

DRAGON BALL

DIO



RPG
ROLE PLAYING GAME

TABLE OF CONTENTS

INTRODUCTION.....PAGE 4

EXPANDED UNIVERSE

RULES & COMBAT.....PAGE 11

COMBAT SEQUENCE

ACTION TYPES

TAKING YOUR TURN

ATTACKING & DEFENDING

EXPANDED ACTIONS IN COMBAT

ATTACK MODIFIERS

CHARACTER CREATION.....PAGE 34

EXPERIENCE POINTS

ATTRIBUTES

RACES & SPECIES

SKILLS.....PAGE 52

PHYSICAL

ENERGY

MENTAL

PROTECTION

TALENTS.....PAGE 65

TALENTS

DETRIMENTS

Z-SOULS.....PAGE 72

SOUL METER

SOUL POINTS

SIGNATURE TECHNIQUES.....PAGE 79

ENERGY ATTACK TYPES

ADVANTAGES

DISADVANTAGES

TRANSFORMATION.....PAGE 86

GREAT NAMEKAIN

LEGENDARY SUPER SAIYAN

METAMORPHOSIS

FUSION.....PAGE 90

FISSION

ABSORPTION

FUSION DANCE

EQUIPMENT.....PAGE 93

CONSUMABLES

CAPSULES

WEAPONS

TRAINING.....PAGE 96

TRAINING SYSTEM

CONDITIONS

CREDITS & THANKS.....PAGE 99

CHARACTER SHEETS

RECOGNITIONS

ACKNOWLEDGMENTS



**THIS RULE BOOK PUBLICATION IS A NON-PROFIT
FAN-BASED
RPG ROLE-PLAYING GAME**

**DRAGONBALL, DRAGONBALL Z AND DRAGONBALL GT ARE ALL OWNED BY FUNIMATION,
TOEI ANIMATION, FUJI TV AND AKIRA TORIYAMA.**

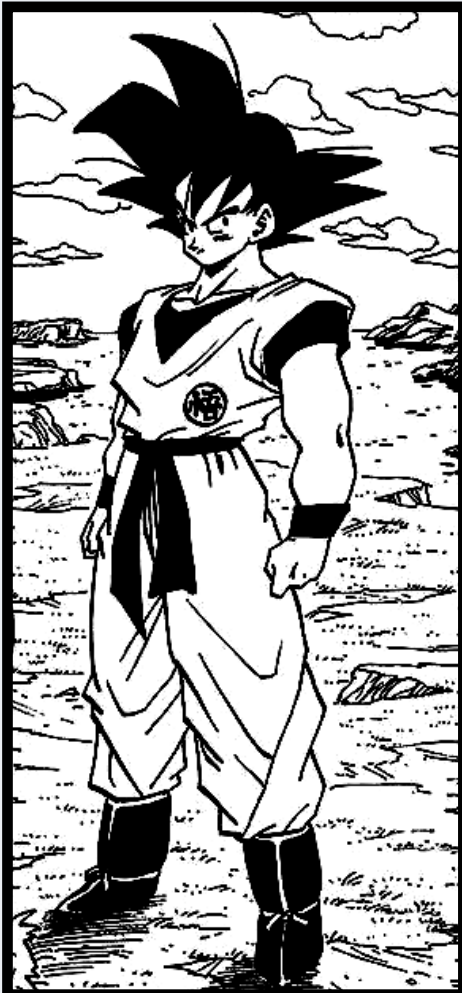
PLEASE SUPPORT THE OFFICIAL RELEASE



CHAPTER ONE



INTRODUCTION



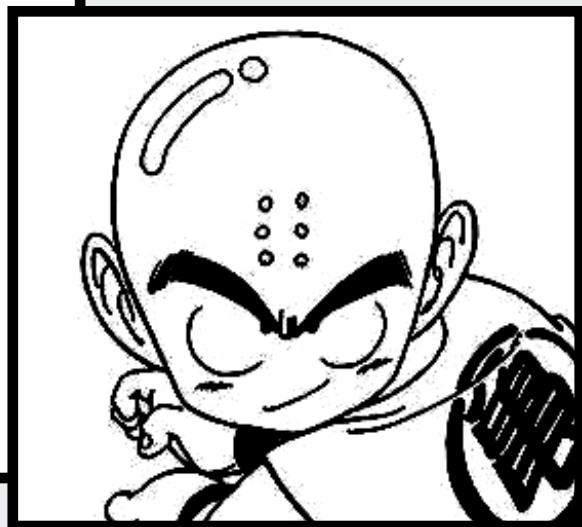
CHAPTER ONE

SO, YOU HAVE BEEN ASKED BY A FRIEND OF YOURS TO PLAY IN A ROLE-PLAYING GAME, BUT YOU ARE HESITANT TO JOIN BECAUSE YOU DO NOT REALLY KNOW WHAT IT IS. IS IT A CULT? WILL YOU BECOME ADDICTED, LOSING YOURSELF IN AN IMAGINARY WORLD, OR EVEN WORSE? DOES IT CARRY A GEEK-LADEN SOCIAL STIGMA WHERE YOU CAN KISS YOUR CHANCES OF "MAKING IT" WITH THE OPPOSITE SEX GOODBYE? THE REALISTIC ANSWER IS NO. RESTS EASY, ROLE PLAYING GAMES HAVE HIT THE MAIN-STREAM. AT LAST COUNT, SEVERAL MILLION PEOPLE IN THE US ALONE REGULARLY PLAY IN RPG'S. GENCON, THE PREMIERE GAMING CONVENTION IN THE WORLD, HOST TENS OF THOUSANDS OF GAMERS, OF WHICH SEVERAL THOUSAND PLAY EXCLUSIVELY IN RPG'S. NOW THAT WE HAVE ESTABLISHED THAT NEITHER YOUR REPUTATION NOR YOUR SEX APPEAL WILL BE NEGATIVELY AFFECTED BY PLAYING IN A RPG, WE CAN CONTINUE WITH THE PRACTICAL DETAILS OF A GAME. THE DRAGONBALL Z ROLE-PLAYING GAME IS ABOUT ACTING OUT A STORY WITH YOUR FRIENDS, WHERE YOU MAKE UP THE SCRIPT AS YOU GO ALONG! DEPENDING ON YOUR PREFERENCES, IT CAN BE LIKE A STRATEGY GAME: CAREFULLY PLANNING YOUR MOVES AND TRYING TO BECOME MORE POWERFUL THAN YOUR ENEMIES CAN. ALTERNATIVELY, IT CAN BE LIKE A SOAP OPERA, WITH DRAMATIC MOMENTS AND A CRAZY CAST OF CHARACTERS. IT ALSO HAS STRONG IMPROY ELEMENTS, LIKE THE TV SHOW

"WHOSE LINE IS IT ANYWAY?" (MOREOVER, SOMETIMES IS JUST AS FUNNY). PRIMARILY, DRAGONBALL Z RPGS IS A REGULAR SOCIAL ACTIVITY WHERE YOU GET TOGETHER AND HAVE FUN. THE REST IS UP TO YOUR IMAGINATION.

SO SIT DOWN, KICK BACK, GRAB A BEER AND LET'S SMASH SOME FACES.....

DRAGON BALL Z IS A MYSTICAL ACTION ADVENTURE GAME OF RIVETING STORIES, DRIVEN BY EXTRAORDINARY CHARACTERS THAT EMBODY THE ESSENCE OF GOOD AND EVIL. IT IS A GAME FILLED WITH MAGICAL MOMENTS OF WONDER THAT REVEAL THE CHARM, HUMOR, STRENGTHS, WEAKNESSES AND FOLLIES OF THE CHARACTERS ADVENTURES, WISE SAGES AND DIABOLICAL VILLAINS THAT MAKE UP ITS CASTS OF PLAYERS. THE MOST UNIQUE ASPECT OF THE DRAGONBALL Z UNIVERSE IS THE DRAGONBALLS. IT IS SAID THAT HE WHO HOLDS THE SEVEN CRYSTAL DRAGONBALLS WILL BE GRANTED ONE WISH BY THE ETERNAL DRAGON WHICH IS SUMMONED BY GATHERING TOGETHER ALL OF THE BALLS. THE WISH MAY BE FOR POWER, UNTOLD WEALTH OR EVEN IMMORTALITY -- THE POSSIBILITIES ARE ENDLESS. HOWEVER, HE WHO SEEKS TO HAVE HIS WISH GRANTED IS WISE TO CHOOSE HIS DESIRE CAREFULLY, FOR ONE THE WISH IS GRANTED, THE DRAGONBALLS ARE ONCE AGAIN SCATTERED TO THE FOUR CORNERS OF THE PLANET, WHERE THEY AWAIT THE NEXT DETERMINED WISH SEEKER. THERE EXISTS A RUMOR THAT THERE IS ANOTHER SET OF DRAGONBALLS. THE ORIGINAL SET THAT IS EVEN MORE POWERFUL THAN THE EARTHLY ONES. THE RUMORS SUGGEST THAT THE ORIGINAL DRAGONBALLS REMAIN ON THE PLANET THEY WERE FIRST CREATED, NAMEK MANY, MANY YEARS AGO.



THE DRAGON BALL Z REALM

THE UNIVERSE IS THE TOTALITY OF EXISTENCE, INCLUDING PLANTS, STAR, AND GALAXIES, THE CONTACTS OF INTERGALACTIC SPACE, AND ALL MATTER AND ENERGY. THERE ARE TEN UNIVERSES IN THE DRAGON BALL Z REALM AND IN THE SEVENTH UNIVERSE IS WHERE THE PLANET EARTH IS LOCATED. THE DRAGON BALL Z COSMOS IS A BIG BALL. THIS BALL IS DIVIDED UP IN TWO HALVES: THE LOWER HALF IS THE REALM OF THE LIVING AND THE UPPER HALF IS OTHER WORLD WITH HELL LOCATED BETWEEN THE TWO HALVES. THE REALM OF THE LIVING IS DIVIDED INTO FOUR QUADRANTS BASED ON THE CARDINAL DIRECTIONS; EACH RULED BY A KAI CHOSEN FROM THE SHIN-JINS WHICH ARE FROM THE PLANET KAISHIN. THERE IS A SINGLE CHECK-IN STATION FOR THE FOUR QUADRANTS OF THE REALM OF THE LIVING, WHICH ALLOWS ITS INHABITANTS TO GO TO THE OTHER WORLD. THE KAI LIVE IN THE OTHER WORLD, ON PLANETS POSITIONED AT THE FOUR CARDINAL POINTS OF THE COSMOS; NOTABLY, NORTH KAI'S PLANET IS AT THE END OF SNAKE WAY WHICH STARTS AT THE CHECK-IN STATION. THERE ARE ROADS LEADING TO EACH OF THE KAI'S PLANETS. THE GRAND KAI'S PLANET IS ABOVE HEAVEN, WHICH IS A GIGANTIC PLANET IN THE CENTER OF THE COSMOS. THE PLANET KAIOSHINS, THE TOP-TIER DEITIES OF THE UNIVERSE WHO WATCH OVER BOTH THE OTHER WORLD AND THE LIVING WORLD IS LOCATED, OUTSIDE THE BALL THAT MAKES UP THE COSMOS, IN THE SACRED WORLD OF THE KAI. THE KAIOSHINS ARE GODS OF CREATION WHO PROVIDE THE CATALYST FOR LIFE AND PLANETS TO BE BORN. IN ORDER TO PROVIDE A BALANCE TO THE CONSTANTLY INCREASING NUMBER OF PLANETS, THE GOD OF DESTRUCTION REGULARLY DESTROYS LIFE AND PLANETS. THERE ARE TEN GODS OF DESTRUCTION, ONE FOR EACH UNIVERSE. LORD BILLS IS THE GOD OF DESTRUCTION OF THE SEVENTH UNIVERSE. BELOW THE

FOUR KAI'S OF THE UNIVERSE ARE THE GUARDIANS, WHICH WATCH OVER EACH PLANET. EVERY PLANET IN THE UNIVERSE HAS A GUARDIAN. THESE GUARDIANS ARE A SELECTED CHOSEN FROM THE REALM OF THE LIVING BY MEETING VERY SPECIFIC MORAL ETHICS AND CODES. THE DEMON REALM, WHERE THE MAK-

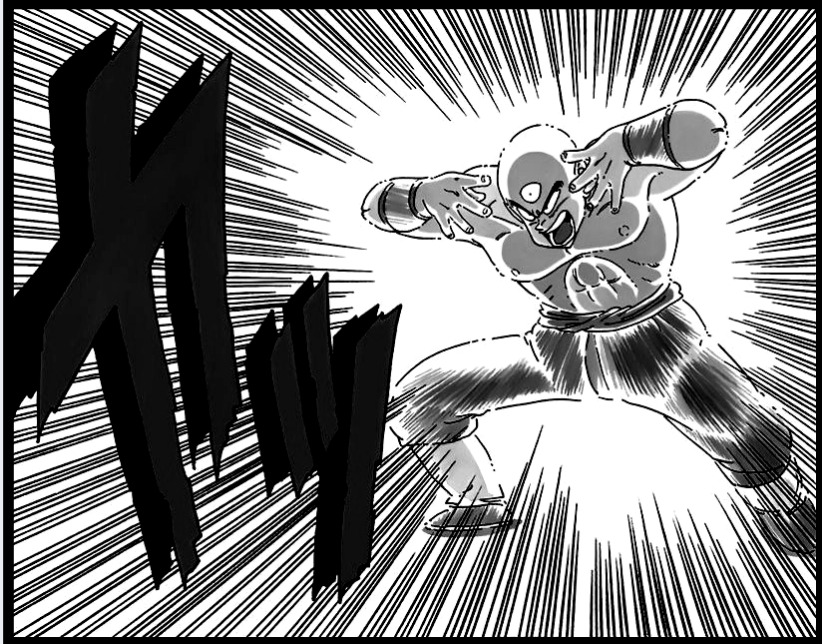


DRAGON BALLS

DRAGON BALLS ARE THE NAMESAKE ARTIFACT OF THE NORTH QUADRANT AND THE DRAGONBALL Z ENGINE. THEY ARE ORANGE, CRYSTALLINE SPHERE WITH THE ABILITY TO CALL FORTH THE ETERNAL DRAGON SHENRON WHO HAS THE ABILITY TO GRANT WISHES TO ANYONE WHO GATHERS ALL SEVEN OF THEM IN ONE PLACE. THE DRAGON BALLS WERE AND ARE CREATED BY THE PEACEFUL FARMING WARRIOR RACE CALLED NAMEKIAN. NAMEKIAN LIVING ON PLANET NAMEK WHICH LOCATED IN THE NORTH QUADRANT OF THE UNIVERSE, 4339 YEARS AND 3 MONTHS AWAY FROM EARTH WITH NORMAL MODERN DAY TECHNOLOGY. THE ONLY OTHER KNOWN PLANET TO HAVE DRAGON BALLS, BESIDES PLANET NAMEK, IS PLANET EARTH. HOWEVER, THE DRAGON BALLS FROM PLANET NAMEK ARE MUCH STRONGER THAN THOSE OF EARTH. THE NAMEK DRAGON PORUNGA CAN GRANT UP TO THREE WISHES AT A TIME WITH THE ABILITY TO BRING SOMEONE BACK FROM THE DEAD MORE THAN ONCE, WHERE EARTH'S BALLS CAN ONLY GRANT A SINGLE WISH AND CAN ONLY BRING SOMEONE BACK FROM THE DEAD ONCE.

EARTHLING

EARTHLING, OFTEN REFERRED TO AS JUST HUMANS, ARE THE MAIN INHABITANTS OF THE PLANET EARTH. THEY SHARE THE PLANET WITH OTHER INTELLIGENT LIFE FORMS, INCLUDING ANTHROPO-MORPHIC ANIMALS. THEY ARE EVEN LED BY AN ANTHROPOMORPHIC DOG NAMED KING FURRY. IN FACT, 1% OF EARTHLINGS ARE HALF-BREEDS WITH SOME OTHER RACE, 7% ARE MONSTER-TYPE, 17% ARE ANIMAL-TYPE, AND THAT 75% ARE THE REGULAR TRUE BLUE HUMAN-TYPE. WITH THE EXCEPTION OF UNCOMMON HAIR COLORS AND OCCASIONALLY ODD FEATURES (RANGING FROM LONGER LIFESPANS TO WEREWOLFISM), EARTHLINGS ARE IDENTICAL TO REAL-LIFE MAN. HUMANS IN THE DRAGON BALL Z WORLD ALSO SEEM TO BE ABLE TO UTILIZE OR BE AFFECTED BY CERTAIN ELEMENTS OF MAGIC.

