, damage is reduced by half, with the target taking the higher number. Even if killed the target can still be used as a shield, unless their body becomes too shredded to be used as such.)

Special: You may only make two attacks in a round when using your limbs like this. You can still make an energy attack with this so long as it counts as a single action.

Point Blank Blast [Meta-Ki]

This feat is similar to the feat Point Blank Shot only this one deals with energy waves.

Prerequisite: Must have at least 1 level as a Martial Warrior, or be a Saiyan or a Namekian.

Benefit: You can fire off your energy attacks at a point blank range. This feat is different from the Point Blank Shot feat in that rather than gaining a +1 to hit and damage with the attack, instead the target is denied their Dexterity bonus for that attack. The attack is basically considered a surprise attack. This feat can be used any number of times in combat, but you must be within melee combat to do this. This feat allows you to use your ranged energy waves without suffering from an attack of opportunity, but you must be in melee combat to gain the benefits of this, otherwise the rules are the same. Anywhere else and you lose it.

Precise Blast [Meta-Ki]

This feat is exactly like the Precise Shot feat only again, dealing with energy waves.

Prerequisite: Must have at least 1 level as a Martial Warrior, or be a Saiyan or a Namekian. And you must have the Point Blank Blast feat.

Benefit: You can fire off an energy wave at an opponent that is engaged in melee without suffering the standard -4 to hit penalty. However energy waves can not have the Area Effect in them, they must be able to affect one target or one target at a time. For example with an energy wave that affects multiple targets through the Rapid Fire Effect you can fire off those shots at targets who are engaged in melee combat.

Blast on the Run [Meta-Ki]

This feat is exactly like the Shot on the Run feat only dealing with energy waves.

Prerequisite: Point Blank Blast, Dex 13+, Dodge, Mobility.

Benefit: When using multiple attacks with the characters energy waves, the character can move both before and after the attack, provided that their total distance moved is not greater than their speed. This can only be done with energy waves that count as a single action, rather than a full round action.

Combat Focus [General]

You are adapt at focusing your ki for your powers while being attacked.

Benefit: Like combat casting, you gain a +4 bonus to concentration checks made to fire off an energy wave or to use any other ki powers while in combat, or on the defensive.

Hearty Appetite [Saiyan Only]

Eating isn't just a good thing for you, you regain some energy from eating food.

Prerequisite: Must be Saiyan, or Half Saiyan, Constitution 13+.

Benefit: Eating food isn't just good for you; you can recover your energy as well. Problem is that you need to eat your weight in food, luckily you don't put on any weight, all that food turns to energy as soon as your iron stomach gets it. Each time the character eats their weight in food they regain a number of ki points equal to their Power Up, thus the character has enough energy to Power Up once. But the character can only do this sort of thing a number of times a day equal to their base Constitution Modifier (no magical adjustments). After all there are only a certain number of times a day when you can really gorge your self like that before you're too full to eat for the rest of the day. On top of that it can get really spendy to eat massive amounts of food like this. (A good meal will cost 5 silver pieces, for a character to eat their weight take the cost of 1 meal and times it by the characters weight for the cost in silver. Divide by 10 if you want to know the amount in gold. A 185lb. character would have to pay 925 silver pieces or 92 gold pieces and 5 silver.) These acts also can only be done once every 4 hours, after all you need time to digest the food.

Combat

Combat with the martial warrior or with Saiyans and Namekkians is pretty much the same as usual. The only new things are the addition of Ki powers. Ki powers are pretty much ray's of sorts. Rays, like "Ray of Frost," or "Ray of Disintegration," all require roll to hit using the characters ranged attack bonus. Same thing goes with energy waves.

Powering Up

The act of powering up is an awesome sight for anyone who has never seen this before. Powering up creates a field of energy around the character often referred to as an aura. This aura is rather flame like and is visible to anyone who isn't blind, although it is transparent and does not always have color in it, usually. Powering up also has another unusual side effect, it effects the area around the person as well. (Note though that this is not to the extent that it is done in the show.) Powering up will cause light and small things around the character for a number of feet equal to the characters power level to levitate up into the air. This is enough to levitate small rocks, insects cut grass and other loose bits and ends to rise into the air.

This has no real practical use and is just an after effect of gathering all that energy together in one place. Additionally in order to use their ki powers, namely their energy waves and other such fighting

techniques, the martial warrior often must perform some sort of gesture and or speak a phrase. This helps to focus their energy properly to create the desired effects. Thus often full round attacks tend to have specific names and gestures, while attacks that count as a single action usually don't.

On the subject with unarmed fighting things also work the same. Like a monk the martial warrior does not provoke an attack of opportunity when attacking unarmed. However unlike any other class, the martial warrior has no training in the use of weapons and armor. And unlike monks their unarmed dice damage does not really increase, instead they can increase their strength instantly to levels that no normal being can reach.

Another thing is flying while tied up. Technically when tied up, a character loses their Dexterity bonus to their AC. Things are a bit different for a character who can fly, but is still tied up. While you do lose your Dexterity bonus to your AC, you do not however lose your speed bonus when flying.

Recovery

Recovering is still the same when it comes to Hit Points. Ki is recovered much in the same way how a magic user or psychic character recovers the use of their abilities. The character must rest for 8 hours. After resting for this long the character can use their powers again. Although the Hearty Appetite feat can allow a Saiyan or Half Saiyan to Power Up a bit more often than they normally would.

Power Actions

Components: Unlike spells, Ki powers have no physical components like the scales of a fish or the eye of a bat. Instead they are purely energy, but some require specific gestures and phrases or a single action in order to use. Then of course the character has to focus their energy properly in order to get the desired outcome.

Concentration: The character needs to concentrate at some level in order to focus their ki. Sometimes this is easy, other times it's hard. Ki powers that require a standard action are considered instant uses of sorts, and do not need a concentration check in order to really focus the character's energy to pull these off. However with larger powers, namely more personalized powers like the personal energy wave and other attacks that are full round actions, you do need to make a concentration check. However the check is only needed when something happens that can cause the character to lose their concentration. Failing a Concentration check causes the character to lose their turn, but they do not lose the energy they were putting into the attack.

Counter Blast: In the place of an Attack of Opportunity, a Martial Warrior, or even a Magic user or Psychic can try to counter an attack. This may be hard to understand so here is an example. Let's say a Magic User is going to lob a Fireball. As a Martial Warrior you see that they are performing some odd gestures (anyone near by could make an attack of opportunity, but can't for one reason or another). You state that your character will forgo their attack of opportunity on the magic user (since they can't get to them in time, or the character already moved their full movement rate), and instead hold to counter blast. In order to counter blast the opponent must be using a ranged spell attack, or power. Upon casting or firing off the attack, the character makes their counter attack roll. This roll is versus the opponent's roll to hit, or if an area affecting attack, simply roll to try and hit the caster.

If the counter blast hits, then the two powers or the power and the spell connect at about mid way of its intended target. The attack with the higher damage wins out. So if the fireball is more powerful then the energy blast was a waste of ki, and the fireball plows right through it to its intended target. If the Energy wave is stronger then the fireball explodes right where it is at ½ its normal strength. If both attacks are equal in power then there is a struggle. The spell caster (or whoever) will sense this, and the two must make an opposed Will check. The winner of the check gets to either have their attack counter the other, or their counter blast is by passed. If there is another tie, then another check is made, but both people are at a -2 to this check. If another tie happens then yet another check is made this time at a -4. This continues as such until a winner. These checks are done once every round. Thus a simple thing like having the villain dropping that 8d6 fire ball of death on the crowd of innocent villagers, can be turned into something much more spectacular and dramatic than normal.

AC Vs. Touch Attacks

Unlike most other folks, the martial warrior, like a monk, is very apt to dealing with touch attacks. They retain their full AC since they do not wear armor and have their Speed bonus to their AC.

Super Speed and Damage

So far you've all seen some pretty high numbers for Speed. Well its time for a few other uses for those high Speed's. Super Speed is nasty when doing a charging attack. For every 50points of Speed the character has, they can do 1d6 points of extra damage when performing a charging attack. However for every 50 points in Speed that the character has, they must have 10ft of space between them and the target. Thus with a Speed of 200 the character needs the initial 10ft of room, plus an additional 40ft of room. If they decided to get a running charge then their speed doubles to 400. This does change things substantially. The character would now need a total of 90ft of space in order to take off at that speed and hit a target. But if they got the room and they hit, they can do 8d6 points of extra damage. Additionally this Speed damage can be used against a character when moving at 2x their normal speed. If the character collides with a structure they take a 1d6 points of damage per every 50ft of speed they were going over their base speed. Thus at a speed of 400 the character would only take damage for moving about at 200, so only 4d6 points of damage are taken. With these speed damages targets can try to roll with the punch in hopes of reducing the harm of the hit. A reflex save is made, DC 20. If the check is made the target takes half damage, if failed they take full damage.

Super Speed and Movement

With running things are a bit different for characters with these high speeds. These characters can only run at double their Speed, rather than triple and quadruple. You see their already able to move at speeds greater than any normal being. Thus moving even faster is a bit of a strain. So moving at double their Speed counts as if they were running at 4 times their Speed. Running at the characters highest Speed possible (2x the characters Speed score) does not improve the characters AC however. Running counts as a full round action as normal. On another down note the character does need an open stretch of land to run on. Hills and things like that are no big deal, neither are a few obstacles like a tree and such. Character can stop on a dime if their only moving at their normal Speed, but when moving faster than that it's a lot harder. The character must make a Reflex save unless they are intentionally plowing into something. The save is DC 20 to stop on a dime. However if they fail the save then they screech to a halt 1ft per every

10ft of Speed they were going over their normal Speed. Thus at 400 ft the character would actually come to a stop 20ft off their mark, this can mean colliding into an object, which can be a bit painful.

Prestige Classes

Super Saiyan

The Super Saiyan is the ultimate warrior amongst the Saiyan people, and often even amongst most others. Super Saiyans have what some consider boundless energy. When they power up, the land shakes and the heavens part. These tales are all some what true, but like most legends, even the power of the Super Saiyan can be thrown out of proportion. Truth is that while Super Saiyans are quit powerful, even they have limitations and drawbacks.

Its said that only those pure of heart can become Super Saiyans. In a race of warriors, pure hearted individuals are often hard to find. Rather its only to those who are either pure of heart, or purpose can ascend to being Super Saiyans. Super Saiyans are often driven by their more baser emotions upon their initial transformation, but beyond that they gain control. However while there are many levels to the Super Saiyan, there are stages even beyond this. The transformation slightly increases the characters muscle mass, their hair sticks straight up at odd positions and is a slightly glowing yellow, the characters eyes also turn a very unsettling green (unsettling mainly to those who would do you harm), lastly the Saiyans aura, when Powering Up is yellow as well.



Requirements

To qualify to become a Super Saiyan, a character must fulfill the following.

- The character must be a Saiyan or Half Saiyan.
- Must be a Martial Warrior or have levels in it, and have a Power Level of at least 100.

- **Skills:** Concentration 6 ranks.
- **Feats:** Saiyan Rage
- The character must be within a Saiyan Rage first before their initial transformation. Its something of a catalyst or part of a trigger for the transformation. After this the character can transform at will.

Game Rule Information

Hit Points: Super Saiyans are pretty tough and gain 1d10 per level, including constitution modifiers.

Class Skills

The Super Saiyans class skills are as follows: Balance, Concentration, Intimidation, Jump, Sense Motive, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Super Saiyan.

Transformation: The transformation into a Super Saiyan is an event to shake the heavens. When a Super Saiyan is born many different events happen around the Saiyan and all those there. The ground shakes, the clouds begin to swirl around above them and lightning touches down in the distance and dances through the clouds. It is awe inspiring and very intimidating. Those witnessing the initial transformation must all make a Will save (DC 30). Those that fail the save are over come with enough fear that they can hardly move. Those that make the save, still can take no direct actions against the Saiyan, but can do anything else they desire, like getting the hell out of there, although it won't matter.

Once transformed the Saiyan gets some boosts initially, plus some added ones as they gain in power. After the initial transformation the character must make a Will check (DC 10) in order to transform. Other wise when in combat or any other situations the character and not transformed the characters stats, including power level, and bonuses to damage all remain as if the character were not a Super Saiyan. This transformation can only be maintained for a number of minutes equal to the characters level plus their Constitution modifier in minutes. Additionally the character gains 1d8 points of Ki per level for their normal form plus any modifiers for Constitution and Wisdom, this is in addition to the Ki bonus points per level while in the Super Saiyan form.

Level 1: The initial level of the Super Saiyan see's that the Saiyan gains some physical transformations as well as a boost to their Power Level while in the Super Saiyan State. The Saiyan gains a +2 to their strength, their Speed increases by 1d12, and all of their energy attacks do 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost. Their Power Level also increases by 20 points while in this form. The Super Saiyan also gains a degree of all purpose Damage Reduction. This is a DR of 2/+1. (This does compound with the DR of a Martial Warrior, adding 2 to all of the DRs as well as the +1 to each, rather than there being nothing, this however is only while in the Super Saiyan form.)