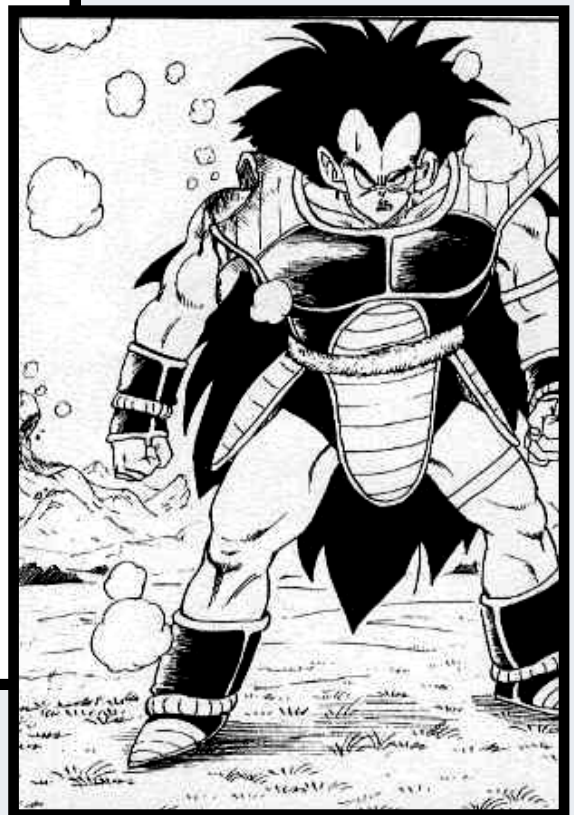


EARTHLING PLAYABILITY

EARTHLING CHARACTERS ARE THE EVER HEROIC AND VIGILANT DEFENDERS OF THE PLANET EARTH WILLING TO PROTECT HER AT ALL COST. FILLED WITH MOMENTS OF HEROISM EARTHLING PLAYERS WILL NEVER EXPERIENCE A DULL MOMENT. EVEN WITH, OBYIOUS, LESS NATURAL POWERS COMPARED TO SOME OTHER SPECIES EARTHLING CHARACTERS ARE ABLE TO KEEP UP WITH THE BEST OF THEM. COUPLED WITH THE DESIRE TO NEVER FAIL AND UNPARALLELED HEROISM EARTHLING CHARACTERS ARE WITHOUT A DOUBT

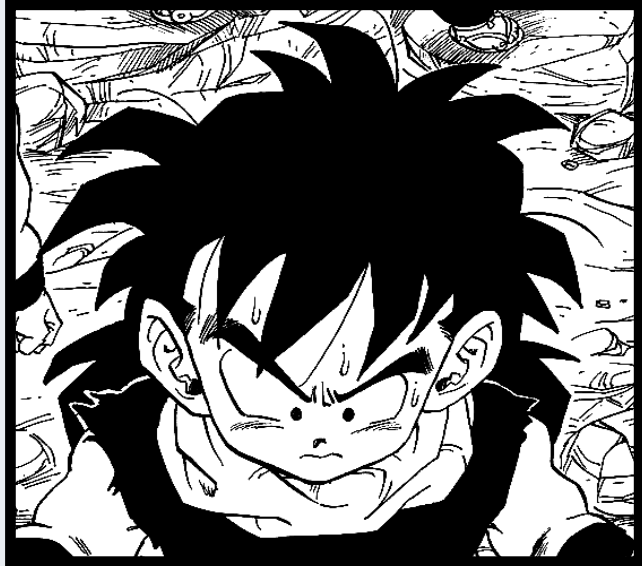
SAIYAN

SAIYANS ARE A NATURALLY AGGRESSIVE WARRIOR RACE WHO NEARLY ALL OBLITERATED BY A POWERFUL ARCOSIAN WERE NAMED FRIEZA. THE SAIYANS ARE A FIGHTING RACE WHO, SINCE ANCIENT TIMES, HAS LIVED A VIOLENT AND INHUMANE LIFESTYLE, WHERE THEY ATTACK NUMEROUS PLANETS TO BUILD UP WEALTH AND GOODS. SAIYANS ARE FROM THE PLANET VEGETA ORIGINALLY NAMED PLANET PLANT. THE SAIYAN USED TO SHARE THE PLANET WITH ANOTHER RACED THE TUFFLES, AFTER MANY YEARS OF WAR THE SAIYANS DESTROYED NEARLY ALL THE TRUFFLES ON PLANET VEGETA. SAIYAN ARE ABLE TO BREATHE IN LOWER TO ALMOST NO ATMOSPHERE AND TYPICALLY CAN SURVIVE IN NO ATMOSPHERE MINUTES LONGER THAN ANY OTHER RACE. BEFORE THE DESTRUCTION OF PLANET VEGETA THE SAIYAN RACE AS A WHOLE WE EMPLOYED BY FRIEZA AS HIRED MERCENARIES IN A GALACTIC PLANET TRADING SCHEME. SAIYANS ARE KNOWN NOT ONLY PHYSICAL PHYSIQUE, BUT THE APPEARANCE OF TAILS FROM THEIR LOWER BACK.



HALF-SAIYAN

A TERMED USED TO DESCRIBE A SAIYAN NOT FROM THE PLANET VEGETA AND NOT OF PURE BLOOD. ALL KNOWN HALF-BREED SAIYANS ARE PART EARTHLING AND PART SAIYAN. THIS MIXTURE SEEMS TO CREATE A POWERFUL FUSION BETWEEN THE TWO RACES GRANTING THE OFFSPRING ABILITIES OF BOTH SPECIES. IT IS KNOWN THAT A HALF-SAIYAN CAN TRANSFORM INTO A LEGENDARY SUPER SAIYAN AS WELL AS THEY ARE BORN WITH A TAIL AND THE ABILITY TO TRANSFORM INTO OZARU DURING THE FULL MOON. THERE ARE MIXED FEELINGS IN THE REMAINING SAIYAN SOCIALLY ABOUT HALF-BREEDS, YET MANY TIMES THEY AREN'T VIEW ANY DIFFERENT THAN PURE BLOODS. WITH NO HOME PLANET AND GENERALLY BEING RAISED "EARTHLING" MANY HALF-SAIYANS ARE MUCH MORE, PERSONALITY WISE, DIFFERENT THAN PURE BLOODS. HAVING BEEN RAISED ON EARTH SEEMS TO HAVE A GREAT EFFECT ON THEM, AND EVEN WHEN FULL BLOOD SAIYANS HAVE EXTENDED STAYS ON EARTH THEY TOO ARE AFFECTED, CAUSING THEM TO BE



SAIYAN & HALF-SAIYAN PLAYABILITY

WITHOUT A DOUBT ONE OF THE MOST POWERFUL COMBATANTS IN THE NORTH QUADRANT AND MORE THAN LIKELY KNOWN UNIVERSE, SAIYAN ARE KNOWN FOR THEIR NATURAL COMBAT SKILL AND ABILITY TO IMPROVE AFTER EACH BATTLE. SEARCHING FOR A GOOD, YET ALWAYS FAIR, FIGHT SAIYAN CHARACTERS WILL ALSO BE UP FOR A BOUT. SAIYANS ALSO HAVE TWO SPECIAL AND ALMOST EQUAL POWER TRANSFORMATIONS, OZARU AND THE LEGENDARY SUPER SAIYAN WHICH ARE LISTED AND DESCRIBED IN THE TRANSFORMATION CHAPTER. SAIYANS BRING PURE, RAW, UNADULTERATED POWER TO THE BAT-

ARCOSIANS

ARCOSIANS ARE KNOWN BY MANY NAMES; ARCOSIANS, FROST DEMONS AND GLAERIS. NOT MUCH IS KNOWN OF THEIR ORIGINS, OR THEIR HOME PLANET. SEEMLY VERY RARE AND MANLY SOLITARY FROM OTHERS OF THEIR RACE, THE ARCOSIANS ARE BELIEVED TO LIVE ON A NATURALLY COLD PLANET WITH GRAVITY HUNDREDS OF TIMES STRONGER THAN EARTH'S. KNOWN TO BE ONE OF THE STRONGEST RACES IN THE NORTH GALAXY, IT SEEMS MOST OF THE KNOWN ARCOSIANS ARE PART OF THE PLANET TRADE ORGANIZATION, IF NOT THE LEADERS THEMSELVES. ARCOSIANS SEEM TO VIEW MERCY ONLY AS A WAY TO GET ONESELF KILLED AND WILLING TO DESTROY ANYONE WHO THEY VIEW AS A THREAT. THIS LEADS TO THE ASSUMPTION THAT AS A CIVILIZATION, OR JUST AN INHERENT UNTRUSTING NATURE, ARCOSIAN SOCIAL IS GENERALLY DECEITFUL. SO LITTLE IS KNOWN ABOUT THE ARCOSIANS THERE IS VERY LITTLE HISTORY TO SPEAK OF. IT IS KNOWN THAT THEY ARE ABLE TO SURVIVE IN OUTSIDE OF ATMOSPHERE AND THE MORE NOTABLE ARCOSIANS ARE ABLE TO DESTROY PLANETS WITH A SINGLE KI BLAST. AS THEY GAIN POWER, THEY CREATE FOR THEMSELVES NEW FORMS TO DISGUISE THEIR ACTUAL POWER LEVELS FROM OPPONENTS AND ALLIES ALIKE. (IT IS IMPORTANT TO NOTE IN THE DRAGON BALL Z ENGINE TO ACHIEVE THIS TYPE OF EFFECT ARCOSIAN ABILITIES ARE SLIGHTLY REVERSED AND ALTERED.) TRANSFORMING UP INTO THEIR NEXT FORM GREATLY INCREASE THEIR POWER LEVEL, LEADING TO THE IDEA THAT THE FORMS WORK LIKE A BUFFER TO HOLD IN SUCH INTENSE

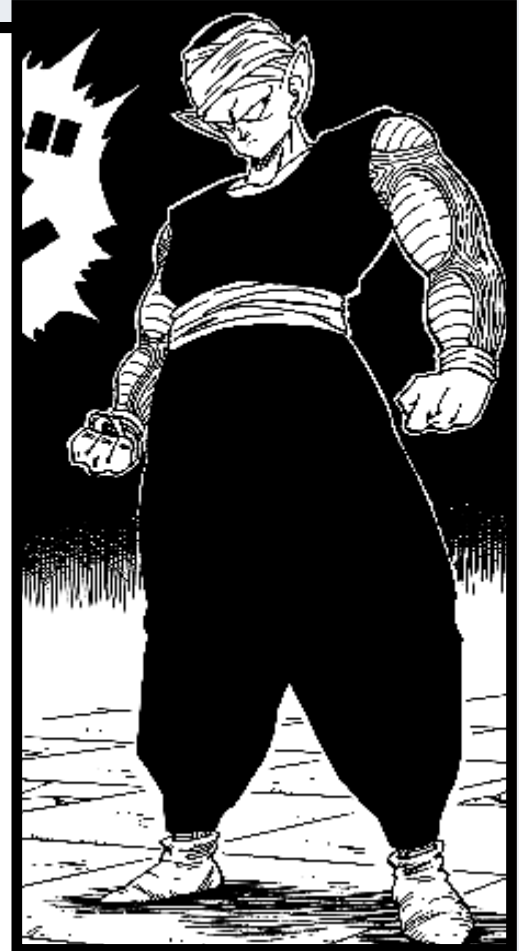


ARCOSIAN PLAYABILITY

CUNNING AND MENACING ARCOSIANS AS A SPECIES ARE RATHER COLD CREATURES. WILLING TO STEP ON THE SMALL GUY FOR A SHOT AT POWER, HOWEVER, THERE ARE SOME ARCOSIANS WHO ARE CAPABLE OF SHOWING COMPASSION TO THE WEAK AND, TO A CERTAIN EXTENT, MERCY AND PATIENCE. ARCOSIANS ARE DEFINITELY ONE OF THE MOST POWERFUL DAMAGE DEALERS OF THE DRAGONBALL Z ENGINE, NOT TO SAY THEY CAN'T BE OUT CLASSED. ARCOSIANS ALSO HAVE THE ABILITY TO TRANSFORM OR METAMORPHOSIS

NAMEKIAN

NAMEKIANS ARE A RACE FROM THE PLANET NAMEK; THEY ARE HUMANOID, BORN FROM EGGS, WITH SLUG-LIKE CHARACTERISTICS, INCLUDING GREEN SKIN, PINK PATCHES AND ANTENNAE. THEY SEEM TO BE INSTANTLY RECOGNIZABLE BY MANY SPACE-FARING RACES, AT ONE POINT IN THE NOT-TOO-DISTANT PAST THE NAMEKIANS USED TO TRADE WITH OTHER OFF-WORLD CIVILIZATIONS AS WELL AS TRAVEL THROUGH SPACE. HOWEVER, THERE WAS A GREAT CATAclysm ON NAMEK WHICH DESTROYED NEARLY ALL THE NATURAL RESOURCES ON THE PLANET AND EVER SINCE THEN THE NAMEKIANS HAVE BECOME SECLUDED. NAMEKIANS HAVE ALSO BEEN KNOWN TO VAST KNOWLEDGE OF TECHNOLOGY, POSSIBLE FROM THEIR PAST SPACE-TRADING OR SIMPLY A GREAT ABILITY TO UNDERSTAND TECHNOLOGY. IT IS BELIEVE THAT JUST OVER ONE HUNDRED NAMEKIANS REMAIN ON THEIR HOME PLANET, BUT THIS NUMBER IS NOT CONFIRMED. NAMEKIANS ARE NATURAL HEALERS AND EVEN BEYOND THAT ARE STRONG WARRIORS. ABLE TO RECOVER FROM PHYSICAL DAMAGE QUICKLY AND EVEN REGROW LOST LIMBS. WITH SUCH POWERFUL PHYSICAL PROPERTIES IT IS NO SURPRISE TO LEARN THE NAMEKIANS ARE ABLE TO EXTEND THEIR LIMBS BEYOND THEIR NORMAL LENGTHS. NAMEKIANS ALSO HAVE AMAZING HEARING AND IT IS RUMORED THAT SOME CAN HEAR ACROSS THE UNIVERSE, ALTHOUGH THIS MIGHT NOT BE COMPLETELY ACTUATED. IN ADDITION NAMEKIANS HAVE A RATHER GREAT RESISTANCE TO COLDER CLIMATES. ALL THIS COUPLED WITH RARE, IF AT ALL, EATING HABITS AND TYPICALLY ONLY DRINKING WATER NAMEKAINS ARE STRONG, POWERFUL AND PEACEFUL WARRIORS. NAMEK IS ALSO HOME TO THE DRAGON BALLS, IT IS UNSURE IF ALL NAMEKIANS CAN CREATE THEM OR JUST A SELECTED FEW FROM SPECIAL BLOOD LINES. WHAT IS KNOWN IS THAT IS TAKES GREAT PATIENTS, TIME AND A PURE

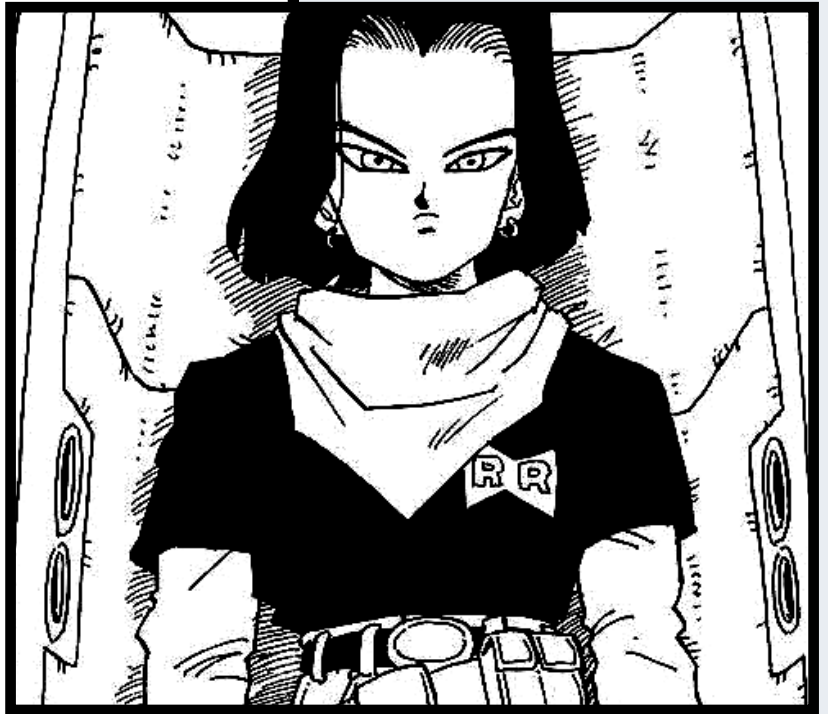


NAMEKAIN PLAYABILITY

PEACEFUL WARRIORS AND POWERFUL HEALERS COUPLED WITH UNMATCHED SENSE NAMEKIANS ARE STRONG AND RELIABLE FIGHTERS. THEY HOST A NUMBER OF NATURAL ABILITIES FROM FISSION, SUPER HEARING, TELEPATHY AND EVEN THE ABILITY TO CREATE SOME OBJECTS OUT OF THIN AIR. UNIVERSAL IN COMBAT, NAMEKIANS COVER ALL THE BASES FROM; PHYSICAL STRENGTH, POWERFUL ENERGY, JACK-OF-ALL-TRADES, TO IMPENETRABLE DEFENDER. NAMEKIANS HAVE A HOST OF TOOLS AT THEIR DISPOSAL MOST NOTABLE ARE HEALING AND FISSION WHICH ARE COVERED IN LATER CHAPTERS.

ANDROID

ARTIFICIAL HUMANS ARE ROBOTIC/CYBORG HUMANS, MOST OF THEM CREATED BY THE EVIL SCIENTIST DR. GERO. ANDROID ARE SAID TO HAVE UNLIMITED ENERGY AND ETERNAL LIFE. DUE TO THEIR INORGANIC NATURE, THEY ALSO HAVE NO AURA OR KI TO SENSE. THERE ARE THREE TYPES OF ANDROIDS, THOSE WITH UNLIMITED POWER SUPPLY AND NEARLY WITHOUT DRAWBACKS, THOSE THAT NEED CONSTANT INTAKE OF ENERGY, USUALLY STOLEN FROM VICTIMS, TO KEEP THEIR POWER RESERVOIR FROM DRAINING, WHICH WOULD CAUSE THE ANDROID TO MALFUNCTION AND THE THIRD KIND ARE BIO-ANDROIDS WHICH SEEM TO HAVE THE ABILITIES OF BOTH THE LATTER. HOWEVER, BECAUSE OF THEIR MODIFICATIONS ANY TYPE OF ANDROID IS UNABLE TO CONSUME ANY TYPE OF FOOD OR WATER.



ANDROID PLAYABILITY

POWERFUL CONSTRUCTS BUILT AND CREATED FOR BATTLE, NEVER SLOWING DOWN, NEVER GIVING UP. ABLE TO TAKE EXTREME DAMAGE AND DISHING IT OUT ANDROIDS ARE DEADLY AND COMMANDING CHARACTERS ON THE BATTLEFIELD. ANDROID CHARACTERS ARE SAID TO HAVE UNLIMITED ENERGY COUPLED WITH THIS CHARACTERS CANNOT SENSE ANDROID CHARACTERS KI, NOR CAN THEY BE TRACKED BY ANY SORT OF

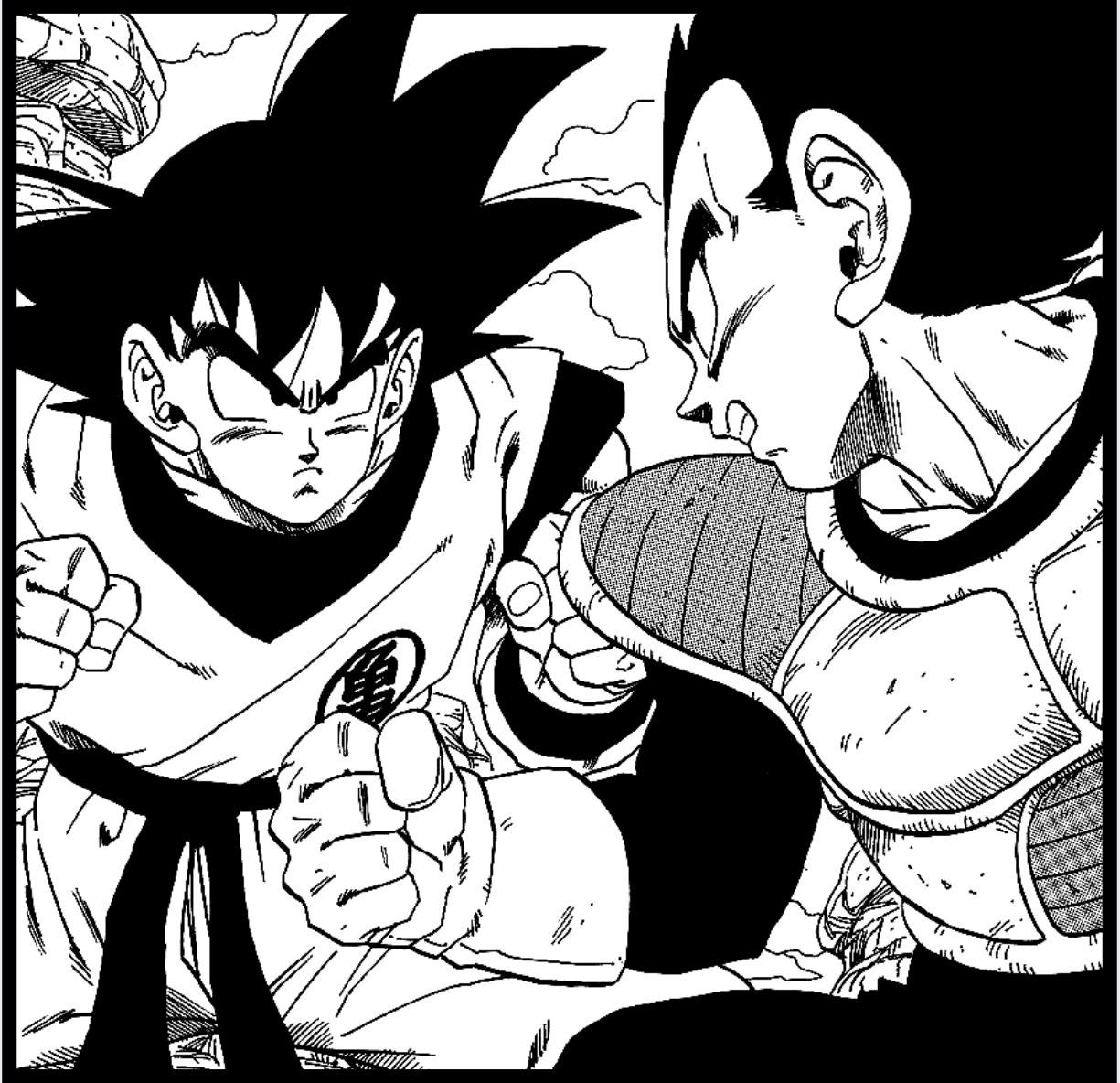
OTHER RACES

THERE ARE MANY, OTHER SEEMLY COUNTLESS, RACES IN THE DRAGON BALL Z UNIVERSE. HERE WE COVER THE MAIN AND NOTABLE SPICES IN THE DRAGONBALL Z REALM UP AND INCLUDING THE PERFECT CELL SAGA. WE INCLUDED ONLY THESE SPECIES

FOR A VERITY OF REASONS. ADDITIONAL RACES INCLUDE; OGRES, TUFFLES, MAKAIOSHIN, DEMONS, AND MANY, MANY OTHER UNNAMED ALIEN RACES. DUE TO THE SHEER YAST AMOUNT OF SPECIES WE JUST COULDN'T COVER THEM ALL. HOWEVER, PLAYERS AND THEIR STORYTELLERS ARE ENCOURAGED TO CREATE AND DISCUSS OTHER RACES IN THE DRAGONBALL Z REALM FOR STORYTELLING OR FOR PLAY,



CHAPTER TWO



RULES & COMBAT

CHAPTER TWO

THE FIRST RULE FOR EVERY PLAYER TO KNOW AND PROBABLY THE MOST IMPORTANT RULE IS NEVER FORGET TO HAVE FUN. RPG'S ARE ALL ABOUT BRINGING FRIENDS TOGETHER, HAVING FUN AND SHARING IN LAUGHER AND JOY. ALRIGHT, NOW ASSUMING THAT YOUR GROUP HAS A STORYTELLER OR GAME MASTER AND A STORYLINE OR PLOT, THERE ARE SEVERAL RULES AND REGULATIONS THAT PLAYERS SHOULD BE AWARE OF. SO FIRST OFF THE DRAGONBALL Z CORE RULEBOOK IS SETUP LIKE AN INSTRUCTION BOOK AND EACH CHAPTER WILL HELP COMPLETE THE LAST AND BUILD ONTO THE NEXT. FIRST WE WILL COVER THE RULES OF THE GAME AND SETUP THE SYSTEM SO THAT PLAYERS AND STORYTELLERS WILL KNOW HOW THE DRAGONBALL Z ENGINE WORKS INSIDE AND OUT. THERE ARE A FEW BASIC RULES IN THE DRAGONBALL Z RPG AND THEY ARE VERY SIMPLE TO UNDERSTAND.

CONTINUITY

MANY TIMES THROUGHOUT THIS RULEBOOK WE WILL MAKE REFERENCE TO THE ABILITY FOR PLAYERS AND STORYTELLERS TO MAKE CHANGES AS THEY SEE FIT. IF A RULE OR A GUIDELINE ISN'T WORKING FOR THE GROUP FREE FEEL TO MAKE A CHANGE, HOWEVER, AS AN EDITORIAL NOTE THE RULES AND GUIDES WERE DESIGN AND BUILT AROUND THE SYSTEM AS A WHOLE AND GROUPS ARE ENCOURAGED TO KEEP THE CONTINUITY FOR THE RULEBOOK BY ADHERING TO AS MANY GUIDES AND RULE AS THEY CAN.

DEFENDER WINS

IN THE CASE OF A TIE IN ANY INSTANCE THE DEFENDER WILL ALWAYS WIN.

GENERAL OYER SPECIFIC

SPECIFIC RULES HOLD RANK OVER GENERAL RULES, MEANING IF A GENERAL RULE, SUCH AS STANDARD SUCCESS RATE IS EIGHT AND A SPECIFIC RULE, SUCH AS WARRIOR OF HUMANITY SAYS LOWER A CHARACTERS SUCCESS RATE BY ONE WOULD SUPERSEDE THE GENERAL RULE.

THE LAW

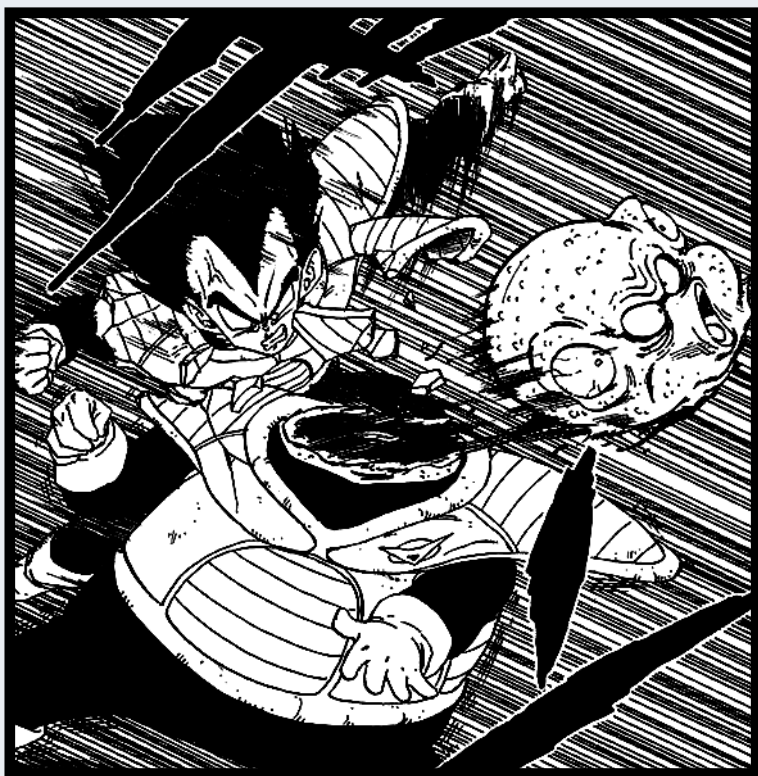
GAME MASTER HAS THE FINAL SAY, IF THEY DECIDE TO CHANGE A RULE OR MAKE A JUDGMENT CALLED, OR SIMPLY WISH TO CHANGE HOW SOMETHING WORKS OUT IN THE GAME WORLD THEY RESERVE THAT RIGHT. PLAYERS SHOULD ADHERE TO THE CHANGE AND HONOR IT, IF THERE IS ANY DISAGREE IT IS ENCOURAGE DISCUSSING THE CHANGE OUTSIDE OF THE GAME OR AFTER

SUCCESSSES

A **SUCCESS** IS WHEN A PLAYER ROLLS A D10 AND SCORES AN EIGHT OR BETTER.

EIGHT IS THE STANDARD **SUCCESS RATE** FOR EVERYONE FROM PLAYERS TO STORYTELLER. A **SUCCESS** DETERMINES RATHER OR NOT A CHARACTER EFFECTIVELY STUCK AN ENEMY OR PASSED A CHECK TO ESCAPE A NARROW PASSAGE AS IT CLOSED. DBZ USES THIS STYLE OF SYSTEM FOR ALL ASPECTS OF ITS ENGINE. IN MOST INSTANCES PLAYER'S WILL BE GIVEN A NUMERIC **DC** OR **DIFFICULTY CLASS** THIS NUMBER IS THE AMOUNT OF **SUCCESSSES** REQUIRED TO COMPLETE OR BE SUCCESSFUL AT A TASK. **DIFFICULTY CLASSES** CAN VERIFY AND HELP DETERMINE THE SITUATION, ACTIONS AND EVEN THE ENVIRONMENT. A CHARACTER'S **SUCCESS RATE** CANNOT, EVEN THOUGH TRICKERY, BE LOWER THAN SIX.





COMBAT

NOW LET'S JUMP INTO THE COMBAT SANDWICH. WHETHER IT IS A SKIRMISH AGAINST A HANDFUL OF THUGS OR AN ALL-OUT BATTLE WITH SOLDIERS AND THEIR RUTHLESS SOVEREIGN, COMBAT IS THE STAPLE OF THE DRAGONBALL Z ADVENTURE. COMBAT ENCOUNTERS USUALLY BEGIN WHEN YOU ENTER AN AREA CONTAINING ENEMIES. SOMETIMES ENEMIES ENTER YOUR AREA INSTEAD - WHEN BANDITS ATTACK YOUR GROUP IN THE MIDDLE OF THE NIGHT, FOR EXAMPLE - OR YOU AND THE ENEMY STUMBLE UPON EACH OTHER. YOU MIGHT MEET ON THE STREET, OR YOU MIGHT BE FLYING THROUGH THE AIR WHEN YOU RUN INTO A HOSTILE ADVERSARY. THIS SELECTION WILL COVER ALL THE MECHANIC, RULES AND GUIDELINES OF ALL THE TYPES OF COMBAT THERE ARE IN DBZ. WE LIKE TO POINT OUT THERE ARE SIMPLY GUIDELINES AND RULES USED TO CREATE A BALANCED AND FAIR GAMING SYSTEM. AT ANY POINT IF THE STORYTELLER OR PLAYERS FEEL THE SYSTEM IS BROKEN OR NOT WORKING AS INTENDED WE ENCOURAGE PLAYERS TO FIND A WORKING SOLUTION.

COMBAT SEQUENCE

A TYPICAL COMBAT ENCOUNTER IS A DASH BETWEEN TWO SIDES, A FLURRY OF PUNCHES, FEINTS, DEFLECTIONS, ENERGY BLAST AND MELEE COMBAT. THE DRAGONBALL Z ENGINE ORGANIZES THE CHAOS OF COMBAT INTO A CYCLE OF ROUNDS AND TURNS. THE ACTIONS IN A COMBAT ENCOUNTER HAPPEN ALMOST SIMULTANEOUSLY IN THE GAME WORLD. TO MAKE COMBAT MANAGEABLE, COMBATANTS TAKE TURNS ACTING-LIKE TAKING TURNS IN A BOARD GAME. IF YOUR TURN COMES UP BEFORE AN ENEMY'S, YOUR ACTIONS TAKE PLACE BEFORE THE ENEMY'S ACTIONS DO. THE ORDER OF TURNS IS DETERMINED AT THE BEGINNING OF A COMBAT ENCOUNTER, WHEN COMBATANTS ROLL INITIATIVE.