Level 2: At the next level the Super Saiyan's Strength increases by 1 point, their speed by 1d12, and Their Power Level by 10 points.

Level 3: At the third level of the Super Saiyan transformation the Saiyan becomes aware that there are levels beyond that of the Super Saiyan as their Power Level continues to increase. The Super Saiyans Strength increases again by 1, their Speed by 1d12, and their power level by 10 points.

Level 4: At level 4 the Super Saiyan becomes certain that there is a level beyond that of the Super Saiyan. The Super Saiyans Strength increases again by 1, their Speed by 1d12, and their power level by 10 points.

Level 5: At level 5 the Super Saiyan is ready to ascend beyond the boundaries of a Super Saiyan 1. The Super Saiyans Strength increases again by 1, their Speed by 1d12, and their power level by 10 points.

Additionally when leveling up the Saiyans unarmed attack bonus increases as they gain levels as a Super Saiyan.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus
1	+0	+2	+2	+0	Level 1	+1
2	+1	+3	+3	+0	Level 2	+2
3	+2	+3	+3	+1	Level 3	+2
4	+3	+4	+4	+1	Level 4	+3
5	+3	+4	+4	+1	Level 5	+4

Super Saiyan 2

There is a level beyond that of the Super Saiyan, its known as a Super Saiyan 2. This transformation requires the Saiyan to be pushed to the edge again. This transformation increases the Saiyans Strength and Power Level substantially, however this increase comes at a cost in the previous increases in speed.

Requirements

To qualify to become a Super Saiyan, a character must fulfill the following.

- The character must have all 5 levels as a Super Saiyan
- Must have a Power Level of at least 160 as a Super Saiyan.

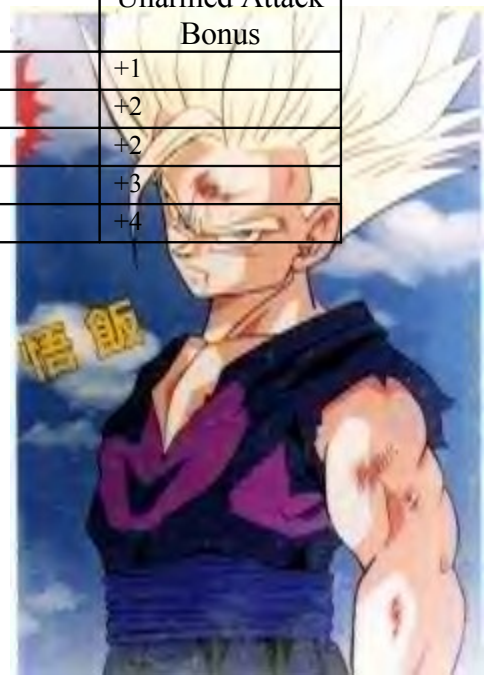
Game Rule Information

Hit Points: Super Saiyans are pretty tough and gain 1d10 per level, including constitution modifiers.

Class Skills

The Super Saiyans class skills are as follows: Balance, Concentration, Intimidation, Jump, Sense Motive, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.



Class Features

The following are features of the Super Saiyan 2.

Transformation: The initial transformation of a Super Saiyan 2 is not nearly as flashy as that of the Super Saiyan 1. The ground still shakes, only electricity crackles over the characters body. The characters muscle mass increases a bit more drastically than before. Their hair stand up much more straighter and appears to be a bit longer. The characters features also seem to stand out more; muscles for example have more definition. Additionally the character gains 1d8 points of Ki per level for their normal form plus any modifiers for Constitution and Wisdom, this is in addition to the Ki bonus points per level while in the Super Saiyan form. The length of time a Saiyan can remain in the Super Saiyan 2 form is equal to that of being a normal Super Saiyan. Transforming is a Will check, DC 15.

Level 1: The initial level of the Super Saiyan see's that the Saiyan gains some physical transformations as well as a boost to their Power Level while in the Super Saiyan State. The Saiyan gains a +4 to their strength, and all of their energy attacks do another 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost. Their Power Level also increases by an additional 15 points while in this form on top of the bonuses form the Super Saiyan 1 Form. The bonuses for strength however does not compound with those of Super Saiyan 1, instead they over ride them, the Characters speed increases by 1d6 however. The Super Saiyan 2 also gains a degree of all purpose Damage Reduction. This is a DR of 2/+2. (This does compound with the DR of a Martial Warrior, adding 2 to all of the DR's as well as the +1 to each, rather than there being nothing, this however is only while in the Super Saiyan 2 form. However this is used instead of the Super Saiyan 1 DR.)

Level 2: At the next level the Super Saiyan's Strength increases by 2 points, their speed by 1d6, and their Power Level increases by 15 points.

Level 3: At the third level the Super Saiyan's Strength increases again by 2 points, their speed by 1d6, and their power level increases by 15 points.

Level 4: At level 4 the Super Saiyan's Strength increases again by 2, their speed by 1d6, and their power level by 15 points.

Level 5: At level 5 the Super Saiyan is ready to ascend beyond the boundaries of a Super Saiyan 2. The Super Saiyans Strength increases again by 2 points, their speed by 1d6, and their power level by 15 points.

Additionally when leveling up the Saiyans unarmed attack bonus increases as they gain levels as a Super Saiyan.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus
1	+0	+2	+0	+0	Level 1	+1
2	+1	+3	+0	+0	Level 2	+2
3	+2	+3	+1	+1	Level 3	+2
4	+3	+4	+1	+1	Level 4	+3
5	+3	+4	+1	+1	Level 5	+4

Super Saiyan 3

The power of the Super Saiyan 3 is far beyond that of any other super Saiyan form...yet. The power of the Super Saiyan 3 form offers a much more substantial transformation than the previous forms. This form is a level of power on say...epic proportions. (Note that I do not own the Epic Levels hand book and am just throwing out some numbers, but then again that's what the book does anyway from what I've seen and heard.)

Requirements

To qualify to become a Super Saiyan 3, a character must fulfill the following.

- The character must have all 5 levels as both a Super Saiyan 1 and 2.
- Must have a Power Level of at least 220 as a Super Saiyan.



Game Rule Information

Hit Points: Super Saiyans are pretty tough and gain 1d12 per level, including constitution modifiers.

Class Skills

The Super Saiyans class skills are as follows: Balance, Concentration, Intimidation, Jump, Sense Motive, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Super Saiyan 3.

Transformation: The initial transformation of a Super Saiyan 3 is far more fantastic than the other transformations. When the character transforms they are engulfed in a brilliant globe of flickering energy. While there they undergo a real transformation. Their hair grows out to well over 5 times the normal length. Often hanging down nearly to the ground. The characters facial features take on a more neanderthalic look. Their eye brows loose all their hair or appear to and the increase in size thus the neanderthal look. The Saiyan's muscle mass also triples in size. The Saiyan hardly resembles how they once looked. Even those who can't sense power levels or ki or anything like that can sense the sheer

power of the Super Saiyan 3. Additionally the character gains 1d8 points of Ki per level as normal, this is in addition to the Ki bonus points per level while in the Super Saiyan form. A down side to this form is that it can only be maintained for a number of rounds rather than minutes as with the Super Saiyan 1 & 2 forms. The form can only be maintained for the characters level in minutes + their Constitution modifier. Transforming requires a Will check DC 20.

Level 1: The initial level of the Super Saiyan see's that the Saiyan gains some physical transformations as well as a boost to their Power Level while in the Super Saiyan State. The Super Saiyan gets a +5 to their Strength, a +2d8 to Speed, and a +20 t their Power Level, and all of their energy attacks do 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost. The Super Saiyan 3 also gains a degree of all purpose Damage Reduction. This is a DR of 2/+3. (This does compound with the DR of a Martial Warrior, adding 2 to all of the DR's as well as the +3 to each, rather than there being nothing, this however is only while in the Super Saiyan 3 form. This however is used instead of the Super Saiyan 1 & 2 DR's.)

Level 2: At the next level the Super Saiyan's Strength increases by 1 points, and their Power Level increases by 20 points.

Level 3: At the third level the Super Saiyan's Strength increases again by 1 points, a +2d8 to Speed, and their power level increases by 10 points.

Level 4: At level 4 the Super Saiyan's Strength increases again by 1, and their power level by 20 points.

Level 5: At level 5 the Super Saiyan's Strength increases again by 1, a +2d8 to Speed, and their power level by 10 points.

Level 6: At level 6 the Super Saiyan's Strength increases again by 1, and their power level by 20 points.

Level 7: At level 7 the Super Saiyan's Strength increases again by 1, a +2d8 to Speed, and their power level by 10 points.

Level 8: At level 8 the Super Saiyan's Strength increases again by 1, and their power level by 20 points.

Level 9: At level 9 the Super Saiyan's Strength increases again by 1, a +2d8 to Speed, and their power level by 10 points.

Level 10: At level 10 the Super Saiyan's Strength increases again by 1, and their power level by 20 points, and all of their energy attacks do 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost.

Additionally when leveling up the Saiyans unarmed attack bonus increases as they gain levels as a Super Saiyan.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus
1	+0	+2	+1	+0	Level 1	+1

2	+1	+3	+1	+0	Level 2	+2
3	+2	+3	+2	+1	Level 3	+3
4	+3	+4	+2	+1	Level 4	+3
5	+3	+4	+2	+1	Level 5	+4
6	+4	+5	+3	+2	Level 6	+5
7	+5	+5	+3	+2	Level 7	+6
8	+6	+6	+4	+2	Level 8	+6
9	+6	+6	+4	+3	Level 9	+7
10	+7	+7	+4	+3	Level 10	+8

Super Saiyan 4

As if the power of a Super Saiyan 3 were enough. There is yet a final level of power far beyond that of the powerful Super Saiyan 3. However unlike the limits of the Super Saiyan 3, this form is far superior, and can be held indefinitely.

Requirements

To qualify to become a Super Saiyan 4, a character must fulfill the following.

- The character must have all 5 levels as both a Super Saiyan 1 and 2. The Saiyan does not have to have any levels as a Super Saiyan 3 however, but it helps.
- The Saiyan Must have their tail, and must be able to assume the Oozaru form.
- Must have a Power Level of at least 300 as a Super Saiyan.



Game Rule Information

Hit Points: Super Saiyans are pretty tough and gain 1d12 per level, including constitution modifiers.

Class Skills

The Super Saiyans class skills are as follows: Balance, Concentration, Intimidation, Jump, Sense Motive, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Super Saiyan 4.

Transformation: The initial transformation of a Super Saiyan 4 is unlike any of the other Transformations. First the Saiyan must be in one of the Super Saiyan forms, and in their Oozaru form. This is known as the Super Oozaru. Like all other transformations, this requires the Saiyan to be pushed that last bit over the edge. The character will float up into the air and their body will begin to glow. The Super Oozaru will then appear to begin to shrink back into the characters normal form, even though they still have their tail. However when the dust clears and the character stops glowing their hair for one is

longer than usual, falling down to about shoulder length or a bit longer, and sticking out in wild directions. The Saiyans body is covered in a brown fur, except in certain areas like the hands, face, feet, and chest, like an ape. Most notable are the eyes. The Saiyans eyes become red rimmed, and their eyes turn Gold (if Lawful good, or Chaotic good) or Blue (if Neutral good or Lawful Neutral, or True Neutral). The form, unlike any of the others, can be held indefinitely, and transforming into a Super Saiyan 4 requires a Will check, DC 25. After the initial transformation the Saiyan can no longer assume the Oozaru form, instead they can turn instantly right into Super Saiyan 4. In which case the Saiyan's body glows brightly and then suddenly they are in Super Saiyan 4 form. Cutting off a Saiyans tail at this point is useless, they can or will instantly regrow it for a mere 20 ki points. The character also gains 1d8 points added to their Power Level with each level of advancement as a Super Saiyan 4 on top of the transformed state bonuses.

Level 1: The initial level of the Super Saiyan sees that the Saiyan gains some physical transformations as well as a boost to their Power Level while in the Super Saiyan State. The Super Saiyan 4 gets a +6 to their Strength, a +1d20 to Speed, and a +30 to their Power Level, and all of their energy attacks do 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost. The Super Saiyan 4 also gains a degree of all purpose Damage Reduction. This is a DR of 3/+4. (This does compound with the DR of a Martial Warrior, adding 3 to all of the DR's as well as the +4 to each, rather than there being nothing, this however is only while in the Super Saiyan 4 form. This however is used instead of the Super Saiyan 1, 2, & 3 DR's.)

Level 2: At the next level the Super Saiyan's Strength increases by 1 points, and their Power Level increases by 20 points.

Level 3: At the third level the Super Saiyan's Strength increases again by 1 points, a +1d20 to Speed, and their power level increases by 20 points.

Level 4: At level 4 the Super Saiyan's Strength increases again by 1, and their power level by 20 points, and all of their energy attacks do 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost.

Level 5: At level 5 the Super Saiyan's Strength increases again by 1, a +1d20 to Speed, and their power level by 20 points.

Level 6: At level 6 the Super Saiyan's Strength increases again by 1, and their power level by 20 points.

Level 7: At level 7 the Super Saiyan's Strength increases again by 1, a +1d20 to Speed, and their power level by 20 points.

Level 8: At level 8 the Super Saiyan's Strength increases again by 1, and their power level by 20 points, and all of their energy attacks do 1 extra die of damage regardless of limits, this boost does not effect the attacks ki cost.

Level 9: At level 9 the Super Saiyan's Strength increases again by 1, a +1d20 to Speed, and their power level by 20 points.

Level 10: At level 20 the Super Saiyan's Strength increases again by 1, and their power level by 20 points.

Additionally when leveling up the Saiyans unarmed attack bonus increases as they gain levels as a Super Saiyan.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus
1	+0	+1	+1	+1	Level 1	+1
2	+1	+1	+1	+1	Level 2	+2
3	+2	+2	+2	+2	Level 3	+3
4	+3	+2	+2	+2	Level 4	+3
5	+3	+2	+2	+2	Level 5	+4
6	+4	+3	+3	+3	Level 6	+5
7	+5	+3	+3	+3	Level 7	+6
8	+6	+4	+4	+4	Level 8	+6
9	+6	+4	+4	+4	Level 9	+7
10	+7	+4	+4	+4	Level 10	+8

Rules of the Super Saiyan

1. Transforming is a full round action.
2. All rules for multiclassing, including epic levels advancement apply when dealing with the characters HP, Skills, and Base Attack bonus/Unarmed Attack Bonus. Beyond these rules and/or restrictions the character continues to advance. (Since I do not own the Epic Levels hand book I do not know if for certain HP advancement continues beyond level 20, as well as Saving throws and such. To this end I've still added the information regardless, just in case it does.)
3. The Super Saiyan 3, and Super Saiyan 4 prestige classes are primarily Epic levels classes. The degree of added power is obvious in them.
4. Out of the transformed state, the character can not make use of the Power level bonus points, Strength bonuses and Speed bonuses. These apply only when the character transforms. Aside from these there are normal bonuses for the character while they are in their normal form, even though they are normal they are still considered Super Saiyans. These normal form bonuses are essentially the characters normal level advancement enhancements like +1d8 to their Power Level, Base Attack Bonuses and Unarmed Attack Bonuses, as well as Saving throws are all retained in the characters normal form and do not apply to only being in the Super Saiyan form. Hit Points are included as well although the character does not gain additional Hit Points for being a Super Saiyan.
5. The Saiyan can be knocked out of their Super mode in one of three ways. First if the character is rendered unconscious or killed, they will revert back to normal. Second way is if their HP is reduced down to 1/10th of their maximum amount. If this is done they can not assume the Super Saiyan form until their HP improves. The third way is for them to voluntarily do so.
6. There is no ki, or HP cost to turn Super Saiyan, it is a force of will that does it. This requires a Will check (DC 10-25). Transforming is a move equivalent action. Characters may not take 10 or 20 with these checks, but can try them once per round until the character transforms.
7. The damage increase affects all of the Super Saiyans attacks, except for their normal melee attacks, those remain constant.
8. All rolls for Speed increases are made only once at each new level. Half of the bonus goes to the characters normal form and the rest is gained while in the Super Saiyan form.

The Super Namek

Even Namekkians have a legendary status. The Super Namek is a being able to take the Nameks ability to heal, and stretch to literally new Heights. The Super Namek has the uncanny ability to increase their physical size several fold depending on their level of power. However to ascend to this level of power, a sacrifice is required.

Requirements

To qualify to become a Super Namek, a character must fulfill the following.

- Have the Ranged Strike Feat.
- Must have at least 1 level as a Martial Warrior.
- Must be Namekkian.
- Must have a Power Level of at least 100.
- Must have a Constitution of 14+.
- Must have the Namekkian Fusion feat.

Game Rule Information

Hit Points: Super Nameks are pretty tough and gain 1d10 per level, including constitution modifiers.

Class Skills

The Super Namek's class skills are as follows: Concentration, Intimidation, Jump, Sense Motive, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Super Namek.

Size Adjustment: With each new level of advancement the Namekkian is capable of increasing their physical size by 1 size class. To increase their size it must be stated when the character is Powering Up how many size classes they will grow by. At level 1 as a Super Namek, the Namek can only increase their size by 1 class. Thus the medium sized Namek can become a large sized being. These different Size increases are listed below in order of advancement.

Bulky: The character can initially only increase the bulk of their muscle mass while they are still medium sized. Essentially when the Namek increases their Strength with ki, the effects last longer than usual. Boosted Strength lasts 2 times longer than normal.

Large: AC is at a -1 against targets smaller than them. Their Strength & Constitution increases by 2 points. This size increase can be maintained for a number of minutes, equal to the characters Wisdom modifier +8. After this the character must rest for 2 times that amount time.

Huge: AC is at a -2 against targets smaller than them. Their Strength & Constitution increases by 4 points. This size increase can be maintained for a number of minutes, equal to the characters Wisdom modifier +4. After this the character must rest for 4 times that amount time.

Gargantuan: AC is at a -4 against targets smaller than them. Their Strength & Constitution increases by 8 points. This size increase can be maintained for a number of minutes, equal to the characters Wisdom modifier +2. After this the character must rest for 6 times that amount time.

Colossal: AC is at a -8 against targets smaller than them. Their Strength & Constitution increases by 12 points. This size increase can be maintained for a number of minutes, equal to the characters Wisdom modifier +1. After this the character must rest for 8 times that amount time.

Ki: At each level of advancement the Super Nameks Power Level increases by 1d8 points plus the Constitution and Wisdom modifiers.

Note that with size increases once you've picked a size and power up to that size you can not increase your size beyond that until you can power up again. You can however decrease your size at will as a free action, and you can as well increase your size back to the already decided upon size you wish to grow to. Thus in the first round of combat you want to increase your size to huge. After this you can decrease your size back to normal, or large, so long as the time limit does not expire for the initial chosen size. Even if you grow to Huge size, but then back down to Large size your time limit is still for the Huge size. The next time you power up you can increase their size class beyond huge if possible, but you can not decrease your size from an already previously chosen size. So when powering up again you can decrease your size from huge to large so you can remain like that longer.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus
1	+0	+2	+0	+0	Bulky	+1
2	+1	+3	+0	+0	Large	+2
3	+2	+3	+1	+1	Huge	+2
4	+3	+4	+1	+1	Gargantuan	+3
5	+3	+4	+1	+1	Colossal	+4

The Poor Fools

Not everyone is as lucky as a Saiyan or Namekkian, or the other lucky guys and galls that luck out and get trained in the ways of the Martial Warrior. However some folks unwittingly unlock their potential, often in combat under extreme conditions, like nearly being killed. Below are some special prestige classes that can be used by just about anyone.

The Spirit Warrior

Not every one can focus ki in the ways that Monks, Martial Warriors, Red Avengers, and Weapon Masters can. Some are trained in a specific way of properly channeling that energy to create some truly spectacular results. The Spirit Warrior is just that person. Unlike most warriors who need a weapon like a long sword or an ax to channel their ki into the Spirit Warrior only requires a specially crafted wooden

weapon. This weapon often resembles an actual weapon, but has no blade and is essentially a club or quarter staff. In the hands of a Spirit Warrior this weapon is anything but an ordinary practice weapon. The weapon can cut deeper than any mundane blade, or pierce the toughest of armor. Those that have faced a Spirit Warrior are always astounded to find that their sharp weapons leave not so much as a scratch on the wooden weapon. Those that live know never to underestimate these foes again.

Requirements

To qualify to become a Spirit Warrior, a character must fulfill the following.

- **Skills:** Concentration 4 ranks, Craft (Woodworking) 6 ranks, Sense Motive 6 ranks.
- **Feats:** Alertness, Iron Will, Weapon Focus in Club or Quarter Staff, or other wooden melee weapon.
- Base Attack Bonus +4
- Must own a wooden melee weapon of their personal making, or one that is of significant personal importance, like a family heirloom. The wooden melee weapon must be masterwork quality, and can not be enchanted in any way, or it will lose all of its abilities, and the wielder will not be able to use their powers with it.

Game Rule Information

Hit Points: Spirit Warriors gain 1d6 per level, including constitution modifiers.

Class Skills

The Spirit Warrior class skills are as follows: Balance, Bluff, Concentration, Intuit Direction, Jump, Listen, Sense Motive, Tumble, Sense Power.

Skill Points at Each Level: 4 + Int. modifier.

Class Features

The following are features of the Spirit Warrior.

Weapons & Armor: The character is proficient in all Simple weapons, and light armor. The character suffers no penalties to their powers when wearing armor.

Power Level: The Spirit Warrior gets a Power Level. This is determined by taking the Characters Constitution score and adding their Wisdom modifier to that, then multiplying it by 2. At each new level the character gains 1d6 points to that amount. This energy is used to fuel the Spirit Warriors abilities. The character however does not have a Power Up ability, instead they draw on the energy as they need it for their abilities. This ki however is all that the character has for the day. They must rest like a Martial Warrior, Cleric, Mage, or Psychic before they can use their powers again.

(Note to determine the Spirit Warrior's True Power Level take the characters other class levels and add them together, then divide them by 2, then take the characters Power Level and multiply it by this number. Next divide those class levels again, but this time divide them by either 4 if they have levels as a Martial Warrior, Magic User, or Psychic or using one of the prestige classes in this section; divide them by 5 if they have levels in any other class. With multiclassed add the numbers together. Take this number and add a number of zero's to the end of the characters Power Level as a Spirit Warrior. A level 9

character, Monk 3/Fighter4/Spirit Warrior 2, and a Power Level of 37, the character would have a True Power Level of 13,000. Here are the mathematics I did to get to this. Each is divided by an underline to help you see the order in which I went.

$3 + 4 = 7 / 2 = 3.5$, $37 \times 3.5 = \underline{129.5}$ [round up], 130; $3 / 4 = 0.75$, $4 / 5 = 0.8$, $2 / 4 = 0.5$; $0.75 + 0.8 + 0.5 = \underline{2.05}$ [round down], 2; 13,000.)

Focus Energy: The Spirit Warrior can focus their new found power into a wooden weapon. This weapon becomes as hard as steel and apart of the Spirit Warrior. They can sense this weapon if dropped, and exactly how far way that is from them by making a Sense Power check (DC 15). The weapon does an extra die of damage, based upon what it already does. A quarterstaff does 1d6/1d6, for a Spirit Warrior it would do 2d6/2d6. The weapon also glows with a blue, orange, red or black energy depending on the wielders personality. This isn't very extravagant however and appears as if the energy is a sort of mist flowing around the weapon. The weapon, in or out of the characters hands is exceptionally strong, and has a hardness rating as if it were solid steel. The weapon sheds light up to only 5ft. The glow is a bit dull, and the wielder does not have to have the weapon glow if they desire not to, but it will glow when they start to use their other abilities. The extra damage is only when the weapon is in the Spirit Warriors hands.

Release Energy: The Spirit Warrior can unleash a ranged energy attack with their weapon. This is often done by striking the ground in some fashion, a blade of energy instantly shoots forth racing toward the target. The problem is that it can only be used against ground opponents. The attack does 2d6 points of damage per 5 points of ki put into the attack, this is not governed by level, but by how much energy you can use. Later you can choose to affect a group of enemies around you. Again by striking the ground, lances of energy shoot out in every direction at the enemy near you and erupt out of the ground just underneath their targets. All targets of these attacks can make a reflex save (DC 15 plus the characters level as a Spirit Warrior.) Failure means they take full damage, if they make it they take half damage. The initial type of use has a range of 80ft and homes in on the targets position. The other sends lances out at any opponents with in 20 feet of the character. All of these attacks are full round actions.

Shield: By holding the wooden in front of them, the Spirit Warrior can create a protective field of energy completely around themselves. Using this drains 5 points of ki from the character each time it is used. The shield nullifies a number of dice in a magic spell, or power that does damage, this number is determined by the characters level as a Spirit Warrior +2. thus at level 3 the Spirit Warrior can stop spells and attacks that have at least 5 dice of damage, any more will carry over to the person. A fireball for example can be nullified by the use of this ability for the character and any one directly behind him. After shield has taken more damage then it can handle it will drop and a new one will need to be made. The shield only protects a 5ft area, and the character must succeed in making a Reflex Save (DC dependent upon the spell or power). If they fail the save they can not erect the Shield in time, but can make a standard reflex save if one is allowed. Spells or Powers that do not allow for a Reflex save can be blocked by the shield only if the Spirit Warrior is aware of the attack, (in which case DC is 10 plus the casters level.) Also noncorporeal beings can not attack through this shield while it is in effect. Shield remains in effect until the character takes an action, as such their entire time must be spent maintaining the shield. Normal physical attacks can however penetrate the shield, only noncorporeal beings like ghosts and such can not by-pass it while it is in effect.