- **ROUNDS:** IN A ROUND, EVERY COMBATANT TAKES A TURN. A ROUND IS THE COMBINATION OF EVERY COMBATANT IN THE INITIATIVE ORDER. IN DIRECTION FROM GREATEST INITIATIVE TO THE LOWEST INITIATIVE. A ROUND EQUAL ABOUT SIX SECONDS IN THE GAME WORLD.
- **TURNS:** EACH COMBATANT GETS A SINGLE TURN DURING A ROUND. COMBATANTS CAN PERFORM DIFFERENT ACTIONS DURING THEIR TURNS. SEE "ACTION TYPES" FOR WHAT ACTIONS CAN BE EXECUTED AND WHEN THEY CAN BE ACCOMPLISHED.



SIX STEPS OF SETUP

THERE ARE SIX STEPS TO SETUP COMBAT WHICH PLAYERS SHOULD ALWAYS FOLLOW FOR EACH ENCOUNTER. THIS WILL HELP PLAYERS AND THE STORYTELLER DURING CHAOS MOMENTS OF BATTLE, LAUGHTER AND DICE ROLLING.

1. ESTABLISHING POSITIONS: THE STORYTELLER AND PLAYERS DECIDE AND DETERMINE WHERE THE COMBATANTS INVOLVED IN THE ENCOUNTER ARE POSITIONED AT THE START OF BATTLE. FOR EXAMPLE, IF THE PCs (PLAYER CHARACTERS) JUST ENTERED A ROOM, THE STORYTELLER MIGHT DECIDE THAT ONLY TWO OF THE PCs CAN FIT THROUGH THE DOOR AT A TIME OR THAT THE ENEMY IS WAITING IN ATTACK POSITION ON THE OTHER SIDE.

2. DETERMINE SURPRISE: THE STORYTELLER DETERMINES WHETHER ANY COMBATANTS ARE SURPRISED. IF ANY CHARACTERS NOTICE AN ENEMY COMBATANT WITHOUT BEING NOTICED IN RETURN,

3. ROLLING INITIATIVE: ALL COMBATANTS INVOLVED IN A COMBAT ENCOUNTER MUST ROLL INITIATIVE, DETERMINING THE ORDER OF TURNS FOR EACH COMBATANT. PLAYERS ROLL INITIATIVE AT THE BEGINNING OF COMBAT ENCOUNTERS.

4. SURPRISE ROUND ACTIONS: IF ANY COMBATANT GAINS A SURPRISE ROUND, THEY ACT IN INITIATIVE ORDER EACH ONE TAKING A SINGLE ACTION. (SURPRISED COMBATANTS TAKE NO ACTIONS DURING THE SURPRISE ROUND.) THE SURPRISE ROUND THEN ENDS AND THE FIRST REGULAR ROUND OF COMBAT BEGINS.

5. TAKING TURNS: IN INITIATIVE ORDER, ALL COMBATANTS TAKE THEIR RESPECTIVE TURNS, WHICH INCLUDE VARIOUS ACTIONS. (COMBATANTS CAN ALSO TAKE CERTAIN ACTIONS ON OTHER'S TURNS.)

6. ENDING A ROUND: ONCE ALL COMBATANTS HAVE TAKEN THEIR TURN THE ROUND ENDS AND THE SECOND ROUND BEGINS. THIS CONTINUES UNTIL ONE SIDE IS DEFEATED, CAPTURED, FLEES, OR IS OTHERWISE OVERCOME,



SURPRISE ROUND

SOME BATTLES BEGIN WITH A SURPRISE ROUND. A SURPRISE ROUND OCCURS IF ANY COMBATANTS ARE UNAWARE OF THE ENEMY COMBATANTS' PRESENCE OR HOSTILE INTENTIONS. FOR EXAMPLE, IF A

CHARACTER FAILS THEIR PERCEPTION CHECK TO NOTICE A CONCEALED ENEMY, THE CHARACTER WILL BE SURPRISED. ALTERNATIVELY, IF THE "SUPPOSED" ALLIES SPRING AN ATTACK AND A CHARACTER FAILS THEIR INSIGHT CHECK TO NOTICE THE ATTACK; YOU ARE SURPRISED. IF ANY COMBATANTS ACHIEVE A SURPRISE THEY ACT DURING THE SURPRISE ROUND FOLLOWING THE NORMAL RULES TO TURNS.

LIMITED ACTIONS

IF A CHARACTER IS ABLE TO ACT IN THE SURPRISE ROUND, THEY ARE LIMITED IN THE ACTIONS THEY CAN MAKE. AFTER EVERY NON-SURPRISED COMBATANT HAS ACTED THE SURPRISE ROUNDS END THE ROUND RESTARTS AND NORMAL COMBAT RESUMES.

SURPRISED

IF A CHARACTER IS SURPRISED THEY CANNOT TAKE ANY ACTIONS (NOT EVEN FREE ACTIONS) AND ANY ATTACKER IS GRANTED THE COMBAT ADVANTAGE SURPRISE UNTIL THE END OF THE ROUND.

INITIATIVE

BEFORE THE FIRST ROUND OF COMBAT ALL PLAYERS MUST ROLL INITIATIVE BY ROLLING A SINGLE D10 PLUS THE CHARACTER'S INITIATIVE VALUE. WHICH IS CALCULATED BY ADDING A CHARACTER'S DEXTERITY OR REFLEX WHICHEVER IS HIGHER AND WITS SCORES. THE STORYTELLER WILL DETERMINE INITIATIVE FOR ENEMIES. THROUGHOUT A BATTLE, COMBATANTS ACT IN ORDER FROM HIGHEST INITIATIVE TO LOWEST. THE ORDER IN WHICH COMBATANT TAKE THEIR TURN IS CALLED THE INITIATIVE ORDER. IN CASE OF TIES COMBATANTS WILL COMPARE DEX SCORES IF THESE ATTRIBUTES ARE STILL A TIE COMPARE REF SCORES OR SIMPLY ROLL OFF USING A SINGLE D10 HIGHEST WINS.



STANDARD ACTION: A STANDARD ACTION IS THE CORE OF A CHARACTER'S TURN. CHARACTER NORMALLY ONLY HAVE ONE STANDARD ACTION A TURN. THIS INCLUDES THINGS SUCH AS ATTACKING AN ENEMY, USING A PIECE OF EQUIPMENT OR A DEVICE; ANYTHING THAT TAKES A CHARACTER'S FOCUS TO PERFORM IS A STANDARD ACTION.

MOVE ACTION: MOVE ACTIONS INVOLVED THE MOVEMENT OF A CHARACTER FROM ONE PLACE TO ANOTHER. A MOVEMENT ACTION IS REQUIRED ONLY IF YOU CHARACTER IS MOVING MORE THAN ONE YARDS. SOMETIMES IN THE THROW OF BATTLE A CHARACTER MIGHT MOVE WITHOUT DECLARATION, WILLINGNESS, OR WITH THE FLOW OF COMBAT. IT IS UP TO THE PLAYER AND THE STORYTELLER TO DECIDE IF A CHARACTER HAS TO USE THEIR MOVE ACTION.

COUNTER ACTION: COUNTER ACTIONS ARE A RESPONSE TO AN ENEMY ENTERING MELEE RANGE OR A CHARACTER LEAVING SAID RANGE AND ATTEMPTING TO MAKE A RANGED ATTACK IN MELEE RANGE. CHARACTERS HAVE A SPECIFIC NUMBER OF COUNTERS PER ROUND EQUAL TO THEIR PERCEPTION ATTRIBUTE. CHARACTERS CAN ONLY COUNTER WITH A PHYSICAL ATTACK AND CANNOT COUNTER A COUNTER.

TRIGGERED ACTION: AN ACTION THAT IS EFFECTED BY SOMETHING ABOUT TO HAPPEN OR WILL HAPPEN DURING A COMBAT ENCOUNTER. CHARACTERS CAN CHOOSE TO HOLD ANY ONE OF THE OTHER ACTION TYPES UNTIL AN EVENT, OR EFFECT HAS HAPPENED. AS SOON AS THE TRIGGER IS FULFILLED THE ACTION TAKES PLACE INSTANTLY BEFORE CONTINUING ON.

FREE ACTION: FREE ACTIONS TAKE ALMOST NO EFFECT OR TIME TO PERFORM. CHARACTERS CAN TAKE AS MANY FREE ACTIONS IN COMBAT AS THEY WISH. HOWEVER, STORYTELLERS MIGHT LIMIT FREE ACTIONS ON A CASE TO CASE BASES OR ALTOGETHER. FREE ACTIONS ARE SIMPLE THINGS SUCH AS SPEAKING A FEW SENTENCES, DROPPING A HELD ITEM, OR LETTING GO OF A GRABBED ENEMY.

NUMBER OF ACTIONS

EACH ROUND PLAYER'S CHARACTERS HAVE A NUMBER OF ACTIONS THEY CAN PERFORM. CHARACTERS CAN PERFORM A NUMBER OF ACTIONS EQUAL TO THE PERCEPTION PLUS WITS OR INTELLIGENCE, WHICHEVER IS LOWER, DIVIDED BY TWO ROUNDED DOWN.

ACTION TYPES

A COMBAT TURN IS MADE UP OF ACTIONS. FIRING A KI BALL, USING A PIECE OF EQUIPMENT, RUNNING ACROSS A ROOM, OPENING A DOOR - EACH OF THESE ACTIVITIES, ALONG WITH MANY OTHERS, IS CONSIDERED AN ACTION. YOU USE DIFFERENT ACTION TYPES TO DO DIFFERENT THINGS. FOR EXAMPLE, ATTACKS ARE CALLED STANDARD ACTIONS, AND MOVING FROM ONE SPOT ON THE BATTLEFIELD TO ANOTHER IS NORMALLY A MOVE ACTION. A TYPICAL COMBAT ROUND OR TURN CAN INCLUDE UP TO FIVE DIFFERENT ACTION TYPES: STANDARD, MOVE, COUNTER, TRIGGERED AND FREE.

STARTING COMBAT

ONCE PLAYERS AND THEIR STORYTELLER HAS DETERMINED POSITIONING AND INITIATIVE HAS BEEN CALCULATED IT IS TIME TO TAKE THE FIRST TURN. OVER THE NEXT FEW PAGES WE WILL DESCRIBE A STANDARD TURN AND HOW IT WORKS AS WELL AS THE RULES FOR ATTACKING AND DEFENDING.

EFFECTS PHASE

BEFORE A CHARACTER TAKES ANY ACTIONS, THERE ARE A FEW THINGS THEY MUST DO; TRACK CERTAIN EFFECTS THAT OCCUR AT THE START OF THE CHARACTER'S TURN, AND CHECK ANY OTHER EFFECTS THAT MIGHT BE OCCURRING DURING YOUR TURN THAT DOESN'T ACTUALLY SPECIFICALLY EFFECT YOUR CHARACTER, BUT THE WHOLE ENCOUNTER. THESE THINGS TAKE ALMOST NO TIME IN THE GAME WORLD AND ARE SIMPLY THE MECHANICAL EFFECTS.

ONGOING DAMAGE: IF A CHARACTER IS SUFFERING FROM ONGOING DAMAGE CHARACTERS WILL SUFFER THOSE EFFECTS AT THIS TIME.

MECHANICAL EFFECTS: DEAL WITH ANY OTHER EFFECTS THAT WILL OCCUR DURING A CHARACTERS TURN.

ENDING EFFECTS: SOME EFFECTS AND MECHANICS MIGHT AUTOMATICALLY END AT THE START OF A CHARACTER'S TURN.

NO ACTIONS: A CHARACTER CANNOT TAKE ANY ACTIONS DURING THE START OF A TURN UNTIL ALL OF THE ABOVE STATEMENTS HAVE BEEN FULFILLED.

ACTION PHASE

WHEN A CHARACTER'S TURN ARRIVES IN THE INITIATIVE ORDER, IT IS THEIR TURN TO PERFORM ACTIONS IN THE ROUND. A CHARACTERS TURN HAS THREE STEP PROCESSES; EFFECTS, ACTIONS AND END. DURING THE ACTION PHASE CHARACTERS MUST DECIDE WHAT TO DO WITH THEIR ACTIONS; AID AN ALLY, ACHIEVE A VICTORY OR CHASE A VILLAIN. "SEE ACTION TYPES" ON A CHARACTER'S TURN THEY CAN TAKE ONE STANDARD ACTION AND ONE MOVE ACTION, OR DECLARE A TRIGGER. CHARACTERS CAN ALSO CHOOSE TO SUBSTITUTE THEIR STANDARD ACTION FOR AN ADDITIONAL MOVE ACTION ALLOWING THEM TO MOVE TWICE IN ONE TURN. CHARACTER CAN ALSO MIX UP THE ORDER IN WHICH THEY PERFORM THESE ACTIONS, SUCH AS A CHARACTER CAN MOVE THEN USE THEIR STANDARD ACTION OR PERFORM THEIR STANDARD ACTION THEN MOVE. ALSO REMEMBER ALL THE WHILE A CHARACTER CAN BE USING FREE ACTIONS AS THEY SEE FIT AND ARE ALLOWED. IT IS IMPORTANT TO KNOW THAT OTHER COMBATANTS IN THE ENCOUNTER CAN USE FREE ACTIONS ON ANOTHER CHARACTERS TURN AS WELL.

ACTIONS

FOLLOWING ACTIONS ARE THE THREE STANDARD ACTIONS PLAYERS CAN TAKE ON THEIR TURN.

- **STANDARD**
- **MOVE**
- **FREE**

ACTIONS ON OTHER TURNS

FOLLOWING ARE THE ONLY ACTIONS PLAYERS CAN TAKE ON OTHER COMBATANT'S TURNS.

- **TRIGGER**
- **COUNTER**
- **FREE**

ACTIONS ON OTHER TURNS

MOST OF CHARACTERS ACTIONS WILL TAKE PLACE ON THEIR TURN, BUT SOME ACTIONS CAN BE TAKEN AT ANY POINT SUCH AS FREE ACTIONS OR ACTIONS ACTIVATED BY A TRIGGER. "SEE ACTION TYPES" FOR THE DEFINITIONS OF EACH DIFFERENT ACTION IF YOU ARE STILL CONFUSED.

ATTACKING & DEFENDING

BATTLE IN THE DRAGONBALL Z GAME IS WON THROUGH CLEVERLY CHOSEN ATTACKS, ABLE DEFENSES AND LUCK. ON A TYPICAL TURN CHARACTERS WILL USE THEIR STANDARD ACTION TO MOUNT AN ATTACK, WHETHER ON FOOT OR FLYING THROUGH THE AIR. MOREOVER, A CHARACTER'S DEFENSE WILL BE FREQUENTLY TESTED BY FOES' ATTACKS. NOTABLY AND PROBABLY THE MOST USED TOOL IN THE DRAGONBALL Z ENGINE IS THE KI METER. PLAYERS WILL USE IT TO ATTACK OTHER COMBATANTS.

KI METER

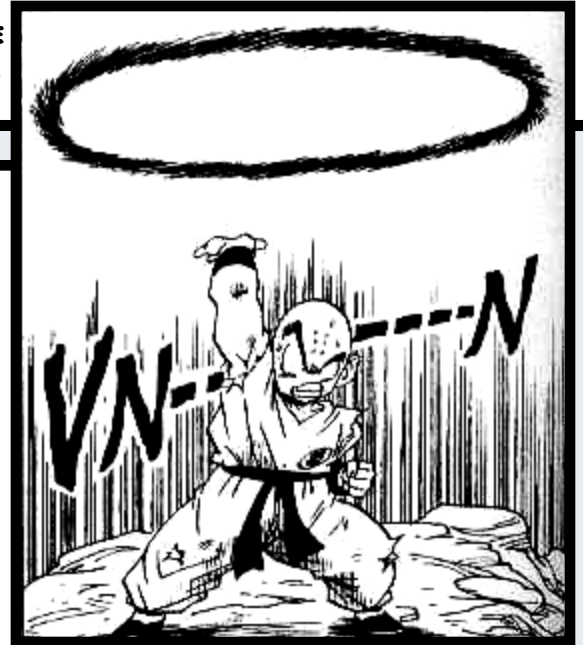
USED DURING COMBAT TO PERFORM ATTACKS CHARACTERS WILL SPEND KI POINTS FROM THIS METER TO PERFORM ACTIONS, SIMPLE ACTIONS SUCH AS DEFENDING COST NOTHING WHERE ACTIONS SUCH AS A PHYSICAL ATTACK COST TWO AND AN ENERGY ATTACK COST THREE. ADDITIONALLY IT IS IMPORTANT TO NOTE THAT CHARACTERS CAN ONLY SPEND A SPECIFIC AMOUNT OF KI POINTS PER TURN, THIS IS GOVERNED BY THEIR POWER LEVEL. AT THE START OF EVERY ENCOUNTER COMBATANTS KI METER REFRESH BY ONE LEVEL CATEGORY UP TO THEIR MAXIMUM, WE WILL COVER LEVEL CATEGORIES LATER.