Powered Weapon: Eventually even the power of the weapon increases. As the character advances the weapon gains an accumulative +1 enchantment to hit & damage. The glowing of the weapon tends to be a

bit brighter with each increase; increasing the level of light emitted by an additional 5ft. Also the character can choose to divert the bonus to hit and damage to their AC. While the bonus, or part of the bonus is diverted the weapons damage and to hit enchantment bonus are of course reduced. Thus if you have a +4 to hit and damage while wielding the weapon, you can refocus part of that energy to defending your self by increasing your AC by 1 to 4 points. So if I increased the characters AC by 2 points their weapons enchantment bonus would drop from a +4 to a +2. This action must be declared at the start of combat.

Energy Whirlwind: The Spirit Warrior can create a whirl wind of energy with a simple slash of their blade. This is a ranged attack against a single target with a bit more devastating effects than the Released energy attack. Simply by slashing their weapon in the air they can create an energy whirlwind. This whirlwind is small, like a mini tornado, no bigger than the person. It quickly flies in at the target, following them around as they move. Once caught in the whirlwind, they remain there a 1d6 rounds taking 2d6 points of damage each round. The target can try and make a reflex save to avoid the whirlwind each round. The whirlwind will die out on its own if it does not hit anything, after 4 rounds. Once a victim is caught in it they can not escape, the sucker kicks into hyper drive and can not be stopped unless the target is capable of using ki themselves and can raise a deflection, or has a spell of power that provides some sort of protection that can be erected before the attack is used. It takes 10 points of ki to create this attack.

Final Strike: This is a single powerful attack that uses up all of the Spirit Warriors energy to finish off their opponent. It must be stated before hand that the character will be using Final Strike to finish off an opponent. The character makes a single attack at their highest base attack bonus, plus any other modifiers. If the attack hits, the out come is that the character has plunged their wooden weapon into the body of their opponent. They then release all of their energy at once as they plunge the weapon deeper in. Each 5 points of ki spent in this attack increases the weapons damage by 1d10. The effect is one of lightning erupting out of the body of the target flying up into the sky. If it kills the target, nothing is left of them except for a statue of dust that crumbles the second it is moved. Either way the character's wooden weapon also crumbles to dust, and they must make another. The last draw back to this is that the oppoenent must have lost at least half of their HP before this can even be used. This can be determined by making a Sense Power check. This check can be made once a round against the target you are intending on using the Final Strike against.

Destruction of the Wooden Weapon.

This is nothing really bad. Simply crafting a new one will solve your problems. Upon completion of crafting the weapon, the Spirit Warrior must become use to the new weapon before the weapon regains all of the abilities the former one had, this takes about a week to do.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Power Level, Focus Energy
2	+2	+1	+1	+1	Release Energy (Single Target), Powered Weapon (+1)
3	+3	+2	+2	+2	Shield
4	+4	+2	+2	+2	Powered Weapon (+2)
5	+5	+2	+2	+2	Release Energy (Group)
6	+6	+3	+3	+3	Powered Weapon (+3)

7	+7	+3	+3	+3	Energy Whirlwind
8	+8	+4	+4	+4	Powered Weapon (+4)
9	+9	+4	+4	+4	Final Strike
10	+10	+4	+4	+4	Powered Weapon (+5)

The Spiritual Healer

The Spiritual Healer is a person who has learned to use their energy for healing. Unfortunately this comes at a bit of a cost. While the healer can bring a person back from the edge of death, they can not use their energy to defend themselves, nor can they use it to heal themselves. These beings are often found amongst Monk orders and even amongst the Namek's.

Requirements

To qualify to become a Spiritual Healer, a character must fulfill the following.

- **Skills:** Concentration 4 ranks, Heal 6 ranks, Knowledge (Healing) 6 ranks, Profession (Healer) 6 ranks.
- Can not have any levels as a Martial Warrior. The ways of a healer clash with the ways of the warrior.
- Must be Lawful Good. The power of a Spiritual Healer is born from a great desire to help people.
- Character must have at least 4 levels as a Monk or Cleric.

Game Rule Information

Hit Points: Spirit Healers gain 1d6 per level, including constitution modifiers.

Class Skills

The Super Saiyans class skills are as follows: Concentration, Diplomacy, Heal, Knowledge (Healing), Profession, Sense Power.

Skill Points at Each Level: 4 + Int. modifier.

Class Features

The following are features of the Spiritual Healer.

Weapons & Armor: The Spiritual Healer is not proficient in any weapons or armor. Wearing armor will cause the character to loose the Speed AC bonus they gain while flying.

Power Level: At level 1 as a Spiritual Healer, the character unlocks their ability to use ki to heal. Initially this is not much, but they quickly gain more energy. The character starts with a Power Level equal to their constitution score, plus charisma modifier, x2. At each level as a Spiritual Healer, the characters power level increases by 1d8 points plus the characters Charisma Modifier. The character has no power up and draws out only the amount of energy that they need each time.

Flight: At level 1 the Spiritual Healer has learned how to focus their ki in such a way as to allow them to fly about at will as well as being able to fight in mid air. This form of flight when compared to the fly spell, or even the fly, and advanced flight powers of a psion or psychic warrior is superior. The characters actual flight speed is equal to their movement speed as if they were walking or running. All other rules for

flight apply. However for the Spiritual Healer there are no penalties for fighting in mid air. The downside is that flying costs energy. Thus 10 ki must be spent per hour of flight time. This does not change if used in combat. This ability only extends to the Spiritual Healer; they can not pass on this ability to anyone else like how a fly spell can. The Spiritual Healer's flight speed does increase by 10 points every other level and is added onto the characters Speed. While flying the character can make use of the Speed AC bonus, but only when actually flying.

Healing Hands: Upon touching a person the character can choose to heal that person. The act of healing only restores damage to the person's body, nothing more. It also restores energy to the person. Healing however takes time to do, unlike a healing spell, but it is very effective. Healing happens at a rate as such: 1 point of ki will restore 2 Hit Points, 2 ki points or Power Points, allows a spell caster to cast 1 extra spell per level of the healer, (spell level does not matter, number of spells that the mage can cast from this must be determined as they are being healed from what they can already cast as well as any restriction in the number of spell that can be cast of that level.) In one round the character can use up to their Charisma in points of energy to heal a single target. During that time they can take no other actions, and the person must remain still or inactive while they are being healed as well. At each level the amount that can be restored increases by 1 point for Hit Points, 2 points of ki and power points, and no increase for spells. So at level 2 for 1 point of ki the Spiritual Healer can restore 3 Hit points and so on. The draw back is that they can not heal themselves at all with this ability.

Awareness: At level 4 the Spiritual Healer gains a degree of super natural awareness. The Spiritual Healer may add their level as a Spiritual Healer to all Sense Power skill checks, and Scrying Checks (if they already have the skill).

Sense/Awaken Hidden Power: At level 8 the Spiritual Healer gains the ability to sense if a person has latent or hidden powers. This is dependent upon the characters primary class (highest level class). First the Spiritual Healer must be touching the persons head, and must make a Sense Power Check, DC 25. If they make the check then they can sense that the person has some hidden potential or power that can be unlocked. If they fail the check then they can sense nothing in the person. The check can only be made for a target only once in that persons life. Meaning that while you can continue to make this sort of check on anyone you encounter, you can only do it once per person. If they died and were reborn, or resurrected you could make the check again on the person as they aren't necessarily the same. All of this takes the equivalent of about a minute of concentration. Once it has been determined that the person has hidden potential the character can as a free action unlock that potential. For the person its like powering up in a way, they feel a sudden upsurge of energy from within them as things within them are unlocked. Below are the Classes and what the effect of this to each of them is.

- **Barbarian:** The barbarian's rage is a bit more potent than most others. The barbarian's bonuses to Strength, and Constitution increase by 1 point while in a rage.
- **Bard:** The bard's music is much more powerful others. The bard's music gains a +1 bonus to its effects for Inspire Courage, +2 for Countersong, +2 for Fascinated, +1 for Inspire Competence, +2 to the DC of Suggestion, one more person can be effected with Inspire Greatness.
- **Cleric:** The cleric's healing spells are more potent than normal. For a cleric they can heal an additional 2 points of damage with any healing spell, with restoring lost ability points the cleric may restore 1 additional point.
- **Druid:** The Druid is capable of attracting animal companions with 1 more hit die. So as a level 1 druid the character could have an animal companion with 3 Hit Die rather than 2. Or at level 3

with the Animal Friendship spell the Druid can attract a 7 hit die animal rather than 6. Basically this effects the potency of the Animal Friendship spell.

- **Fighter:** The fighter's fighting skills increase. The fighter can select 1 bonus feat from their list of bonus feats as a free selection.
- **Monk:** The effects of the monks Stunning Attack are a bit more potent than others. The effects last 2 rounds rather than 1, and the DC increases by 2 points for targets saving throws.
- **Paladin:** The paladins Lay on Hands divine power is a bit more potent than that of others. The character gains a +1 to their charisma modifier total before it is multiplied by the characters level.
- **Ranger:** Rangers may select 1 more Favored enemy as if it were their first selection, this bonus also increases with the actual level 1 selection. Thus at say level 15 the ranger can have 2 chosen enemies which they are at a +4 against, and then have the normal number of chosen enemies after that.
- **Rogue:** The nimble rogue gains a +1 bonus to all of their class skills, so long as the skill has ranks in it. If it does not then it misses out on this bonus even if the character puts skill points into it later.
- **Sorcerer:** The sorcerer may know 1 additional spell for each level of spells that they have available to them. This is for spells known only, not spells per day.
- **Wizard:** The wizard is my learn 1 extra spell per day for each spell level available to them.
- **Psions:** The psion has 1 more psychic power awakened with in them. This power must be one of their discipline powers. The power however must be with in the levels currently available to the Psion. Psions also get 4 extra Power Points.
- **Psychic Warriors:** The psychic warrior may select 1 additional power with in the levels available to them. The psychic warrior also gets 2 extra power points.
- **Martial Warrior:** The martial warrior gets some extra ki points added into their Power Level. The martial warrior gets a random number of points depending on the roll of a 1d6. On the roll of a 1 multiply the characters Constitution Modifier by 1.5. On a 2 multiply it by 2. On a 3 multiply it by 2.5. On a 4 multiply it by 3. On a 5 multiply it by 3.5. And on the roll of a 6 multiply the modifier y 4. This number is then added into the characters Power Level.
- **Prestige Classes:** Prestige classes get nothing, only the classes above determine the bonuses awakened for the target.

Bring Back the Fallen: If a character has died of unnatural causes, (namely from fighting or was murdered), and the body is intact, (at least 80% of the targets body must be intact, and they must have their head) the person can be brought back from the beyond. The requirement is that it must have just happened, the Spiritual Healer has 5 minutes from the persons time of death in which they can bring them back. The healer instead of using their ki, must sacrifice their own hit points to restore the targets body. This is like using ki, but its sacrificing ones own life force to revive another. The loss of HP is subdual, but can kill the Spiritual Healer if they are not careful. The healer must sacrifice 5 Hit points per point of Constitution the target has. The lower the targets Constitution the easier it is to bring them back. Thus if a person has a Constitution of 14 it would take 70 Hit Points from the Spiritual Healer to revive that person. The target suffers no level loss or anything as a result of this. When the person is revived they are no longer bleeding and have 1/4th of their maximum hit points. Lost limbs however can not be restored, and ability point damage taken prior to death is no longer in effect, its restored as well unless permanent. This is gained at level 10.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Power Level, Flight, Healing Hands
2	+2	+1	+1	+1	Healing Hands (+1)
3	+3	+2	+2	+2	Healing Hands (+2), Flight (+10 Speed)
4	+4	+2	+2	+2	Healing Hands (+3), Awareness
5	+5	+2	+2	+2	Healing Hands (+4), Flight (+10 Speed)
6	+6	+3	+3	+3	Healing Hands (+5)
7	+7	+3	+3	+3	Healing Hands (+6), Flight (+10 Speed)
8	+8	+4	+4	+4	Healing Hands (+7), Sense/Awaken Hidden Power
9	+9	+4	+4	+4	Healing Hands (+8), Flight (+10 Speed)
10	+10	+4	+4	+4	Healing Hands (+9), Bring Back the Fallen.

Epic Level Speeds

These Speeds are mainly for characters who hit the Epic Level range of advancement through levels as a Super Saiyan, or other ways. These bonuses can only be used if the character has some levels as a Martial Warrior.