KI POINTS

A CHARACTER'S KI METER IS BASED ON THEIR STAMINA OR ENDURANCE WHICHEVER IS LOW + MANIPULATION ADDED TOGETHER. FOR EACH DOT A CHARACTER GAINS SIX KI POINTS TO THEIR KI METER, THERE ARE MANY THINGS BESIDES SIMPLY ATTACKING THAT PLAYERS CAN SPEND THEIR POINTS ON WE WILL GO OVER THIS IN THE EXTENDED ACTIONS SECTION. ADDITIONALLY, CHARACTERS CAN ONLY SPEND SOME MANY POINTS PER ROUND BASED ON THEIR POWER LEVEL.

POWER LEVEL

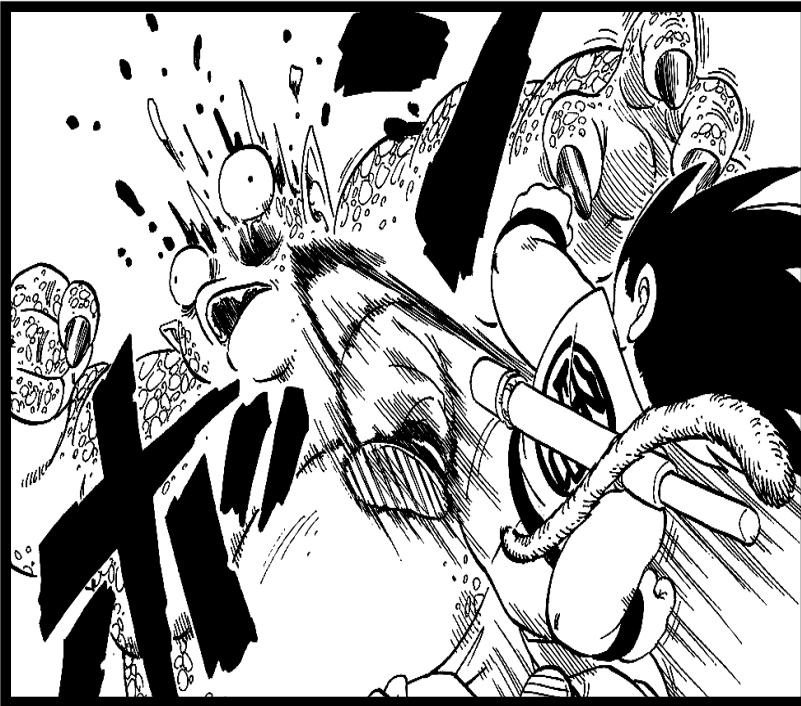
POWER LEVEL REGULATES THE NUMBER OF KI POINTS A PLAYER CAN SPEND PER ROUND. CHARACTERS' POWER LEVEL STARTS AT ONE DURING CHARACTER CREATION AND CAN BE INCREASED LATER BY ROLE-PLAYING OR EXPERIENCE POINTS AT THE COST OF EIGHT PLUS CURRENT. TO DETERMINE THE NUMBER OF MAX KI POINTS A CHARACTER CAN SPEND PER ROUND REFERENCE THE CHART BELOW.



POWER LEVEL	1	2	3	4	5	6	7	8	9	10
MAX KI PER ROUND	6	10	14	18	22	26	30	34	38	42

ENERGY THRESHOLDS

THERE ARE THREE ENERGY THRESHOLDS; WEAKENED, DRAINED AND EXHAUSTED. WHEN CHARACTERS REACH THREE-FOURTHS OF THEIR TOTAL KI POINTS THAT BECOME WEAKENED AND ALL DAMAGE VALUES ARE LOWERED BY ONE. AT HALF KI POINTS CHARACTERS ARE DRAINED AND THEIR DAMAGE VALUES ARE LOWERED BY TWO. AT ONE-FOURTH KI POINTS CHARACTERS ARE EXHAUSTED AND DAMAGE VALUES ARE LOWERED BY THREE. ADDITIONALLY IF CHARACTERS ARE EXHAUSTED GRANT COMBAT ADVANTAGE TO ALL ENEMIES. CHARACTERS CAN ROLL A STEADFAST CHECK TO RESIST THE EFFECTS OF AN ENERGY THRESHOLD, SEE DAMAGE AND LIFE POINTS FOR STEADFAST. IF CHARACTERS PAST THE CHECK THEY GAIN DETERMINATION GRANTING THEM A BONUS PLUS TWO TO THEIR DAMAGE VALUE AND COMBAT DICE POOLS UNTIL THE END OF THEIR NEXT TURN.



DICE POOLS

A DICE POOL IS A MIXTURE OF DICE BUILT FROM TAKING SEVERAL STATS AND ADDING THEM TOGETHER TO CREATE A POOL. EACH OF STAT TREES HAS A DICE POOL ASSOCIATED WITH IT. A CHARACTER'S PHYSICAL DICE POOL, A POOL OF DICE USED SOLELY FOR TAKING PHYSICAL ACTIONS, IS BASED ON SEVERAL MODIFIERS TYPICALLY INCLUDING THE ATTRIBUTE STRENGTH. CHARACTER'S ENERGY DICE POOL, A POOL OF DICE USED SOLELY FOR TAKING ENERGY ACTIONS, IS CREATED BY SEVERAL MODIFIERS TYPICALLY INCLUDING THE POWER ATTRIBUTE. CHARACTER-ISTICALLY MODIFIERS FOR ONE POOL

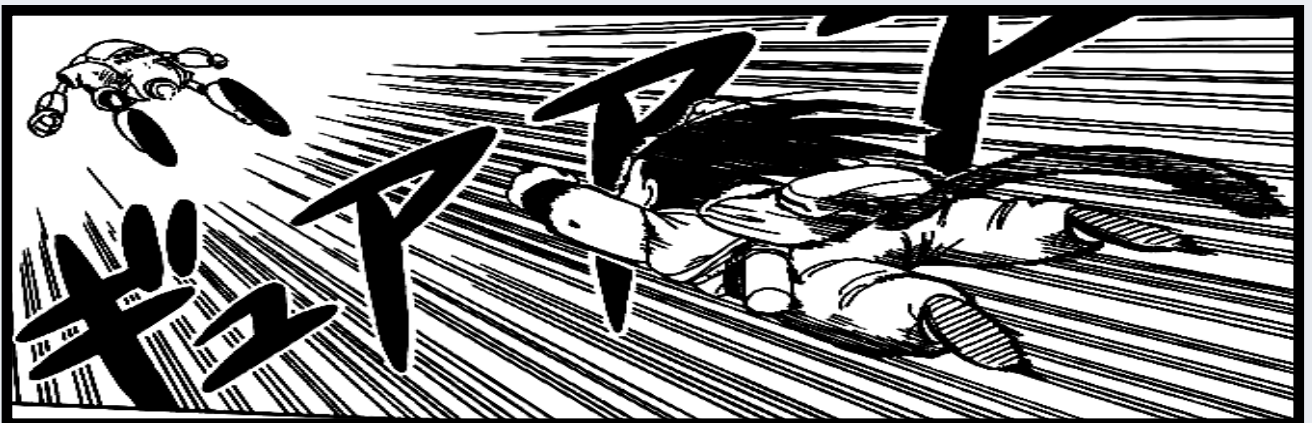
PHYSICAL ATTACKS

A PHYSICAL ATTACK CAN EITHER USE A MUNDANE WEAPON

WILL NOT BE COMPATIBLE FOR ANOTHER, HOWEVER THERE ARE EXCEPTIONS. WHEN REFERENCING A BONUS OR MODIFICATION GENERALLY THE RULE OR GUIDELINE WILL SPECIFY WHICH POOL THE BONUS BELONGS TOO.

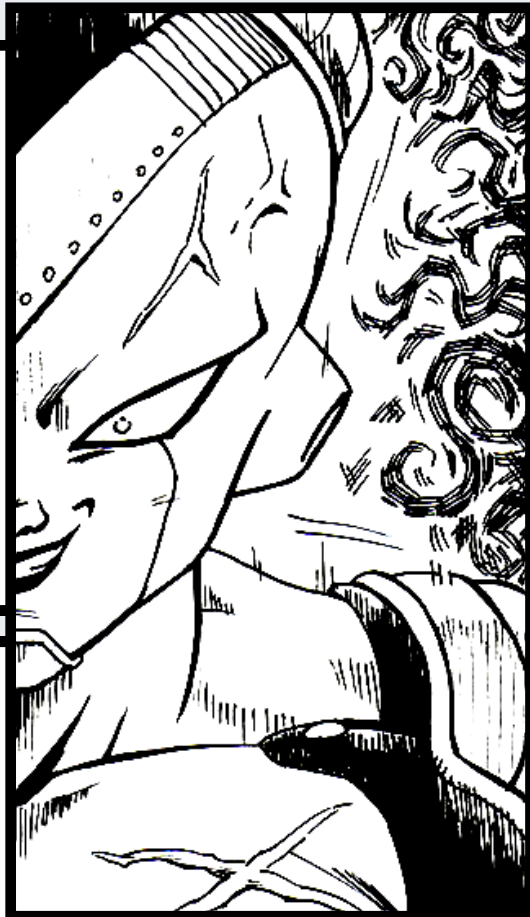
OR THE COMBATANT'S OWN FIST AND USUALLY TARGETS A SINGLE ENEMY WITHIN A CHARACTER'S MELEE RANGE. (SOME WEAPONS HAVE GREATER REACH THAN THE STANDARD MELEE RANGE, THESE WEAPONS WILL DETERMINE THE RANGE OF AN ARMED CHARACTER'S ATTACK). PHYSICAL ATTACK POOL IS THE CHARACTER'S DEXTERITY ATTRIBUTE ALONG WITH ANY OTHER BONUSES. CHARACTERS WILL THEN SUBTRACT THE TARGET'S DEFENSE VALUE FROM THE POOL. ROLL THE REMAINING AMOUNT OF DICE, IF ANY AND ALL SUCCESSFUL ROLLS CARRYOVER TO THE DAMAGE STEP WHICH WE'LL EXPLAIN SOON. ALL PHYSICAL ATTACKS COST TWO KI POINTS TO PERFORM. TO INSURE PLAYERS WILL NOT ROLL SIMPLY ROLL ONE DICE FROM THEIR ATTACK POOL AT A TIME, SLOWING DOWN AND CLOGGING UP COMBAT, IT IS SAID ROLLING A SINGLE DICE OR NOT ROLLING ALL DICE DECLARED IN AN ATTACK AT THE SAME IS CONSIDER CHEATING AND SHOULD NOT BE ATTEMPTED BY ANYONE INCLUDING THE STORYTELLER. PHYSICAL ATTACKS COST LITTLE TO NO EFFORT TO PERFORM, HOWEVER, THERE ARE EXCEPTION TO RULE SUCH A COMBINATION ACTIONS WHICH WE'LL COVER HERE IN A BIT.

- **EXAMPLE:** RONAN DECLARES A PHYSICAL ATTACK ON GARRETT, LET'S SAY A PUNCH. RONAN HAS A PHYSICAL ATTACK POOL OF FOUR. GARRETT HAS A DEFENSE OF TWO. RONAN SUBTRACTS TWO FROM HIS ATTACK POOL AND ROLLS THE REMAINING. HE SCORES NO SUCCESSES, HIS ATTACK MISSES GARRETT. HE SUBTRACTS TWO KI POINTS FROM HIS METER.



ENERGY ATTACK TYPES

AN ENERGY ATTACK IS THE STANDARD TERM USED WHEN ATTACKING AT RANGE WITH A NORMAL ENERGY BLAST. HOWEVER PLAYERS NEED NOT FEAR IF THIS TYPE DOESN'T FANCY THEM THEY WILL BE ABLE TO CREATE THEIR OWN UNIQUE ATTACK LATER ON IN THE SIGNATURE TECHNIQUE SECTION. THERE ARE FOUR OTHER TYPES OF ENERGY ATTACKS WHICH WE WILL IN THE TECHNIQUE SECTION. EACH TYPE HAS A "DOT" ASSOCIATED WITH IT, THESE DOTS CORRELATE WITH A PLAYERS MANIPULATION. PLAYERS CANNOT USE SPECIFIC ENERGY ATTACKS IF THE TYPE EXCEEDS THE NUMBER OF DOTS IN THE CHARACTER'S MANIPULATION SCORE, BUT FOR RIGHT NOW LET'S COVER THE BASICS.



ENERGY ATTACKS

AN ENERGY ATTACK IS A STRIKE AGAINST A TARGET AT ANY RANGE, EVEN MELEE. AN ENERGY ATTACK USUALLY TARGETS A SINGLE ENEMY; HOWEVER, SOME ENERGY ATTACKS HAVE AN AREA OF EFFECT ABILITY. WHEN PERFORMING AN ENERGY ATTACK CHARACTER MUST SPEND THREE KI POINTS, THESE POINTS DON'T ADD TO A CHARACTER'S ATTACK POOL THEY ARE SIMPLY A COST. ENERGY ATTACK POOL IS THE CHARACTER'S PRECISION ATTRIBUTE ALONG WITH ANY OTHER BONUSES. CHARACTERS WILL THEN SUBTRACT THE TARGET'S DEFENSE VALUE FROM THE POOL. ROLL THE REMAINING AMOUNT OF DICE, IF ANY AND ALL SUCCESSFUL ROLLS CARRYOVER TO THE DAMAGE STEP. TO INSURE PLAYERS WILL NOT ROLL SIMPLY ROLL ONE DICE FROM THEIR ATTACK POOL AT A TIME, SLOWING DOWN AND CLOGGING UP COMBAT, IT IS SAID ROLLING A SINGLE DICE OR NOT ROLLING ALL DICE DECLARED IN AN ATTACK AT THE SAME IS CONSIDER CHEATING AND SHOULD NOT BE ATTEMPTED BY ANYONE INCLUDING THE STORY-TELLER.

- **EXAMPLE:** GARRETT HAS AN ENERGY ATTACK POOL OF SIX. RONAN HAS A DEFENSE OF TWO. GARRETT SUBTRACTS TWO FROM HIS ATTACK POOL AND ROLLS THE REMAINING. HE SCORES TWO SUCCESSES AND STRIKE RONAN. GARRETT THEN SUBTRACTS THREE KI POINTS FROM HIS METER.



PROVOKE COUNTER

WHEN CHARACTER ATTEMPT TO ATTACK WITH AN ENERGY ATTACK WHILE WITHIN MELEE RANGE OF AN ENEMY THEY GRANT THE ENEMY A COUNTER ACTION AGAINST THEM. IF THERE ARE MULTIPLE ENEMIES IN MELEE RANGE THEY ALL MAY TAKE A COUNTER ACTION. CHARACTERS MAY SPEND AN ADDITIONAL KI POINT PER ENERGY ATTACK TO GIVE THEIR ATTACK HASTE WHICH MAKES THEIR ENERGY ATTACK NOT PROVOKE A COUNTER ACTION. HOWEVER, HASTE ATTACKS CANNOT SCORE CRITICALS HITS.

- **EXAMPLE:** ROHAN USING AND ENERGY WITH HASTE WOULD COST FOUR KI POINTS, BUT NOT PROVOKE A COUNTER ACTION.

DEFENSE

A CHARACTER'S ABILITY TO AVOID INJURY AND OTHER ILL EFFECTS IS MEASURED BY THEIR DEFENSE. CHARACTER'S DEFENSE IS EQUAL TO A CHARACTER'S REFLEX ATTRIBUTE. A CHARACTER'S DEFENSE IS SUBTRACTED FROM AN ATTACKER'S ATTACK POOLS EACH TIME THEY ATTACK. DURING A ROUND IF A CHARACTER IS ATTACKED MULTIPLE TIMES THEIR DEFENSE IS LOWERED BY ONE EACH TIME THEY ARE ATTACKED. MEANING IF A CHARACTER HAS DEFENSE THREE AND IS ATTACKED BY AN ENEMY THEIR DEFENSE IS REDUCED TO TWO, SO FOURTH AND SO ON. CHARACTERS DEFENSE RESET TO FULL AT THE START OF EACH NEW ROUND. SOME OTHER SKILLS OR BONUSES MIGHT APPLY TO A CHARACTER'S DEFENSE SO REMEMBER TO ALWAYS CHECK YOUR CHARACTER SHEET AND POSSIBLE SITUATIONAL BONUSES. IF A CHARACTER'S DEFENSE IS REDUCED TO ZERO THEY CAN ONLY DEFEND BY STRUGGLING. STRUGGLE ALLOWS A DEFENSELESS CHARACTER AN ATTEMPT TO DODGE AN INCOMING ATTACK IF THEIR DEFENSE HAS BEEN REDUCED TO ZERO. CHARACTERS ARE ALWAYS ABLE TO STRUGGLE AND ONLY GET STRUGGLE IF THEIR DEFENSE IS REDUCED TO ZERO. WHEN CHARACTERS STRUGGLE THEY ROLL A BONUS DEFENSIVE DICE POOL EQUAL TO THEIR DEFY SKILL PLUS ONE UP TO A MAXIMUM OF FIVE; EACH SUCCESS A CHARACTER SCORE WITH STRUGGLE IS SUBTRACTED FROM THE CURRENT ATTACKER'S ATTACK POOL.