Speed Score	AC Bonus		Speed Score	AC Bonus
230	+12		330	+17
240	+13		340	+18
250	+13		350	+18
260	+14		360	+19
270	+14		370	+19
280	+15		380	+20
290	+15		390	+20
300	+16		400	+21
310	+16		410	+21
320	+17		420	+22

New Material!!!

Since this is a revised version there are some new materials that will be added including feats, prestige classes, and magic items. These things should help enhance on the game play a bit more.

Magic Items

This is something that I left out of the original version of this. Here are some magic items that work with Ki based powers. Additional information on how to craft these items is also presented. Only a few weapons listed are legendary artifacts.

Senzu Beans

Senzu beans are unusual little beans that have remarkable powers of healing and restoration. Different size beans often have different strengths. Beans come in 1 of 3 different sizes: small, medium and large.

- **Small Beans:** Small beans will restore $\frac{1}{3}^{\text{rd}}$ of a person's natural Hit Points. Additionally they will restore 1d2 ability score points, and allow a person to either power up once, cast 1 spell of any level, or they regain 1d10+2 power points. It takes 2 of these beans to cure any normal diseases, and 4 to cure any magical ones. It takes 8 beans to counter act all nonpermanent level losses, and 12 beans to restore 1d2 levels of permanent level loss.
- **Medium Beans:** Medium beans will restore $\frac{1}{2}$ of a person's natural Hit Points. Additionally they will restore 1d4 ability score points, and allow a person to either power up 3 times, cast 3 spells of any level, or they regain 1d10+6 power points. It takes 1 of these beans to cure any normal diseases, and 2 to cure any magical ones. It takes 4 beans to counter act all nonpermanent level losses, and 8 beans to restore 1d2 levels of permanent level loss.
- **Large Beans:** Large beans will restore $\frac{3}{4}^{\text{th}}$ of a person's natural Hit Points. Additionally they will restore 1d6 ability score points, and allow a person to either power up 5 times, cast 6 spells of any level, or they regain 1d10+9 power points. It takes 1 of these beans to cure any diseases including any magical ones. It takes 2 beans to counter act all nonpermanent level losses, and 4 beans to restore 1d2 levels of permanent level loss.

Regardless of how many beans are eaten, a single bean will keep a normal person full for 1d4+1 days. (With Saiyans it would take several of these to do the trick.) Lastly if a person is missing a limb they can grow it back by eating a senzu bean of any size, but gain no other effects of it. A single bush of these will fill a small bag or pouch. These bag often have a variety of different sizes, but none are ever really the same size. (A normal sized bag of these is a 4inch by 6 inch bag that fits in a persons hand. With bags of Senzu beans, beans pulled form the bag are of random size: Roll a 1d6: 1-2 is a large bean, 3-4 is a small bean, 5-6 is a medium bean. A normal bag will have 2d10+5 beans in it. It takes a cleric 1d4 months to grow a single bush of Senzu beans. Some clerics may have more than one bush that they tend to, but these things are rare and are not handed out lightly. The cleric often brews several different potions which they use to water the plant. When the beans turn green they are ready to be harvested.

Caster Level: 13+; Prerequisites: Brew Potion, Knowledge (Agriculture, Nature or Herbalism) 10 ranks, Heal, Restoration, Regeneration, Cure Critical Wounds, Heroes' Feast; Market Price: 900 gold pieces per bean in the bag. A complete bag will cost: 22,500 gold pieces. The cost to create is based upon the potions brewed, 1 per month.

Ki Sword

The ki sword is a sword with no blade, instead its blade is made by a wielder who focuses their ki into the weapon. The weapon is similar to that of a Brilliant Energy weapon to some degree, but the blade of this weapon appears much more solid, and glows much more brightly. No normal person can wield this weapon however, only a person who can power up is able to use this weapon. The wielder of this weapon must focus their ki into it to get a blade, however the ki cost to create the blade is not as significant as firing off an energy blast. For every 2 points of ki in the weapon, its damage time increases. 2 ki points will do 1d6 points of damage, 4 ki points will do 1d8 points of damage, 6 ki points will do 1d10 points of damage, 8 ki points will do 2d6 points of damage, and lastly 10 ki points will have the weapon doing 2d8 points of damage. Ki spent in this way will keep the blade active for 2 minutes. Additionally the wielder may add any effects to the weapon that they desire, but they are only good for a single strike. The blades color is generally yellow and shined light filling a 20ft area regardless of the damage type. The weapons

damage type however also determines the blades look and size: 1d6=short sword, 1d8=long sword, 1d10=bastard sword, 2d6=Great Sword, 2d8=Moon Blade.

Even if dropped the sword can be picked up again and no ki focused into it is wasted. Activating the blade is a move equivalent action

Caster Level: 10+, Prerequisites: Craft magical Arms and Armor, Fabricate, Flame Blade, Gaseous Form, Continual Light; Market Price: 15,600

Artifacts

Below are some magical artifacts.

Z-Sword (Major Artifact)

The legendary Z sword is a sentient blade of incredible power. Centuries ago a powerful martial warrior/mage had their spirit trapped within the sword. Their essence transformed the blade into an instrument of good, but it could only be wielded by a chosen few. This bastard sword appears at first to be just that, an ordinary very well cared for bastard sword, with a silvery blade, gold hand guard, and a red leather bound hilt. The weapon however is much lighter than normal and is treated as if it were a long sword rather than a bastard sword.

INT: 24, **WIS:** 23, **CHA:** 11

EGO: 38

Communication: Speech & Telepathy (can read all languages as well as *read magic*.)

Languages: Common, Elven, Dwarven, Saiyan, Namekkian, Draconic, Celestial

Alignment: Neutral Good, may only be wielded by good aligned people.

4 Primary Abilities & 2 Extraordinary powers

Primary Abilities: Improved Initiative, Sunder, Detect Evil, Detect Magic

Extraordinary Powers: Bulls Strength (1/day), Haste (1/day); (Both Spells casted as if by a level 20 magic user)

Purpose: Destroy Evil, and protect its wielder.

Enchantments: 1d10+3 to hit and damage; Defending, Keen, Vorpal.

Materials: Forged from Mithral, and Adamantine.

Personality Quirks: The sword's personality is something akin to Yoda's. It has a quirky sense of humor and it looks to improve its wielder's skills, often offering helpful advice. The sword can be a harsh task master at times when it comes to training; it always wants to push its wielder to their boundaries and beyond to make them stronger. Additionally the sword will not allow a person to wield it who's Power Level, or Equivalent Power Level is not equal to 200 or higher. If a person's Power Level is not this high they can not even lift the sword, (has a weight of 1 ton if the person's Power Level is not up to par.)

Special Qualities: If a martial Warrior of good alignment gets a hold of the sword, it will begin to train them, if they have the spare time to do so, or when they do. The training always takes place in solitude and takes only a day to perform. The wielder is forced to go all out in their training, expending all of their energy over the course of the day, as they wield the sword. Even if they would otherwise not be proficient in wielding the weapon, they will be proficient in this weapon by the time the training is over. The wielder's Power Level increases by 2d10+10% by the time training is done. This is a permanent 1 time only bonus.

Nyoibo (Minor Artifact)

Also known as the “Power Pole”, the Nyoibo is an unusual quarter staff that, once it is in the hands of its wielder instantly adjusts its size to fit the wielder. The Nyoibo initially appears to be a red painted; perfectly straight 2-3ft long club. Once the club is held it then turns into a staff. The only difference with this staff is that its length can be adjusted. Similar to a Staff of Size Alteration, the Nyoibo is much more powerful. The wielder of the pole can upon verbal command (a free action) increase the length of the pole to any length possible, or desired. A person could effectively use this to strike at a person from a distance and have the pole retract after hitting. Additionally the pole could be planted into the ground and used to extend up into the air, carrying a person with it. If broken or damaged the pole is also capable of repairing itself, but does so over the course of 1d4 weeks during which it can not be wielded. Even though the pole is made out of wood it has the hardness rating and HP of 1 inch thick adamantite. The weapon does 1d6/1d6, with a +4 enchantment to hit and damage. Nyoibo can also only be wielded properly by good aligned persons who know the commands for increasing its length. The pole can keep its length increased for a number of minutes equal to its wielders level, or until returned to a normal length.

Kai Earrings (Major Artifact)

These artifacts appear to be nothing more than a simple set of earrings. If both are worn by 1 person then nothing happens, however if one is worn on one persons right ear, and the other worn on another persons left ear, both people will suddenly be drawn into each other and in a flash of light the two will fuse to form a single individual. These earrings provide 2 people with the Fusion Technique as out lined below, however the people do not have to meet any prerequisites. Any unique powers that they may have, such as a Saiyan’s ability to turn Super Saiyan, must be shared however in order to use. (Both Goku and Vegeta fused into Veggeto, but could only transform into a Super Saiyan 2 since only Goku could go Super Saiyan 3.) The Fusion is permanent unless under certain other circumstances interpose on this. A Miracle spell can accomplish this but it is a very difficult thing to do. Other effects may be able to separate the two but it is not likely to happen. If a person is some how separated back into 2 people they must remove the earrings and put them back on again to re-fuse. The earrings appear to be colored orbs with a clip that attaches them to the ear. After fusing the earrings can be removed, but both people remain fused, and the earrings can be given to some one else to use. A person already fused by using the earrings can not use them again to fuse with yet another person. The fused form is an amalgamy of both individual’s looks and voices but is not like that of the Fusion Technique. Clothing is fused, (armor is removed and laying around near the person if any is worn), and bears a resemblance to what both individuals would wear including color. However the earrings will not fuse two individuals of opposite sexes or of 2 different species who do not share common traits. (Humans, Saiyans, Elves, Half Elves, and the like can all fuse with each other, but they can not fuse with monsters like goblins and orcs, [even half orcs], or certain other races like gnomes,



halflings, and dwarves. However dwarves, gnomes and halflings can fuse with each other.) While rare the earrings are also easy to destroy, (have a hardness of 10, and only 10 hit points each.)

New Feats

Here are some new feats that were not covered before. Note though that some of these feats are considered EPIC feats. Again I still do not own the Epic Levels handbook, so a lot of this is based upon guesses.

Kaioken Attack [Meta-Ki]

By sacrificing your health, you can increase your power.

Prerequisite: Must have a Constitution of 16+.

Benefit: At will the character may perform a drastic increase in their power level. By sacrificing 2 points of constitution the character gains a 10% increase in power to their Power Level. These benefits compound with each other. A single Kaioken will cost a character 2 points from their Constitution, but will raise their Power Level by 10%. If the character performs a double Kaioken attack it will cost them an additional 2 points of Constitution, but their power will increase from 10% to 20%. Each boost in power must be recalculated. So if a character has a power level of 132, a single Kaioken will boost them to 145, or by 13 points. If they go for a double Kaioken then their Power Level will increase to 158, or by 26 points. (With decimals points round down.) The calculations are based on the characters base power level with out any adjustments for other Kaioken's in effect, or other such boosts. If

the character can continue to power up like this, but it does take its toll. Each cost in Con does cause the character to loose HP from having a High Constitution, AS such, each boost in power causes the character to loose 1 hit point per character level, and the cost increases even more should the characters Constitution drop below 10 making it dangerous to go beyond either a Triple Kaioken, or a Quadruple Kaioken depending on the persons Constitution score. The Kaioken attack can be held until the character relaxes or is out of combat. Constitution spent on the Kaioken is regained at a rate of 1 point per hour of rest. Additionally the characters senses are increased while using the Kaioken, the character gains a +1 per Kaioken to their Listen, Spot, Search, and Sense Power skills.

Special: Should a characters Constitution be reduced to $\frac{1}{2}$ its normal amount the character must make a Fortitude save, DC 15 + the Kaioken level. If the character fails the check then their energy begins to run out more quickly, and the character becomes fatigued. Any energy uses now cost double the normal amount, additionally the character gains a penalty to hit and damage equal to the characters current Kaioken level, they also gain a penalty to their AC again equal to the characters current Kaioken level. When at this point; dropping the Kaioken attack will not restore these losses. These losses are regained as soon as the character's Constitution is fully restored. Additionally the Kaioken attack can not be used when a Saiyan is in their Super Saiyan Form. The Kaioken does not change the number of times the character can power up in a single day either. Lastly as a side effect, when the character aura becomes visible through powering up it is a reddish color.



Namekkian Fusion [Meta-Ki]

You are able to have other Namek's Fuse with you to increase your own powers.

Prerequisite: Must be Namekkian, and at least be level 7, and have another Namek willing to Fuse with you.

Benefit: The character can fuse with only 1 person per selection of this feat. The Namekkian fusion is much different than other forms of fusion in that its permanent. Additionally the fusion requires that the two parties doing so must both be willing other wise it does not work. This technique essentially kills one Namek so that another can become more powerful. The Namek who has sacrificed themselves to increase the power of the other can never be recovered even with a Wish or Miracle spell. The Namek absorbing the other one, may add a number of points equal to the absorbed Nameks Ability Modifiers. Here is an Example: Piccolo is going to absorb Nail, another Namek who was badly injured and will die but wishes to help Piccolo to destroy the monster that did this to him. Piccolo allows nail to fuse with him. Nail has the Following abilities: STR: 15, DEX: 17, CON: 18, INT: 13, WIS: 14, CHA: 13. Piccolo gains a permanent +2 to Strength, +3 to Dexterity, +4 to Constitution, +1 to Intelligence, +2 to Wisdom, and a +1 to his Charisma. In addition to these increases the characters Power Level Increases by 15% of the absorbed persons Power Level. In addition to all of this the character gains any knowledge skills that the other person at ½ their number of ranks, (so if they have Knowledge (Arcana) with 8 ranks in it, and you do not have it, then you gain the Skill with 4 ranks in it.) If the Two have the same Knowledge skills regardless of the number of ranks in either one then the character gains a +2 synergy bonus to that skill or skills. The character also gains knowledge of any memories that the absorbed person had, such as information about the enemy or other things of pertinent information only. Lastly both people must be with in at least 1 level of each other. This feat is technically gotten after the character has had some one fuse with them. Also the characters Level increases by +1. This is in addition to the level adjustment for being a Namek. (Example: The Piccolo is a level 10 character; he has 8 levels of Martial Warrior +2 levels for being a Namek. After absorbing, Nail, his Level increases to level 11. He still has only 8 levels as a Martial Warrior, but now his level adjustment as a Namek has increased from +2 to a +3.)

Special: This feat may be select multiple times, each time dealing with a new Fusion. The Feat may only be selected once every 7 levels, including other level adjustments. So once Piccolo's over all level has increased to 14 or higher he may select this feat a second time.

Fusion Technique [Meta-Ki] (Epic Feat)

You and another person are able fuse together into a single powerful being.

Prerequisite: Must have 2 people with this feat, who's levels must both be at least level 10 or higher. Characters must have at least 1 class in common that is with in 1 level of the other. The characters over all levels must be with in 1 level of each other at any time. Must have at least 3 ranks in the Perform Skill. Must have a Power Level, and power levels must be with in 20 points of each other.

Benefit: This feat allows 2 characters to fuse into 1 single being. This new being is a combination of the two. Their voices are merged giving the fusion being the sound of both persons talking at once. Additionally their clothing, regardless of what their wearing, turns into a black vest with yellow fringe around the shoulders and collar, white, loose pants and lack shoes, with wrapping around the shins, as well as a pair of wrist bands, and a sash around the waist. Women fusing together have a similar look but are of course not bare chested like the male versions. The look in general has a very Arabian feel to it to an extent. So a women's look would reflect this. Ability Scores are added together and then Divided by 2. The characters over all level is equal to that of both individuals +1. Power levels are also added together. The +1 in level allows the new form to gain 1 level in any class that the characters have or can have if they now meet the requirements. For Example, Goten and Trunks fuse to become Gotenks a level 22 character. The +1 to the characters level has yet to be added in. Goten and Trunks have both seen Goku go Super

Saiyan 3 and want to do this also. While their Power Levels are high enough to meet the prerequisites, they only have the ability to go Super Saiyan, as both have 3 levels in the class, however fused the two have a total of 6 levels as a Super Saiyan, which means that while Fused they have at least 1 level as a Super Saiyan 2. Their first battle allowed them to go up in level. When the two defuse they both gain a few levels on an individual basis. (Experience points gained while fused is based upon the characters levels as if they were not fused. XP is only applied after the characters have returned to normal.) The two boys decide to increase their power as Super Saiyans, allowing them to have a total of 5 levels as a Super Saiyan now. After training in the hyperbolic time chamber, the two are now, while fused a Level 24 character and again not including the +1 level. In total the boys have 14 levels as a Martial Warrior, 10 Levels as a Super Saiyan. Again since the two may only have 5 levels as a super Saiyan the other 5 levels are considered to be levels as a Super Saiyan 2. So now at total of level 25 the character now has their level as a Super Saiyan 3. These rules apply to all prestige classes that 2 character would both have. If fused, and their total number of levels in that class exceeds those allowed the Character as a fused being may apply those extra levels into another prestige class, or character class so long as the fused being meets the prerequisites. Feats that the two have do not have stacked effects unless the feat allows for it, so if Goten and Trunks both have the exact same feats, then they may not select others. The Fused beings knowledge is still that of both characters as such they do not pick up any new feats for being fused, or to replace any. With skills, if the two have the same skills then their Ranks are added together, if they have different skills from each other then they still retain those skills at their normal ratings. Any Powers or Spells known are kept as well, and can be accessed by the fusion being. The number of Spells per day for 2 beings fused together is based upon their fusion level for a normal amount of spells per day. Spells known is equal to both individuals. (If 2 characters have the same class, such as having 10 levels each of Rogue, and they fuse, they do not get double the features, instead if they were both a level 10 Rogue, and they fuse, as the Fused being, they are now considered a Level 20 Rogue and can have all the Features that come with being a level 20 Rogue, +1 level in a class of choice.) In order to fuse together in the first place requires a Perform Skill Check, DC15. If the skill check is made, then both character fuse without error. However if either one messes up while performing the fusion technique, (which is a series of movements and actions that both characters must perform correctly in order to fuse), then they still fuse but suffer some unusual consequences.



Roll Percentiles: 01-50% Fat Fusion: This form produces a form that is very fat. Speed is reduced by $\frac{3}{4}$ th, running or even fighting will cause the character to become fatigued afterward. Power level is also reduced by $\frac{1}{2}$ and the character is uncoordinated gaining a -6 to hit. Additionally they are extremely hungry.

51-100% Skinny Fusion: This form produces a person that is practically skin and bones. Constitution is reduced by $\frac{1}{2}$, Power Level is reduced by $\frac{3}{4}$ th, Speed reduced by $\frac{1}{2}$, and character is easily hurt and sickly, gaining a -6 on Fortitude Checks, and their Hit points are cut by $\frac{1}{2}$ as well.

These little things can make for some comical events, but are bad news when a Fusion is really needed. Fusions last for 30 minutes, and only 2 people can fuse together, you can not have double fusions, or 3+

people fusing into 1 being. Once fused, the fused beings name is an amalgamy of both individuals names, as well as any out standing characteristics such as hair color. A fusion can not be deactivated after it is done. The person must wait 30 minutes. After a fusion has worn off both people separate and can not fuse again for 1 hour. Even if the person is killed or some other wise rendered unconscious or immobilized they will remain fused until 30 minutes are up. (Majin Buu learned about this, after absorbing Gotenks, and after 30 minutes went by, Majin Buu's power dropped since the boys separated with in him.)

Enacting the fusion dance and fusing is a full round action. The action can only be interrupted while the two are performing their mirrored actions; once those are completed the characters fuse automatically regardless of anything else around them. Attacks of opportunity can be made if desired.

Special: Should the 2 characters level ever become unbalanced, (not with in 1 level of each other), or if their power levels become unbalanced then the two may not fuse again until these things are brought into balance.

Training [Meta-Ki]

You spend most of your spare time training your body and mind.

Prerequisite: Must have at east 1 level as either a Monk or as a Martial Warrior.

Benefit: You can sacrifice earned experience points to increase your physical attributes. This can only be done when experience is earned. Instead of earning experience for level advancement the character can set aside some experience to increase their physical abilities. The increase is at first easy for characters with low ability scores but things eventually start to become more and more difficult to increase. Below is a table out lining the costs for increasing an ability. Find your characters current score and then look at what the next score is. The next score dictates how much experience to raise the ability by 1 point. Not all abilities may be increased in this fashion. There is also a limit to just how much an ability score may be increased in this fashion. This is based upon the characters race. Races that offer no bonuses for the desired ability score may only be increased to a maximum of 20 (not including magical increases through magic items or tomes that provide an inherent bonus and level bonuses.) Races that provide a +1 bonus to an attribute may be increased to a Maximum of 22, for a +2 they have a max of 24, for a +3 they have a max of 26, and for a +4 they have a max of 28. This continues on if necessary, however anything that has above a +6 to any ability score may not select this feat. Remember though that the costs listed below are to raise an Ability score up by only 1 point. To raise a score by 2 points will cost double the listed amount.

Ability Score	Strength XP Cost	Dexterity XP Cost	Constitution XP Cost	Wisdom XP Cost
1	100	100	100	100
2-3	100	100	100	100
4-5	200	200	200	200
6-7	200	200	200	200
8-9	300	300	300	300
10-11	400	400	400	400
12-13	500	500	500	500
14-15	900	700	900	600
16-17	1,300	900	1,300	700
18-19	1,600	1,100	1,600	900
20-21	1,900	1,500	2,000	1,100
22-23	2,400	1,900	2,400	1,300

24-25	2,800	2,300	3,000	1,700
26-27	3,200	2,700	3,600	2,100
28-29	3,600	3,100	4,200	2,500
30-31	4,400	3,900	5,400	3,300
32-33	5,200	4,700	6,600	4,100
34-35	6,000	5,500	7,800	4,900
36-37	6,800	6,300	9,000	5,700
38-39	7,600	7,100	10,200	6,500
40-41	9,200	8,700	12,600	8,100
42-43	10,800	10,300	15,000	9,700
44-45	12,400	11,900	17,400	11,300
46-47	14,000	13,500	19,800	12,900
48-49	15,600	15,100	22,200	14,500
50+	18,800*	18,300*	27,000*	17,700*

“ * ” The cost to increase these abilities increases by 3,200 for Strength, Dexterity & Wisdom. Constitution increases by 4,800 each time. The increases are still done as outlined above. Every 10 increases will double the cost. So by 60-61 the ability score Strength XP cost will increase by 6,400 each time until 70-71, which then that cost increase will also double.

Special: Saiyans have no set limit to how high their Strength and Constitution can become, Nameks have a Limit of 40, Dexterity and Wisdom for both is subject to the rules above however.

New Prestige Classes

Below are some new prestige classes the Superior Warrior, Guardian, The Great Champion, and Advanced Super Saiyan. All prestige classes gain ki with level advancement.

The Superior Warrior

The superior warrior is a martial warrior above most others. The person has become something of a super self. The person is much stronger than other martial warriors and is often able to fight and perform on a much grander scale.

Requirements

To qualify to become a Superior Warrior, a character must fulfill the following.

- **Power Level:** Must have a Power Level over 100.
- **Base Attack Bonus:** +8
- **Feats:** Improved Unarmed Strike, Expertise, Dodge, and Mobility
- Must have at least 4 levels as a Martial Warrior.

Game Rule Information

Hit Points: Superior Warriors gain 1d10 per level, including constitution modifiers.

Class Skills

The Superior Warrior class skills are as follows: Balance, Concentration, Intimidate, Intuit Direction, Jump, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Superior Warrior.

Weapons & Armor: The character gains no additional weapon proficiencies, or armor proficiencies. Additionally the character gains a speed bonus each level like a Martial Warrior, this does provide a bonus to the characters AC, but no Armor may be worn.

Greater Unarmed Combat: The Superior Warrior's ability to fight unarmed is even greater. The character gains a +1d4 to damage of their unarmed attacks.

Improved Dodge: The character gains a +1 dodge bonus to their AC while in combat, or they can choose to get a +2 bonus to their AC against a single target.

Improved Mobility: The character gains a +6 bonus rather than a +4 bonus to their AC when moving through a threatened area.

Indomitable Will: The character is not one to be kept down easily. Regardless of how badly hurt the character is they may keep fighting, even when their HP is in the negatives. (If their HP falls below their Constitution they still die.) The character must make a Will Check each round (DC 20), to remain active. They suffer no penalties for being badly injured should they make the check. If they fail they fall to the ground and can not continue to fight.

Breakthrough: The character can, as a Full round action, try to break through an opponents defenses with a single strike. The character makes an attack roll at their highest attack bonus. If they hit, during the next round only their opponent loses their Dexterity modifier to their AC. After that their opponent regains their Dexterity modifier to their AC. The Breakthrough attack may be used any number of times in a battle but no more than once against the same opponent.

Keep it Coming: The character may ignore an amount of damage of any type a day equal to the characters level as a Superior Warrior. After this amount is expended the character takes damage normally. Any damage reduction that the character has is applied before damage is subtracted from this amount.

Damage Reduction: Initially the character gains a DR 1/---, and every 2 levels the characters DR increases by 1. This stacks with any other form of DR offered by a class.