- **EXAMPLE:** GARRETT DEFENSE IS ZERO AFTER BEING ATTACK THREE TIMES ALREADY THIS ROUND. HE IS ATTACKED A FOURTH TIME BY ROHAN.



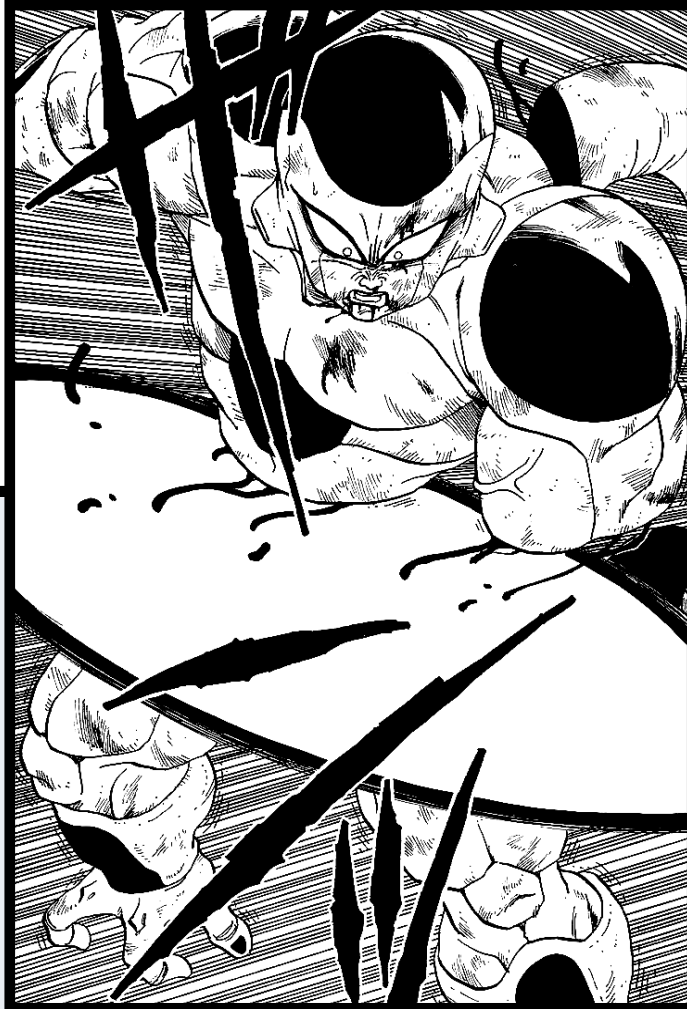
CRITICAL

SOMETIMES IN COMBAT CHARACTERS SCORE A HIT SO DEVASTATING OR PERFORM AN ACTION SO WELL THEY GET A CRITICAL SUCCESS. A CRITICAL SUCCESS IS WHEN ANY SINGLE DICE ROLLS A TEN, TEN BEING THE CHARACTER'S CRITICAL RATE. WHEN ROLLING A TEN CHARACTER AUTOMATICALLY GAINS ONE SUCCESS AS NORMAL CHARACTERS THEN GET A BONUS OR FREE DICE TO ROLL IN ATTEMPTS TO SCORE ANOTHER SUCCESS. THIS SECOND ROLL IS CALLED CONFIRMING A CRITICAL AND CHARACTERS WILL NEED TO ROLL AN EIGHT OR BETTER TO CONFIRM THE CRITICAL, THIS TARGET VALUE IS CALLED CRITICAL TARGET. A CRITICAL TARGET IS THE SUCCESS RATE OF THE BONUS ROLL AND THIS VALUE CANNOT BE MODIFIED IN ANY WAY. WHEN ATTACKING IF THE BONUS ROLL IS A SUCCESS OR THE CRITICAL IS CONFIRMED THE CHARACTER ADDS ONE DICE TO THE RESPECTIVE POOL. ALSO IMPORTANT TO NOTE THAT CRITICALS MUST ALSO BE NATURALLY ROLLED, MEANING CHARACTERS CANNOT ROLL A NINE ON THE DICE AND MANAGE TO TURN IT INTO A TEN TO SCORE A CRITICAL. WHEN CONFIRMING CRITICALS IF A CHARACTER ROLLS ANOTHER TEN ON THEIR BONUS ROLL THEY SCORE A HEROIC CRITICAL. HEROIC CRITICALS CAUSES THE CHARACTERS FREE DICE FROM A CRITICAL TO COUNT AS TWO EXTRA DICE.

- **EXAMPLE:** DURING AN ATTACK GARRETT ROLLS A TEN, TWO EIGHTS AND A FOUR. GARRETT SCORED THREE SUCCESSES AND WILL ROLL A BONUS DICE IN ATTEMPTS TO SCORE A BONUS FOURTH SUCCESS. HE GETS ANOTHER TEN WHICH CAUSES HIS BONUS FOURTH SUCCESS TO BECOME TWO EXTRA DICE.

DAMAGE

IF A CHARACTER SCORES EVEN A SINGLE SUCCESS WITH A RESPECTIVE ATTACK POOL THEY HAVE STRUCK THE TARGET WITH THEIR ATTACK. ONCE A SUCCESSFUL HIT HAS BEEN DETERMINED CHARACTERS WILL BUILD A DAMAGE POOL. A CHARACTER'S DAMAGE POOL CONSISTS OF THE RESPECTIVE ATTRIBUTE AND CARRYOVER, ALONG WITH ANY OTHER BONUSES. CHARACTERS ADD EITHER THEIR STRENGTH ATTRIBUTE FOR PHYSICAL ATTACKS OR THEIR POWER ATTRIBUTE FOR ENERGY ATTACKS TO THE DAMAGE POOL. CARRYOVER IS THE AMOUNT OF SUCCESSES THE ATTACKER SCORED WITH THEIR ATTACK POOL. PLAYERS WILL THEN ROLL THEIR DAMAGE POOL ANY FOR EACH SUCCESS THEY WILL INFLICT DAMAGE TO THE TARGET'S LIFE POINTS. PHYSICAL ATTACKS CAUSE



FOUR POINTS OF DAMAGE FOR EACH SUCCESS SCORED DURING THE DAMAGE STEP AND ENERGY ATTACK CAUSES SIX POINTS OF DAMAGE FOR EACH SUCCESS.

- **EXAMPLE:** ROHAN'S PHYSICAL DAMAGE POOL AGAINST GARRETT IS THREE AND HE SCORES TWO SUCCESSES WHEN ROLLING. GARRETT SUFFERS EIGHT POINTS OF DAMAGE.

- **EXAMPLE:** GARRETT ATTACKS BACK AND HAS AN ENERGY DAMAGE POOL OF FOUR AND HE SCORES TWO SUCCESSES WHEN ROLLING. ROHAN SUFFERS TWELVE POINTS OF DAMAGE.

SUCCESS & CRITICAL RATE

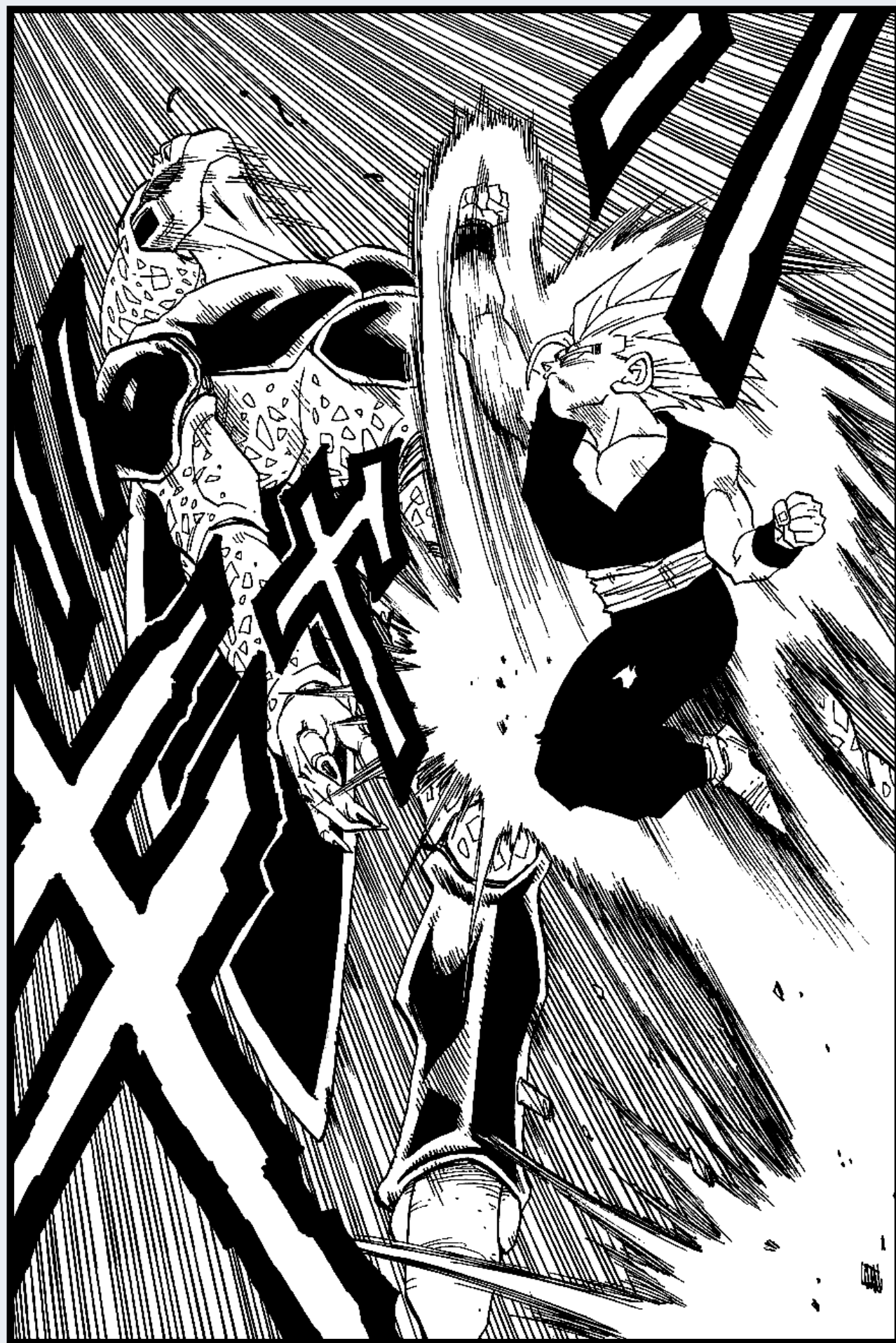
THESE ARE THE TARGET NUMBERS NEEDED DURING A ROLL TO SCORE A CRITICAL OR A SUCCESS. AS EXPLAINED BEFORE A CHARACTER'S SUCCESS RATE IS EIGHT. ABOVE CRITICALS ARE DEFINED AS TEN.

CRITICAL TARGET

WHEN ROLLING TO CONFIRM A CRITICAL CHARACTERS WILL NEED TO ROLL AN EIGHT OR BETTER TO SCORE A SUCCESS,

LIFE METER

THIS IS THE MEASUREMENT OF CHARACTER ABILITY TO STAND UP TO PUNISHMENT, TURN DEADLY STRIKES INTO GLANCING BLOWS AND STAY ON THEIR FEET THROUGHOUT A BATTLE. LIFE POINTS REPRESENT MORE THAN THE PHYSICAL ENDURANCE OF A CHARACTER, IT REPRESENTS A CHARACTER'S SKILL, LUCK AND RESOLVE - ALL THE FACTORS THAT COMBINE TO HELP A CHARACTER STAY ALIVE IN A COMBAT SITUATION. ONCE ALL BATTLE CALCULATION FOR AN ATTACK HAS BEEN COMPLETE AND A DAMAGE VALUE IS DETERMINED A CHARACTER THEN RECORDS THE DAMAGE ON THEIR CHARACTER SHEET. A LIFE METER IS THE VISIBLE DEPICTION OF A CHARACTER HEALTH. EVERY CHARACTER HAS AN AMOUNT OF LIFE POINTS EQUAL TO THEIR STAMINA PLUS ENDURANCE ATTRIBUTES ADDED TOGETHER. FOR EACH DOT THEY GAIN EIGHT LIFE POINTS. WHEN CHARACTERS SUFFER DAMAGE THEY WILL REACH THRESHOLDS, THESE THRESHOLDS ARE DEGREES FOR OVERALL DAMAGE INFLICTED TO THE CHARACTER. EACH OF THESE THRESHOLDS CAN CAUSE THE CHARACTER TO LOSE THEIR WILLINGNESS OR FOCUS DURING A FIGHT.



BLOODIED

WHEN A CHARACTER'S LIFE POINTS REACHES THREE-FOURTHS OR FEWER THEY BECOME BLOODIED. WHEN CHARACTERS ARE BLOODIED THEY SUFFER A LOSS OF FOCUS AND SUBTRACT ONE DICE FROM ALL DICE POOLS. THIS NEGATIVE DOESN'T AFFECT CHARACTER'S STEADFAST OR SAYING THROW CHECKS.

INJURED

ONCE A CHARACTER HAS REACHED HALF OF THEIR LIFE POINTS OR FEWER THEY BECOME INJURED. THIS INCREASING THE EFFECTS OF BLOODIED BY ONE AND CAUSES THE CHARACTERS CRITICAL TARGET TO BECOME TEN INSTEAD OF EIGHT. THIS NEGATIVE DOESN'T AFFECT CHARACTER'S STEADFAST, HOWEVER WILL EFFECT SAYING THROW CHECKS.

WOUNDED

ONCE A CHARACTER'S LIFE POINTS ARE REDUCED TO ONE-FOURTH OR FEWER THEY ARE WOUNDED INCREASING THE EFFECTS OF BLOODIED TO THREE. CHARACTERS CAN NO LONGER SCORE CRITICALS AND THE EFFECTS OF BLOODIED WHILE WOUNDED EFFECTS ALL DICE POOL INCLUDING STEADFAST.

STEADFAST

WHENEVER CHARACTERS ARE CONSIDERED BLOODIED, OR AT THE BEGINNING OF THEIR TURN ARE INJURED OR WOUNDED, THEY MUST MAKE A STEADFAST CHECK. TO ROLL A STEADFAST CHECK PLAYERS USE THEIR CONSTITUTION ATTRIBUTE PLUS FORTITUDE SKILL AND MUST SCORE AT LEAST TWO SUCCESSES. IF THEY SCORE TWO SUCCESSES THE CHARACTER RESISTS THE EFFECTS OF A DAMAGE THRESHOLD UNTIL THE BEGINNING

OF THEIR NEXT TURN, AT WHICH POINT THEY WILL NEED TO ROLL ANOTHER STEADFAST CHECK TO RESISTS THE EFFECTS ONCE MORE. ADDITIONALLY IF CHARACTER ROLLS A TEN DURING THEIR STEADFAST CHECK THEY GAIN AN ADDITIONAL DRAGON RUSH FOR THE ENCOUNTER. CHARACTERS CAN ONLY GAIN ONE ADDITIONAL DRAGON RUSH PER STEADFAST CHECK.



DEVASTATING BLOW

SOMETIMES ENEMIES STRIKE A CHARACTER WITH A FATAL BLOW. ALL PLAYERS HAVE A DEVASTATED THRESHOLD WHICH IS EQUAL TO THEIR WOUNDED VALUE. IF AT ANY POINT AN ENEMY WITH A SINGLE ATTACK INFLECTS ENOUGH DAMAGE TO A CHARACTER AND EXCEEDS THEIR DEVASTATED THRESHOLD THEY SCORED A DEVASTATING BLOW. WHEN SCORING A DEVASTATING BLOW THE ATTACKER WILL ROLL A SINGLE DICE ON THE DEVASTATING DAMAGE CHART.

DEVASTATING DAMAGE CHART

1 OR 10	CRIPPLING STRIKE - TARGET IS STUCK WITH SUCH FORCE YOU CAUSES EXTERNAL OR INTERNAL TRAUMA. SEE CRIPPLING CHART ON THE NEXT PAGE.
2 OR 9	POWERFUL STRIKE - THE TARGET IS STRUCK IN THE TORSO OR HEAD. CHARACTERS ROLL A D10 EIGHT OR LOW IS TORSO AND HIGHER IS HEAD. TORSO, TARGETS SUFFER TWO DAMAGE POINTS DIRECTLY TO THEIR LIFE POINTS EACH ROUND UNTIL HEALED OR TREATED. THEIR STEADFAST DC IS ALSO INCREASED BY THREE FOR A TOTAL OF FIVE INSTEAD OF TWO. HEAD, THE TARGETS DEMISE TARGET IS INCREASED TO NINE. TARGETS SUFFER FOUR DAMAGE POINTS DIRECTLY TO THEIR LIFE POINTS EACH ROUND UNTIL HEALED OR TREATED. THEY AUTOMATICALLY FAIL ALL STEADFAST CHECKS AND ARE NOW UNDER THE EFFECTS OF DAZED UNTIL THE END THEIR NEXT TURN.
3, 4, 7 OR 8	SERIOUS HIT - YOU STRIKE THE TARGET IN A VULNERABLE AREA AND THEY SUFFER GRIEVANCE INJURIES TO EITHER THEIR ARMS OR LEGS. CHARACTERS ROLL A D10 SIX OR LOW IS LEGS AND HIGHER IS ARMS. LEGS, CHARACTERS HALVE THEIR SPEED AND REDUCED THEIR INITIATIVE BY D10. ADDITIONALLY CHARACTERS LOSE THREE ACTIONS PER ROUND TO A MINIMUM OF ONE. ARMS, CHARACTERS REDUCE THEIR PHYSICAL DAMAGE VALUE BY THREE AND THEIR DAMAGE POOL BY TWO BOTH TO A MINIMUM OF ONE. ADDITIONALLY THEIR ENERGY ATTACK POOL IS REDUCED BY FOUR TO A MINIMUM OF ONE.
5 OR 6	GLANCING - THE TARGET MANAGED TO TURN THE BLOW INTO A GLANCING HIT AND SUFFERS ON ADDITIONAL ILL EFFECTS.

CRIPPLING STRIKE

IF YOU SCORE A CRIPPLING STRIKE ROLL A SINGLE DICE AND VIEW THE RESULTS BELOW. CHARACTERS CANNOT RECOVER FROM THESE RESULTS WITHOUT THE PROPER MEDICAL TREATMENT OR ASSISTANCE. ADDITIONALLY ANY CHARACTERS UNDER THE EFFECTS OF A CRIPPLING STRIKE CAN NO LONGER GAIN ATTACK MODIFIERS AND

1, 2, OR 3	ARMS - A POWERFUL BLOW TO THE TARGETS ARM CAUSES THEM TO REDUCE THEIR ACTIONS PER TURN BY ONE, THEIR DAMAGE & SPEED VALUE BY HALF. THEIR STEADFAST DC IS ALSO INCREASED BY TWO FOR A TOTAL OF FOUR INSTEAD OF TWO.
4, 5, 6 OR 7	LEGS - THE STRIKE INFLICTED SERIOUS DAMAGE TO THE TARGETS LEG. CHARACTERS CANNOT LONGER WALK AND REDUCE THEIR SPEED AND INITIATIVE TO ONE. ADDITIONALLY CHARACTERS LOSE TWO ACTIONS PER ROUND TO A MINIMUM OF ONE. THEIR STEADFAST DC IS ALSO INCREASED BY TWO FOR A TOTAL OF FOUR INSTEAD OF TWO.
8 OR 9	TORSO - CHARACTERS EXTREMELY HURT INTERNALLY AND THE BLOW COULD POSSIBLY SPELL DEATH. CHARACTERS LOSE THREE ACTIONS PER ROUND TO A MINIMUM OF ONE. ALL DAMAGE VALUES ARE REDUCED BY THREE AND THEIR SPEED AND INITIATIVE ARE HALVED. THEIR STEADFAST DC IS ALSO INCREASED BY THREE FOR A TOTAL OF FIVE INSTEAD OF TWO.
10	HEAD - THIS TYPE OF CRIPPLING STRIKE COULD OUT RIGHT KILL A TARGET. THE TARGETS DEMISE TARGET IS INCREASED TO NINE. TARGETS REDUCE THEIR ACTIONS PER TURN TO ONE. THEY AUTOMATICALLY FAIL ALL STEADFAST CHECKS AND ARE NOW UNDER THE EFFECTS OF DAZED UNTIL THE END THEIR NEXT TURN.

DEMISE CHECK

WHEN A CHARACTER SUFFERS A CRIPPLING STRIKE TO THE TORSO OR HEAD THEY MUST ROLL A DEMISE CHECK IF THEY FAIL THEY ARE DEFEATED OUT RIGHT AND REDUCED TO ZERO LIFE POINTS. CHARACTERS ROLL A SINGLE D10 AND IF THEY SCORE AN SEVEN OR HIGHER THEY PASS THE CHECK. IF THEY DO NOT PAST THE CHECK THEY HAVE FAILED AND ARE DEFEATED.



DEFEATED & DEATH

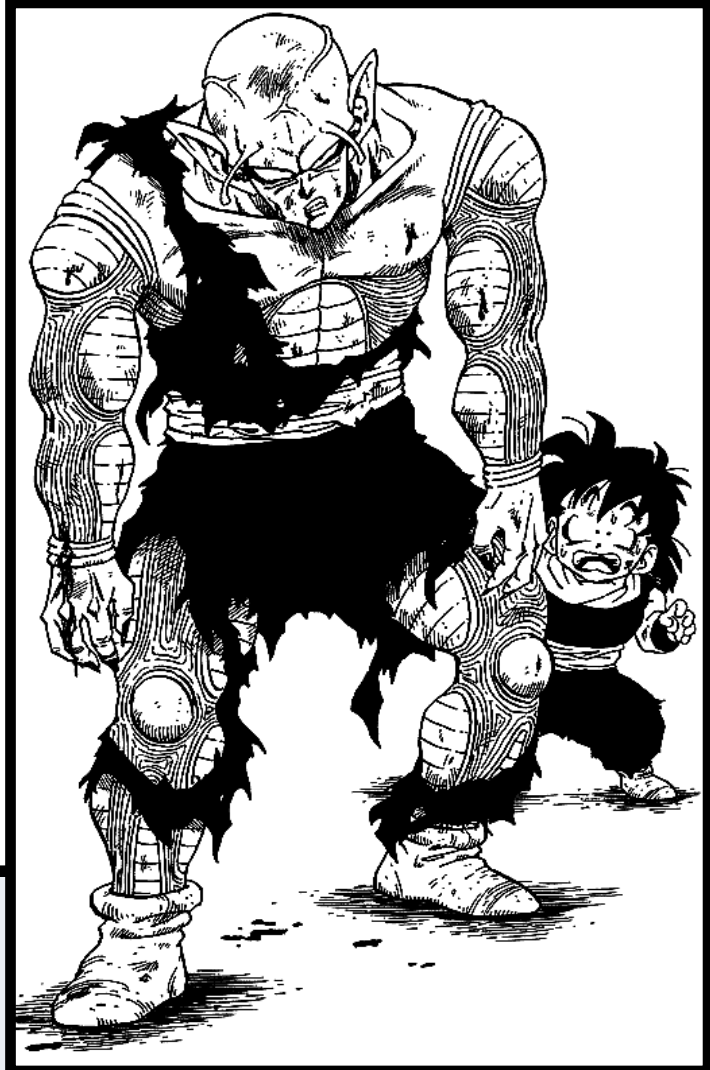
IN DRAGONBALL Z DEATH MIGHT ONLY BE PERMANENT, ONCE A CHARACTER REACHES ZERO LIFE POINTS THEY ARE CONSIDERED DEFEATED, POSSIBLY DEAD, SIMPLY UNCONSCIOUS OR JUST OTHERWISE INCAPACITATED AND CANNOT LONGER PERFORM ANY ACTION INSIDE COMBAT AND ONLY MINOR ACTIONS OUTSIDE OF COMBAT, SUCH AS SPEAKING OR SLOWLY WALKING. TYPICALLY, FOR ENEMIES ZERO LIFE POINTS SPELLS DEATH HOWEVER YOU STORYTELLER MIGHT RESOLVE OTHERWISE. DEATH LOOMS OVER EVERYONE IN THE DRAGONBALL Z WORLD AND IT ISN'T SOMETHING TO SCOFF AT EVEN WITH UNEARTHLY ABILITY OF THE DRAGONBALLS TO BRING SOMEONE BACK FROM THE DEAD, FOR EVEN THEIR POWER IS LIMITED.

HEALING

OVER THE COURSE OF BATTLE CHARACTERS TAKE DAMAGE FROM ATTACKS AND LOSE LIFE POINTS HEALING THESE POINTS BACK TAKE TIME AND EVEN REQUIRE SOME MEDICAL ATTENTION. HEALING CAN TAKE ONLY PLACE OUTSIDE OF COMBAT, UNLESS THE SKILL OR RULE SPECIFICALLY STATES SO OTHERWISE. HEALING A TARGET CAN TAKE PLACE IN TWO FORMS, FROM MAGICAL SPECIAL ABILITY TO MODERN MEDICINE.

CHARACTERS CAN EVEN BE HEALED

AFTER THEY HAVE REACHED ZERO LIFE POINTS IF THEY ARE CONSIDERED TO STILL BE ALIVE. CHARACTERS IN COMBAT CAN ALSO ATTEMPT TO DROP OUT OF COMBAT TO AID A FALLEN TEAMMATE, REMEMBER HOWEVER EVERYONE ON THE BATTLE FIELD IS SUBJECT TO ATTACKS. CHARACTERS THAT DROP OUT OF COMBAT TO AID A TEAMMATE CAN RE-ENTER COMBAT SIMPLY BY ROLLING A NEW INITIATIVE SCORE AND WAITING A SINGLE ROUND; CHARACTERS CANNOT ABUSE THIS RULE TO THEIR ADVANTAGE TO GAIN A BETTER POSITION IN THE INITIATIVE ORDER. WHEN HEALING DAMAGE NATURALLY CHARACTERS HEAL FIVE POINTS OF DAMAGE EVERY EIGHT HOURS OR ROUGHLY A FOURTH OF THE DAY. SOMETIMES CHARACTER WILL BE DEALT A CRIPPLING STRIKE WHICH THEY CANNOT RECOVER NATURALLY AND MUST SEEK MEDICAL, MAGICALLY OR THERAPEUTIC ASSISTANCE.



EXPANDED - ACTIONS IN COMBAT

DURING A CHARACTER'S TURN THEY CAN CHOOSE FROM A WIDE VARIETY OF ACTIONS. USUALLY THE MOST IMPORTANT DECISION A CHARACTER MAKES IN COMBAT IS WHAT TO DO WITH THEIR STANDARD ACTION EACH TURN. THIS SECTION DESCRIBES THE ACTIONS OTHER THAN ATTACKING AND MOVING A CHARACTER CAN PERFORM DURING THEIR TURN IN COMBAT. THIS LIST IS NOT EXCLUSIVE AND IS SIMPLY A COMMON LIST OF ACTIONS THAT ARE AVAILABLE TO A CHARACTER. CHARACTERS CAN COME UP WITH OTHER ACTIONS THAT MIGHT NOT BE DESCRIBED HERE, IT IS SUGGESTED THESE ARE DISCUSSED WITH THE GROUP AND STORYTELLER. CHARACTERS CAN IMAGINE ANY SORT OF ACTION TO DO IN THE GAME. THE FOLLOWING THE LIST CAN BE USED AS A GUIDELINE TO HELP PERFORM THOSE ACTIONS.



AID ANOTHER

CHARACTERS CAN SPEND THEIR TURN HELPING A TEAMMATE, AIDING A TEAMMATE IS USED WHEN PERFORMING A SKILL CHECK OR DURING A PHYSICAL GRAPPLE OR WHEN THE STORYTELLER SAYS IT IS APPROPRIATE. ANY CHARACTER WHO AID ANOTHER GRANTS TWO ADDITIONAL DICE TO HELPED ALLY OR AN AMOUNT OF DICE EQUAL TO THE APPROPRIATE SKILL WHICHEVER IS HIGHER. NO MORE THAN TWO CHARACTERS CAN ASSIST ANOTHER CHARACTER AT A TIME.

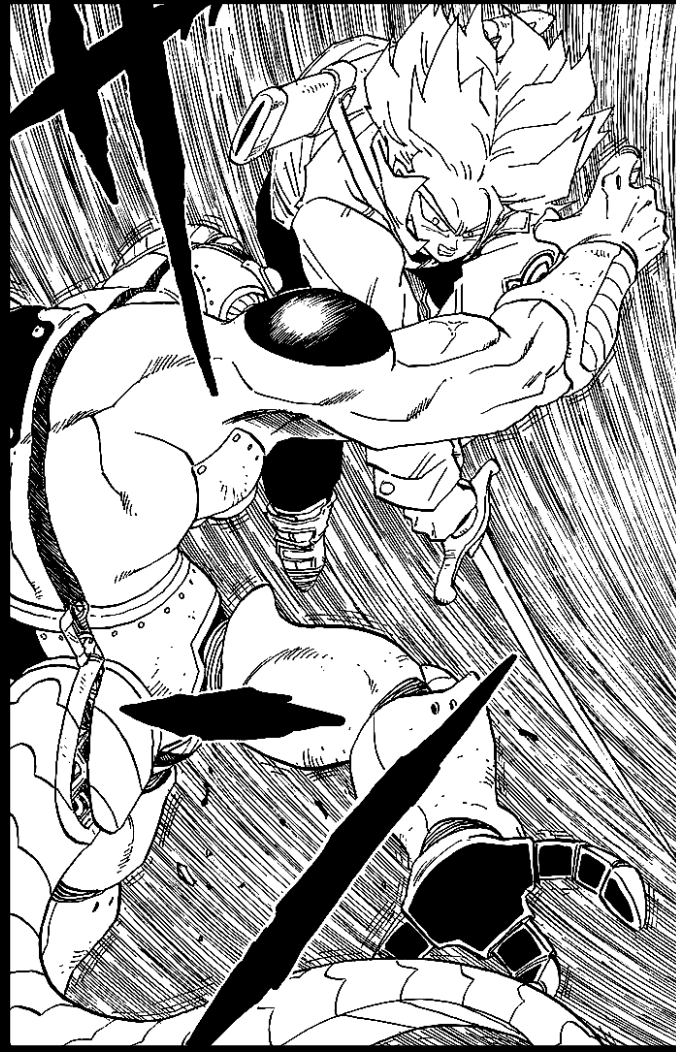
CHARGING

CHARACTERS CAN CHARGE THEIR ATTACKS TO RELEASE A SINGLE DEVASTATING STRIKE. WHEN CHARACTERS CHARGE THEY ARE UNABLE TO PERFORM MAJOR TASK SUCH AS ATTACKING, OPENING A DOOR OR PICKING SOMETHING UP; CHARGING REQUIRES A SINGLE ACTION. WHEN CHARGING CHARACTERS GAIN ONE DICE TO THEIR NEXT ATTACK POOL FOR EACH ACTION THEY SPEND CHARGING, ADDITIONALLY THEIR NEXT DAMAGE VALUE IS ALSO INCREASED BY TWO DICE EACH ACTION THEY CHARGE. CHARACTERS ALSO CANNOT FULLY DEFEND THEMSELVES FROM INCOMING ATTACKS GRANTING COMBAT ADVANTAGE TO ALL ENEMIES IN COMBAT AND REDUCE THEIR DEFENSE TO ONE. IMPORTANT TO NOTE AT ANY POINT YOU ARE ATTACKED OR TAKES DAMAGE YOU MUST ROLL AN ENERGY CONCENTRATION CHECK (MAN + WITS). THE DIFFICULTY LEVEL IS DETERMINED BY THE NUMBER OF ROUNDS YOU HAVE STORED, RESULTS ARE LISTED IN THE SKILLS SECTION UNDER THE ACCUMULATION SKILL. IF THE CHARACTER DECIDES TO DROP THE CHARGE, MEANING THEY LOSE ALL STORED DICE, THEY CAN DEFEND AS NORMAL AND THE ATTACKER LOSES THEIR COMBAT ADVANTAGE. CHARACTERS CAN ONLY CHARGE FOR AN AMOUNT OF ACTIONS EQUAL TO THEIR ACCUMULATION SKILL AND EACH TURN THEY MUST SPEND THE REQUIRED AMOUNT OF KI POINTS FOR THE ATTACK BEING CHARGED. CHARGE PHYSICAL ATTACKS COST TWO KI POINTS PER ACTION CHARGED.