Hard and Fast: When making a Charge attack the character may move at double their normal speed, regardless of how close they are, but must have at least 10ft to start the charge. The character makes the attack at a -4 to hit, but if they hit they then do 1d6 points of damage per 10ft of speed they were moving. Target may make a Reflex save for half damage, (if they have evasion then it's for no damage). This attack requires an expenditure of 20 ki points to initiate. The character must have an additional 10 feet behind the target to stop. In total the character must have a total of 20ft open for the action, (the target is some where in between all of this.) The attack can not be used twice against the same target in the same encounter. The attack does not draw an attack of opportunity unless it fails to hit, in which case only the opponent targeted may immediately make an attack of opportunity against the character.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus	Speed Bonus
1	+0	+1	+1	+1	Greater Unarmed Combat	+1	+1d6+4
2	+1	+1	+1	+1	DR: 1/--	+2	+1d6+4
3	+2	+2	+2	+2	Improved Dodge	+3	+1d6+4
4	+2	+2	+2	+2	Improved Mobility	+3	+1d6+4
5	+3	+3	+3	+3	DR: 2/--	+4/+1	+1d8+3
6	+4	+4	+4	+4	Indomitable Will	+5/+2	+1d8+3
7	+4	+4	+4	+4	Breakthrough	+6/+3	+1d8+3
8	+5	+4	+4	+4	DR: 3/--	+6/+3	+1d8+3
9	+6	+5	+5	+5	Hard and Fast	+7/+4/+1	+1d10+2
10	+6	+5	+5	+5	Keep it Coming	+8/+5/+2	+1d10+2

The Guardian

A Guardian is a unique being who's task is to look over and protect the planet, or an area of a planet. Usually at any given time there is only one Guardian who, when they become to old, will pass on the mantel of Guardian to one who is worthy of it. A guardian is allowed to protect people form harm and destruction, but they will not interfere in the course of history. In game terms the Guardian sometimes looked upon as a Deity of some sort. Usually most people are unaware that he/she exists. Although Guardians have vast power at their disposal they are not fighters. They stand over mankind and pay head to the passage of history. In the games there should be only one Guardian and he/she shouldn't be a PC character. Namekkians make for the best Guardians since they can create the magical dragon balls.

If a player is allowed to play a Guardian remember that they are rather powerful even at low levels and the player should come up with one heck of a good story as to why the Guardian is wandering around with a group of adventurers. Is the current Guardian forcing them to reach a certain level of power first, or are they on a quest of some sort to prove them selves worthy of being a Guardian? With these cases then the Current Guardian has pasted on some of their power to this individual but will and can reclaim it should that person fail in their task or they die.

Hit Die: 1d4

Requirements

To qualify to become a Guardian, a character must fulfill all the following criteria.

- **Alignment:** Must be of Good alignment.
- **Level:** Must have a power level of at least 90, or must have be able to cast level 5 clerical spells.
- **Skills:** 6 ranks in Concentration, Diplomacy, and Sense Motive.
- **Wisdom:** 18+
- Must be accepted by a Former Guardian as their successor.

Class Skills

A Guardian's class skills are: Concentration, Bluff, Diplomacy, Heal, Knowledge (Arcana, History, & Religion), Scrying, Sense Motive, & Spell Craft, Sense Power.

Skill points at each level: 6 + Int. modifier.

Class Features

All of the following class features are of the Guardians prestige class.

Weapons and Armor: Guardians does not gain any proficiency in any weapons and armor.

Divine Defense: This is a special AC bonus for the Guardian. This bonus can only be used so long as the Guardian does not wear armor. If the character does wear armor they can not use this bonus at all, the armor will have to be removed first.

Divine Power: The Guardian has powers that most normal beings can not fathom or comprehend. A Guardians aging process is slowed to 1/4th the normal, effectively quadrupling a persons normal length of life. Additionally if they can not use ki, they gain a Power Level equal to a Martial Warrior of the same character level only 4 levels lower. With this power the Guardian may choose to use it to either fire off energy waves or other techniques, or they instead may cast divine spells fueled by their ki powers. Casting a Spell requires the expenditure of 10 points of ki, plus the spells level. This is in addition to any spells that a Guardian may already be able to cast. However unlike a Martial Warrior, a Guardian dos not have a normal Power Up ability to accompany their Power Level, instead they can draw on as much energy at once as they desire.

Create Lookout: The Guardian has the ability to create a Lookout for them selves. This takes 7 days to build a small lookout that is has a 40ft diameter area. For every level of Guardian that the character has they can increase this area by 20 additional feet. The lookout includes a small home for the Guardian to live. This is a spell like ability that can only be used once a level. As the area of the lookout increases so does the Guardians home in relation to everything else. Luckily should a battle occur on the Lookout, after the battle is over the Guardian can repair the damage done by spending 20 ki per every 10ft of damage they wish to restore. Once the lookout is created it will float in the area at an altitude of 8 miles above the surface of the ground. The Lookout can not move however and is grounded to that point. The lookout however can have towers, villages, and cities built below it, or it can be created over them.

Divine Knowledge: The character may add their level as a guardian to any Knowledge Check made. This is similar to the Bardic Knowledge ability for Bards.

Divine Awareness: While atop of their Lookout, the Guardian may attempt to sense and see with in their minds eye what is happening in the world around them. The Guardian must make a Scry skill check, (DC 15). If they know someone in particular that they wish to check up on the DC is 10 instead. For magically guarded places that no normal being would other wise be able to scry, the Guardian must beat a DC of 20. For other planes it's a DC 25. Additionally when the Guardian does use this ability they arouse no suspicions and alert nothing. If the Guardian is away from their Lookout they loose this ability. It takes 1 minute for a Guardian to be able to start to sense anything.

Create Object: The Guardian has the ability to use their ki to alter the structure of the molecules in the air around them to create very real objects. Objects tend to be very ordinary things like jars or chairs. Take the cost of the object and divide it by 2. This number is the cost in ki needed to create the object. The character just needs to make a concentration check at a DC of 15. Weapons and armor can be created, but they are ordinary normal items only. No complex items like cross bows, or anything with a moving part

can be made however. At level 6 the Guardian can create Masterwork items, weapons & armor. At level 8 the Guardian can create magical items worth less than 2,400 gold. At level 10 the Guardian can create magical items worth less than 4,400 gold.

Create Mystic Rooms: This unusual power allows the Guardian to create special magical rooms that have unique abilities. The Guardian can create up to 5 rooms in total. At level 4, when this power is gained, the Guardian can create 4 rooms. However the Guardian can only create 1 room a month. The room must be created on their Lookout. Here are the choices of rooms that can be created.

- Pendulum Room: This room allows up to 4 people to view the past and present in a dream like state. In the real world the users are left standing just in front of a large pendulum with a circular area with some runes in front of it. In truth any events that take place will only happen within their mind. The person can fight and even die while in their dream like state. However should the person die they will awaken back in the real world with a vivid memory of what had happened. The person will only remain in this dream like state for 1 minute in the real world, but that minute can actually seem like several hours in the dream. The room is used to make those using it aware of not only their strengths, but their weaknesses too. It also allows them to get to know their enemy. However those that have used the pendulum room can not use it again for 2 days. The characters gain no experience when using this room.
- Food Room: Goku's dream-come true. This is a room in the lookout that has an unlimited supply of food. It is possible that a person can totally empty the room of food, but after 24 hours it will be replenished. The food is nothing overly special and some of it may even need to be cooked. The room will generate up to 2d12 cure critical wound potions a day, each can restore up to 4d8+4 HP. But the potions lose their potency and become normal water after 3 hours of being taken away from the room. The room contains enough food to feed up to 20 people easily, this is 3 meals each.
- Gravity Room: This unusual room is a training room that controls gravitational forces. The room is circular and has a pedestal in the center of the room. The pedestal has a one button on it and 3 sets of numbers, (sort of looks like this: [1][2][3]o). It also has an indentation of a left hand and a right hand on it. The user places either hand into an indentation, and then they can turn the numbers to a desired setting. However you can not turn the dials to numbers higher than you can withstand. The dials will not turn until you place 1 hand in the indentation. After a setting is selected the user simply pushes the button on it and the gravity room comes to life. Also the Guardian can turn on the room from outside and increase the gravity to the point where the one inside can not move. This training room is almost a torture device for people. This room is used to increase a persons physical abilities and speed to their apex. Below is a list of different races and the maximum gravity they can withstand.

Average P.C. Races	Maximum Gravity	Monstrous Races	Maximum Gravity	Monstrous Races	Maximum Gravity
Humans	6	Aberrations	4*	Magical Beasts	6*
Elves	6	Animals	2*	Oozes	2**
Dwarves	6	Beasts	4*	Plants	2
Halflings	4	Celestials	8*	Shapechangers	6*
Gnomes	4	Constructs	10	Undead	6^

Half Ores	8	Dragons	15*	Vermin	4*
Saiyans	N/A	Elementals	6	Demons	10*
Namekkians	20	Fey	6		
Half Celestials	7*	Fiends	8*		
Half Fiends	7*	Giants	12		
Half Dragons	15*	Humanoid Type	6*		

*: Dependent upon Size of the creature. If Small sized subtract 2, if Tiny sized subtract 4. If bigger than medium sized increase the amount by 2 per size class.

** : Oozes are not effected by gravity in the same way other beings are. Oozes take half damage from gravity beyond what they can withstand, they can still move at their full speed.

^: Undead are even more unusual. Intelligent undead like Vampires and Lich's are treated like any other being with gravity, but with unintelligent undead like Skeletons, and Zombies they can only withstand half of the listed amount.

Getting use to gravity requires a Strength Check with a DC equal to the current number of gravity +15. This check is made per hour of training in a day, for 1 week. If the check is made then the character is unhurt, but on their next check the DC increase by 1. Each time the person fails the check they take 1d6 points of damage per gravity they are training under until they get use to it. A fortitude save may be made for half damage, the DC being Equal to the characters failed Strength check. At the end of a week of training under the gravity the character then makes 1 final Strength check, DC 15 + number of gravities training under. If the check is made then the character may increase the gravity, they also gains a permanent +1 to strength, +1d6 ki to the persons power level, and +1d4+2 to their Speed. The character can only train up to their maximum gravity, anything beyond this is beyond what their bodies can handle, and they automatically take 1d6 points of damage per 2 gravities above their maximum, Their Strength and Speed are reduced by 2 points and 5 points respectively per 1 gravity over their limit. This rule is mainly used if the safety features are ever disabled. With Saiyans they may only increase their gravities at a rate of 10 per week at a max. Nameks may increase their gravities at a rate of 5 per week. Dragons and Half Dragons may increase their gravities at a rate of 3 per week, +1 per size class above medium of the Dragon and Half Dragon's true form. The Gravity room is circular, and makes up a 20ft area.

- Hyperbolic Time Chamber: This room is unique above all others. This chamber allows a person to get a years worth of training in just a day. The room's conditions initially resemble that of the lookouts main house, but after walking further into the room the person will quickly come to the true nature of the room. The room in truth stretches on for an eternity. The only thing there is a small house. The house has 4 beds, a food pantry like that of the food room, only it has enough food for a year in their. The pantries supply do not regenerate until the persons leave or all of the food has been eaten. The room is over whelming since it is in fact an alternate dimension of sorts. Some people can only withstand being in there for only a month. Every month that goes by the character must make a Will save DC 15 to try and keep from being overwhelmed by the room. If the character is in there with another person then decrease the DC to only 10 as moral support tends to help. But note that you can only remain in the room for 2 days of real world time. After 2 days of being in the room the door back to the real world will disappear until someone on the other side opens that door, or the person trapped can power up a 500 ki attack to blast a hole where the door should be which will create a portal of sorts allowing the person to return to the real world. Also the person will age in the room. The void does have a floor to stand on and you can make out a horizon of sorts. The void is white in general color and the house has to huge hour glasses standing next to the main part of the house. The nature of the void constantly changes. One minute it will seem normal then the gravity increases, then suddenly the temperature drops and

glaciers instantly appear, then the next minute its all gone and replaced by a blazing inferno. A person training alone in this room gains XP at a rate of 100 per week spent in the room. Up to 2 people may train together at once in the room, anyone else must either go solo or have a partner of their own. With 2 people training together double the XP earned for each person. Additionally the random changes of the room also impact the severity of the training. These changes shift occur at random, often 3 or 4 times in a single day while a person is training in the void. These things provide a bonus to the total XP earned for the week. Roll percentiles: 01-25: Inferno, characters are fighting and training in sweltering heat, characters take 1d6 points of heat damage per minute spent training. +20 to total XP earned for the week. 26-50: Arctic, characters are fighting in a fridged setting where its easy to become frozen in place if you stand still for too long, characters take 1d6 points of cold damage per minute of training. +15 to the total XP earned for the week. 51-75: Storm, characters are fighting in a massive lightning storm, characters take 1d6 points of electrical damage per minute of training. +10 to the total XP earned for the week. 76-100: Normal, the room returns to normal or stays normal for a while. Leaving the void and returning to the house will automatically reset the void until someone steps out into it. The House is always visible in the void, and seems to always be fairly close by if the character goes out and far away from it.

- Guardians Keep/Nexus of the 7 winds: This is an immense room that is located in the actual floating section of the lookout. This room is guarded by a huge door with a unique lock that can only be opened after focusing 50 ki into it. Once the door is opened it will take that person to a dimension with in the lookout where the spirits of the former Guardians that inhabited the lookout dwell. (The former Guardian's Spirits are all True Neutral, and may or may not help out a fellow Guardian, unless they are able to state a strong enough case to them.) Located at the center of the place is a spigot of sorts that provides access to the 7 winds of the world. However to get to it one must first either convince the former Guardians of your need, or defeat the Guardians, but keep in mind that they can not be killed, they are actually phantoms, shadows of their former selves that attack and often times kill those that are foolish enough to enter into their domain. They however can still feel and may take pity on those that have entered their domain so long as their cause is just.

Pass Power: This is an ability of a Guardian to hand down their powers to the next candidate. In some rare cases the Guardian may no longer be able to physically do so, in which case either a trusted servant can pass on the power, or when one worthy of it comes along and enters the home of the Guardian they will then be confronted by the Spirit of the Guardian, (or former Guardians), and they will determine if the person is worthy of the title of Guardian. If the person is worthy then they will gain the powers of the Guardian, and the older Guardian will pass on and join the spirits of the former Guardians before him/her.

Sense/Awaken Hidden Power: The Guardian gains the ability to sense if a person has latent or hidden powers. This is dependent upon the characters primary class (highest level class). First the Guardian must be touching the persons head, and must make a Sense Power Check, DC 25. If they make the check then they can sense that the person has some hidden potential or power that can be unlocked. If they fail the check then they can sense nothing in the person. The check can only be made for a target only once in that persons life. Meaning that while you can continue to make this sort of check on anyone you encounter, you can only do it once per person. If they died and were reborn, or resurrected you could make the check again on the person as they aren't necessarily the same. All of this takes the equivalent of about a minute

of concentration. Once it has been determined that the person has hidden potential the character can as a free action unlock that potential. For the person it's like powering up in a way, they feel a sudden upsurge of energy from within them as things within them are unlocked. Below are the Classes and what the effect of this to each of them is.

- **Barbarian:** The barbarian's rage is a bit more potent than most others. The barbarian's bonuses to Strength, and Constitution increase by 1 point while in a rage.
- **Bard:** The bard's music is much more powerful than others. The bard's music gains a +1 bonus to its effects for Inspire Courage, +2 for Countersong, +2 for Fascinated, +1 for Inspire Competence, +2 to the DC of Suggestion, one more person can be effected with Inspire Greatness.
- **Cleric:** The cleric's healing spells are more potent than normal. For a cleric they can heal an additional 2 points of damage with any healing spell, with restoring lost ability points the cleric may restore 1 additional point.
- **Druid:** The Druid is capable of attracting animal companions with 1 more hit die. So as a level 1 druid the character could have an animal companion with 3 Hit Die rather than 2. Or at level 3 with the Animal Friendship spell the Druid can attract a 7 hit die animal rather than 6. Basically this effects the potency of the Animal Friendship spell.
- **Fighter:** The fighter's fighting skills increase. The fighter can select 1 bonus feat from their list of bonus feats as a free selection.
- **Monk:** The effects of the monks Stunning Attack are a bit more potent than others. The effects last 2 rounds rather than 1, and the DC increases by 2 points for targets saving throws.
- **Paladin:** The paladin's Lay on Hands divine power is a bit more potent than that of others. The character gains a +1 to their charisma modifier total before it is multiplied by the character's level.
- **Ranger:** Rangers may select 1 more Favored enemy as if it were their first selection, this bonus also increases with the actual level 1 selection. Thus at say level 15 the ranger can have 2 chosen enemies which they are at a +4 against, and then have the normal number of chosen enemies after that.
- **Rogue:** The nimble rogue gains a +1 bonus to all of their class skills, so long as the skill has ranks in it. If it does not then it misses out on this bonus even if the character puts skill points into it later.
- **Sorcerer:** The sorcerer may know 1 additional spell for each level of spells that they have available to them. This is for spells known only, not spells per day.
- **Wizard:** The wizard may learn 1 extra spell per day for each spell level available to them.
- **Psions:** The psion has 1 more psychic power awakened within them. This power must be one of their discipline powers. The power however must be within the levels currently available to the Psion. Psions also get 4 extra Power Points.
- **Psychic Warriors:** The psychic warrior may select 1 additional power within the levels available to them. The psychic warrior also gets 2 extra power points.
- **Martial Warrior:** The martial warrior gets some extra ki points added into their Power Level. The martial warrior gets a random number of points depending on the roll of a 1d6. On the roll of a 1 multiply the character's Constitution Modifier by 1.5. On a 2 multiply it by 2. On a 3 multiply it by 2.5. On a 4 multiply it by 3. On a 5 multiply it by 3.5. And on the roll of a 6 multiply the modifier by 4. This number is then added into the character's Power Level.
- **Prestige Classes:** Prestige classes get nothing, only the classes above determine the bonuses awakened for the target

Teleportation: The Guardian has the ability to teleport to other dimensions. This includes the land of the dead, other planes of existence, and the realm where Deities dwell. (There is also the other world dimension we are familiar with from DBZ.) The Guardian can also teleport to any place on the planet that they have been to in the past or is with in their ability to sense or scry. The Guardian may only do this twice a day. Once to the point, and once back to the Lookout. It takes no energy to do so, and the Guardian may have a number of people equal to their Wisdom Modifier teleported with them.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class AC Bonus
1	+0	+0	+0	+2	Divine Power, Create Lookout	+1
2	+0	+0	+0	+3	Divine Knowledge	+2
3	+1	+1	+1	+3	Divine Awareness	+2
4	+1	+1	+1	+4	Create Mystic Rooms, Create Object	+3
5	+2	+1	+1	+4	Pass Power	+3
6	+2	+2	+2	+5	Create Object	+4
7	+3	+2	+2	+5	Sense/Awaken Hidden Power	+4
8	+3	+2	+2	+6	Create Object	+5
9	+4	+3	+3	+6	Teleportation	+5
10	+4	+3	+3	+7	Create Object	+6

The Great Champion

The great champion is a person who is driven to protect those around themselves even those that they do not know, and in some cases they protect those who would harm others. The great champion is a paladin amongst paladins. They are heroes in every sense of the word. They have few weaknesses except for their kind hearts.

Requirements

To qualify to become a Great Champion, a character must fulfill the following.

- **Levels:** Must have a Power Level over 150, or have at least 11 levels as a Paladin.
- **Base Attack Bonus:** +11
- **Alignment:** Lawful Good only

Game Rule Information

Hit Points: Great Champion gains 1d10 per level, including constitution modifiers.

Class Skills

The Great Champion's class skills are as follows: Bluff, Concentration, Diplomacy, Intimidate, Jump, Sense Motive, Spot, Tumble, Sense Power

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Great Champion.

Weapons & Armor: The character gains no additional weapon proficiencies, or armor proficiencies. If the Great Champion does not already have the ability to fight unarmed by being a monk, or martial warrior, then they are able to do so as if they had the Improved Unarmed Strike feat, however they only do 1d6 points of damage when fighting unarmed. If the character can already fight unarmed they do not gain any bonus to the damage they can already do. Additionally the character gains a speed bonus each level like a Martial Warrior, this does provide a bonus to the characters AC, but no Armor may be worn. Lastly the Characters Base Attack Bonus must either be used with the characters normal attack bonus or, if they have it, their Unarmed Base Attack Bonus.

Control Energy: If the Great Warrior does not have a Power Level they now have one as if they were a Martial Warrior 4 levels lower, and continue to gain in power.

Rightful Cause: When ever the Great Champion takes up a cause they gain a +1 to all actions taken while fighting for that cause. The Great Champion may only take up 1 cause at a time, but can drop causes in favor of much nobler ones, or ones that hold greater purpose.

Defend the Weak: As a move equivalent reaction the Great Champion may move to intercept an attack aimed at another. The Great Champion may attempt to deflect the incoming attack, or in some other way block it. If the Great Champion does not already have the ability they then gain the Deflection ability as noted under the Martial Warrior Class. The Great Champion can move up to double their speed to intercept the attack. If the Great Champion has already moved for this round they then lose their movement action for the next round. Lastly the Great Champion is at a +1 to their AC while defending someone.

Upholding Ideals: As a full round action the Great Champion may try to rouse others to fight or to fight harder, (the Great Champion is considered to be on Full Defense). The Great Champion must make a Diplomacy check (DC15). If they make the check they have inspired others to fight back or to continue fighting, and they gain a +1 morality bonus to their AC and Base Attack Bonus. If targets are under the effects of a Fear spell or power, then the DC increases by a number of points equal to the spell/powers level or equivalent level. If the DC is beaten then those who were effected by the Fear spell are no longer effected by it for a number of rounds equal to the characters Charisma Modifier + their level as a Great Champion, they gain no other bonuses however.

Bold Statement: As a free action the Great Champion may make bold statement or declaration of their intentions. Great Champion must however follow through with this action however. This can be something like vowing to slay an opponent, or pledging to defend a family for a certain time, or it could be something much simpler like winning a contest. The character gains a bonus equal to their level as a Great Champion while doing anything to fulfill their proclamation, (this bonus is only added to any rolls made with a 1d20; it is not added into any damage done). However, the Great Champion may only make such a statement only once per day.

Final Hope: This awesome ability allows the Great Champion to push on beyond their own injuries and pain to keep fighting. When ever the Great Champion's HP is reduced to at least 1/4th its maximum base amount, and when all other warriors are unable to fight, or continue to fight, the Great Champion reaches deep with in themselves for the strength to over come their foes. The Great Champion gains a +2 to their attack & damage rolls, and may Power Up an additional number of times equal to the Great Champion's Charisma Modifier +1, (can not be less than 1.)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Speed Bonus
1	+1	+2	+0	+0	Control Energy, Rightful Cause	+1d8+3
2	+2	+3	+0	+0	Defend the Weak	+1d8+3
3	+3	+3	+1	+1	Upholding Ideals	+1d10+2
4	+4	+4	+1	+1	Bold Statement	+1d10+2
5	+5	+4	+1	+1	Final Hope	+2d6+1

Advanced Super Saiyan

The Advanced Super Saiyan is something of a half way point between Super Saiyan 1 and Super Saiyan 2. This is also referred to as an imperfect Super Saiyan 2. This transformation allows the Super Saiyan to vastly increase their muscle mass but at the cost of their speed.

Requirements

To qualify to become an Advanced Super Saiyan, a character must fulfill the following.

- **Levels:** Must have at least 2 levels as a Super Saiyan.

Game Rule Information

Hit Points: Advanced Super Saiyan's gains 1d8 per level, including constitution modifiers.

Class Skills

The Advanced Super Saiyan's class skills are as follows: Balance, Concentration, Intimidation, Jump, Sense Motive, Tumble, Sense Power, Hide Power.

Skill Points at Each Level: 2 + Int. modifier.

Class Features

The following are features of the Advanced Super Saiyan.

Weapons & Armor: The character gains no additional weapon proficiencies, or armor proficiencies.

Level 1: When the character assumes the Advanced Super Saiyan form, their hair stands out more and seems to turn almost white rather than yellow. While in this form the Super Saiyan gains a +3 to their Strength, and +15 to their Power Level while a Super Saiyan, but their Speed drops by 6 points. While

stronger than a normal Super Saiyan they have yet to be able to fully harness the power needed to go Super Saiyan 2. As such their muscle mass increases much more than it should. However the character can control this additional mass of strength, toning it down or increasing it to its maximum. Every+3 added to the characters Strength while in this form will increase the characters muscle mass by 1 inch, and reduce their Speed by 6 points each time.

Level 2: At the next level the Super Saiyan's Strength increases by 3 points, -6 to Speed, and their Power Level increases by 5 points.

Level 3: At the third level the Super Saiyan's Strength increases again by 3 points, -6 to Speed, and their power level increases by 5 points.

Level 4: At level 4 the Super Saiyan's Strength increases again by 3 points, -6 to Speed, and their power level by 5 points.

Level 5: At level 5 the Super Saiyans Strength increases again by 3 points, -6 to Speed, and their power level by 5 points.

Additionally when leveling up the Saiyans unarmed attack bonus increases as they gain levels as a Super Saiyan. Also upon attaining Super Saiyan 2, the character loses the ability to assume the Advanced Super Saiyan Form, however they retain the bonus to their Power Level while they are a Super Saiyan. (This is added onto the characters Super Saiyan 1 power level and is used when assuming any other Super Saiyan Form.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus
1	+0	+2	+0	+0	Level 1	+1
2	+1	+3	+0	+0	Level 2	+2
3	+2	+3	+1	+1	Level 3	+2
4	+3	+4	+1	+1	Level 4	+3
5	+3	+4	+1	+1	Level 5	+4

In Closing

Well that's it for this. I think I've wracked my brain to death trying to come up with stuff. If I get anything new I'll be making changes to this document and reposting it.