- **EXAMPLE;** RONAN IS CHARGING A PHYSICAL ATTACK FOR THREE ACTIONS. EACH ACTION HE MUST PAY TWO KI POINTS FOR A TOTAL OF SIX. RONAN'S PHYSICAL ATTACK POOL IS TWO HE ADDS A NUMBER OF ACTIONS HE CHARGED. THIS MAKES HIS CHARGED ENERGY ATTACK POOL FIVE AND DAMAGE VALUE SEVEN.

ENERGY DUELS

SOMETIMES COMBATANTS BECOME ENTANGLED IN FIERCE ENERGY COMBAT. THIS TAKES PLACE AS ENERGY DUELS. WHEN TWO CHARACTERS ENTER THIS SITUATION DUE TO THE EXTREME POWER OTHER COMBATANT CANNOT AID THEM OR ENTER THE AFFRAY. AN ENERGY DUEL BEGINS WHEN A PLAYER WHO IS THE TARGET OF A CHARGED ENERGY ATTACK FORGOES THEIR DEFENSE AND RETURNS AN ENERGY ATTACK OR CHARGED ENERGY ATTACK BACK AT THE ATTACKER. COMBAT IS PAUSED AND THE DUEL IS CARRIED OUT IMMEDIATELY. ENERGY DUELS ARE PERFORMED BY A NEUTRAL MEMBER OF THE GROUP



OR THE STORYTELLER ROLLING A SINGLE DICE CALLED THE NEUTRAL TARGET; BOTH PLAYERS INVOLVED IN THE DUEL THEN ROLL A SINGLE DICE AS WELL CALLED THE DUEL RATE. CHARACTERS THEN COMPARE NUMBER OF ACTIONS THEY HAVE CHARGED, THE PLAYER WITH THE HIGHEST AMOUNT OF ACTIONS OR HAS BEEN CHARGING LONGER WITH BE GRANTED A BONUS OF THREE, IF NEEDED, TO THEIR THE FACE VALUE RESULT OF THEIR DUEL RATE. CHARACTERS CAN USE THIS BONUS TO ADD OR SUBTRACT FROM THEIR RESULTS. NOTABLY CHARACTERS ONLY GAIN THIS BONUS ON THE FIRST DUEL RATE ROLL, EACH ROLL AFTER THAT THE BONUS IS REDUCED BY ONE. WHICHEVER PLAYER SCORES A DUEL RATE RESULT CLOSEST TO THE NEUTRAL TARGET'S VALUE WINS, REPEAT THIS PROCESS FIVE TIMES OR UNTIL ONE COMBATANT HAS WON THREE TIMES. THE WINNING PLAYER BUILDS THEIR ENERGY ATTACK PER NORMAL RULES CHARGED OR OTHERWISE; ADDITIONALLY THEY ARE GRANTED COMBAT ADVANTAGE AND POWER ATTACK. THE DEFENDING PLAYER DOES NOT GET THEIR DEFENSE.

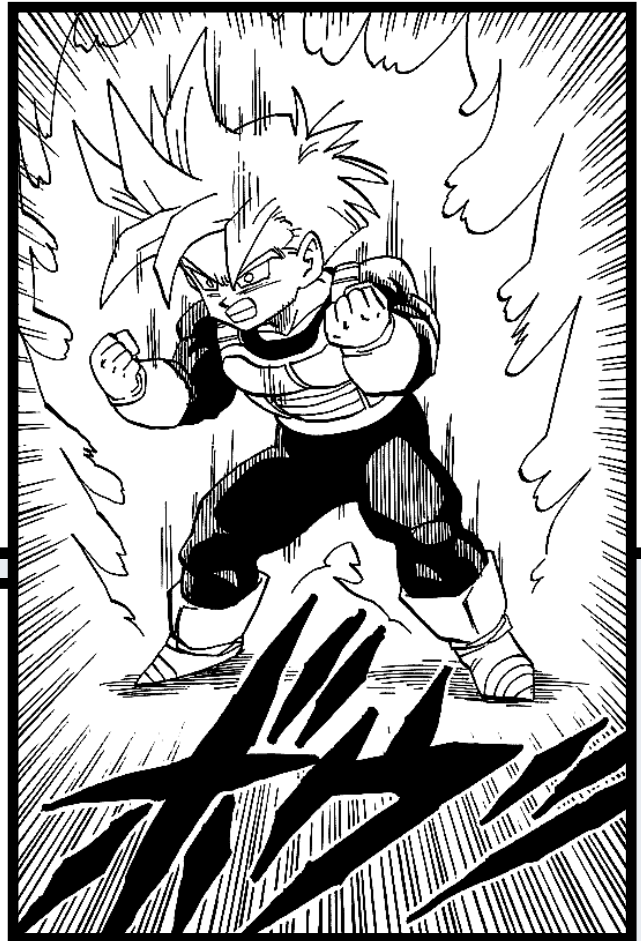
DRAGON RUSH

DESPERATE TIMES CALL FOR DESPERATE MEASURES. DURING TIMES OF GREAT OUTCRY SOME CHARACTERS WILL RAISE ABOVE THE REST. AT THE BEGINNING AN EACH ENCOUNTER CHARACTERS GAIN A SINGLE DRAGON RUSH WHICH CHARACTERS CAN USE WITH ANY ACTION DURING COMBAT. WHEN USING A DRAGON RUSH PLAYERS EITHER CAN ADD AN ADDITIONAL TWO BONUS DICE TO ANY DICE POOL, BEFORE THE POOL IS ROLLED, OR INCREASE THE FACE VALUE OF A SINGLE DICE AFTER IS HAS BEEN ROLLED BY THREE. ADDITIONALLY CHARACTER CAN USE THEIR DRAGON RUSH TO INCREASE THEIR DAMAGE VALUE OF A SINGLE ATTACK BY TWO AFTER THE DAMAGE POOL HAS BEEN ROLLED. THIS ABILITY CAN ONLY BE USED DURING COMBAT AND CANNOT BE USED TO AID ANOTHER CHARACTER. NOTABLE PLAYERS CAN EARN MORE DRAGON RUSH THROUGH ROLE-PLAYING ACCOMPLISHMENTS, SCORING A TEN ON A STEADFAST CHECK OR AT THE STORYTELLER'S DISCRETION.

- **EXAMPLE:** GARRETT IS ATTACKING ROHAN AND DECIDES TO USE A DRAGON RUSH, HE ADD TWO ADDITIONAL DICE TO HIS ATTACK POOL AND ROLLS. DURING THE DAMAGE STEP HE IS ABLE TO USE A SECOND DRAGON RUSH WHICH HE USES TO INCREASE ONE OF HIS UNSUCCESSFUL DICE FROM A FIVE TO A NINE CHANGING IT INTO A SUCCESS.

POWER SURGE

POWER SURGE CAN ONLY BE USED A NUMBER OF TIMES PER ENCOUNTER EQUAL TO THE CHARACTER'S **POWER LEVEL** PLUS ONE TO A MAXIMUM OF TEN. THIS BACKUP POWER IS THE ENERGY OR POTENTIAL CHARACTERS ARE HOLDING BACK, A SECOND WIND OF SORTS. **POWER SURGE** IS ACTION. WHEN USED THIS ABILITY ALLOWS THE PLAYERS TO RECOVER AN AMOUNT OF **KI** POINTS EQUAL TO THEIR **MANIPULATION** ATTRIBUTE PLUS **EMPOWER** SKILL VALUE BACK TO THEIR **KI** METER. EACH DOT RESTORES FOUR **KI** POINTS BACK TO THE CHARACTER'S **KI** METER.



GRAPPLE

CHARACTERS CAN SEIZE A TARGET AND KEEP THEM FROM MOVING OR ATTEMPT TOO. CHARACTERS MUST HAVE AN **ATTACK** MODIFIER OF ANY TYPE GRANTED TO THEM IN ORDER TO GRAB A TARGET. THE GRAPPLER AND THE TARGET BOTH ROLL OPPOSED DICE POOLS BY ADDING TOGETHER THEIR; **STRENGTH** OR **STAMINA** AND **RESOLVE** OR **ENDURANCE** ATTRIBUTES, WHICHEVER IS HIGHER RESPECTIVELY. IF THE GRAPPLER SCORES MORE SUCCESSES THEN THE TARGET THEY WIN THE GRAPPLE AND CAN MOVE THE TARGET UP TO HALVE THEIR SPEED, HOLD THE TARGET, OR MAKE A SINGLE ATTACK, THEY CAN ALSO SIMPLY RELEASE THE TARGET. IF CHARACTER CHOOSE TO ATTACK IT IS CARRIED OUT NORMALLY AND THE GRAPPLED TARGET THEN THE TARGET IS RELEASED AFTERWARDS, THE TARGET'S DEFENSE IS REDUCED TO ONE AGAINST ATTACKS AGAINST THEM WHILE GRAPPLED. IF THE TARGET WINS THEY MAY MAKE A NORMAL PHYSICAL ATTACK AT THE GRAPPLER WITH **COMBAT ADVANTAGE** AND **POWER ATTACK**. ANY CHARACTER TRAPPED IN A GRAPPLE MUST USE THEIR STANDARD ACTION TO TRY AN ESCAPE, ESCAPING A GRAPPLE WORKS THE SAME AS INITIALIZING IT.

PURSUE

A PURSUE IS A COMMON TERM USED TO DESCRIBE A COMBAT SITUATION IN WHICH A TARGET IS FLEEING FROM A CHARACTER AND THE PLAYER IS GIVING CHASE. TO ADD A UNIQUE SPIN TO THE **DRAGONBALL Z** ENGINE THE PURSUE ACTION WAS ADDED. ALL COMBATANTS ENGAGED IN A PURSUE, RATHER ON THE GROUND OR THROUGH THE AIR ROLL A PURSUE POOL. A PURSUE POOL ON THE GROUND FORMED BY ADDING TOGETHER A CHARACTERS **STAMINA** AND **ENDURANCE** ATTRIBUTES TOGETHER PLUS A CHARACTER **ATHLETICS** SKILL. AN AIR PURSUE POOL IS FORMED BY ADDING TOGETHER A CHARACTERS **MANIPULATION** AND **ENDURANCE** ATTRIBUTES AND **FLIGHT** OR **ACROBATICS** SKILLS, WHICHEVER IS HIGHER, TOGETHER. ALL COMBATANTS THEN ROLL THEIR RESPECTIVE POOLS AND ADD THEIR SPEED TO THE AMOUNT OF SUCCESSES SCORED. PLAYERS USE THOSE RESULTS TO CREATE AN INITIATIVE ORDER LIST FROM THE RESULTS WITH HIGHEST TO LOWEST RESPECTIVELY. COMBAT IS THEN CARRIED OUT AS NORMAL. AFTER ALL COMBATANTS HAVE TAKEN A TURN THE PURSUE IS CONTINUED, REPEAT THE PURSUE POOL PROCESS AGAIN UNTIL THE PURSUE IS CONCLUDED.

RUSHING

CHARACTERS THROW THEMSELVES INTO A FIGHT, DASHING FORWARD OR FLYING AT A TARGET LAUNCHING AN ATTACK. TO RUSH A CHARACTERS AT ANY MINIMUM DISTANCE EVEN MELEE COMBAT AND NO MORE THAN FIFTEEN YARDS AWAY FROM THE TARGET AND HAVE A CLEAR LINE OF SLIGHT AS WELL AS PATH. CHARACTERS WHO RUSH ARE GRANT POWER ATTACK. NOTE A RUSH CAN ONLY BE A PHYSICAL ATTACK AND COST ONE KI POINT TO PERFORM. IT IS ALSO IMPORTANT TO REMEMBER THAT ANY COMBATANTS THAT RUSHES AT TARGET WHILE WITHIN MELEE RANGE OF ENEMY WILL PROVOKE A COUNTER ACTION. ANY CHARACTER WHO USE RUSH GRANTS COMBAT ADVANTAGE TO ALL ENEMIES IN COMBAT UNTIL THE START OF THEIR NEXT TURN. FURTHERMORE CHARACTERS CAN PAY AN ADDITIONAL KI POINT TO GIVE RUSH THE HASTE RULE AS DISCUSSED IN THE ENERGY ATTACK SECTION.

TRIPPING

CHARACTERS ENGAGED IN MELEE COMBAT WHILE ON THE GROUND HAVE THE ABILITY TO TRIP THEIR ENEMIES TO GAIN ATTACK MODIFIERS. CHARACTERS CAN TRY TO TRIP AN OPPONENT WITH A PHYSICAL ATTACK THAT KNOCKS THE TARGET DOWN FOR ONE ROUND IF THE STRIKE IS SUCCESSFUL, ANY DAMAGE CAUSES IS DISCARDED. IF A TRIP IS SUCCESSFUL THE TARGET FALLS TO THE GROUND AND GRANTS PRONE TO ALL ENEMIES IN COMBAT. TRIPPED TARGETS CAN REGAIN THEIR FOOTING ON THEIR NEXT TURN AS A MOVE ACTION. ATTEMPTING A TRIP CAN ONLY BE DONE IF THE CHARACTER

FLIGHT

IN DRAGONBALL Z PLAYERS CAN FLY THROUGH THE AIR, THIS CAN MAKE COMBAT DIFFICULT FOR THE GROUP TO FOLLOW SO IN THE SPIRIT OF KEEPING THINGS SIMPLE DURING COMBAT ALL COMBATANTS ARE CONSIDERED TO BE ON THE SAME LEVEL OF ELEVATION DURING COMBAT. THIS HELPS KEEP COMBAT SMOOTH AND CONTAINED IF GROUPS WISH TO CREATE RULES FOR THREE-DIMENSIONAL COMBAT WE DEFIANTLY ENCOURAGE THEM TO DO SO. PLAYERS CAN ALSO USE FLIGHT FOR TRAVEL, TO FIND OUT A CHARACTER'S SPEED IN THE AIR BY REFERENCE THE FLIGHT SKILL.

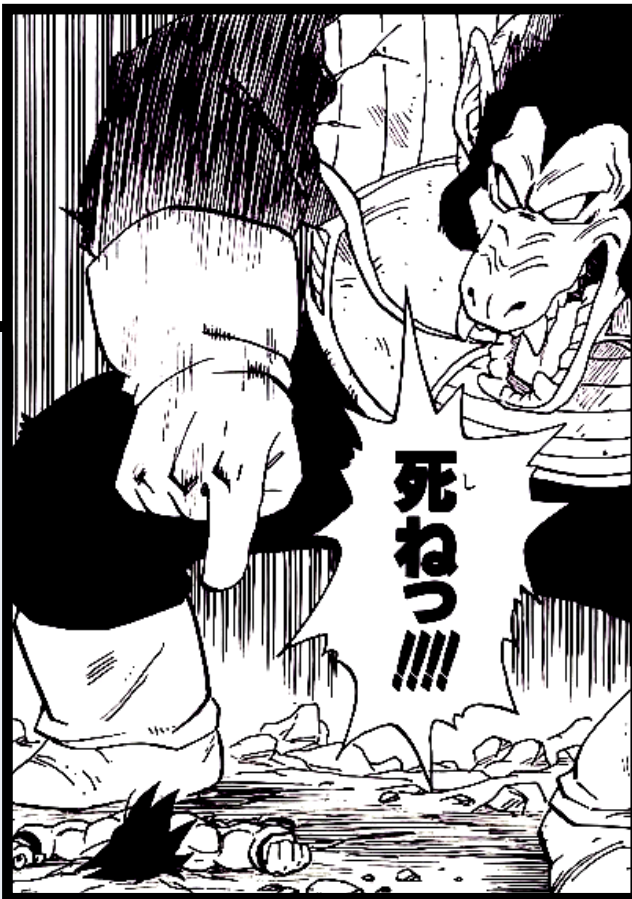


SAYING THROW

THEY ARE USED TO REPRESENT THE CHARACTER'S ABILITY TO AVOID OR RESIST A THREAT, SUCH AS DODGING A TRAP, OR BEING ABLE TO RESIST THE EFFECTS OF A POISON OR MENTAL EFFECT. FOR THIS REASON, THEY ARE OFTEN MODIFIED BY A CHARACTER CONSTITUTION ATTRIBUTE PLUS ANOTHER APPROPRIATE ATTRIBUTE SUCH AS PERCEPTION. SOMETIMES EVEN MAGICAL ITEMS OR EFFECTS CAN MODIFY SAYING THROW VALUES. A SUCCESSFUL SAYING THROW TYPICALLY EITHER NEGATES OR REDUCES THE EFFECTIVENESS OR DURATION OF THE NEGATIVE EFFECT. MOST OF THE TIME STORYTELLERS OR RULE WILL DETERMINE THE STATS AND SKILL NEEDED BY THE CHARACTER FOR A SAYING THROW.

ATTACK MODIFIER

COMBAT RARELY CONSIST OF FOES STANDING TOE TO TOE AND BASHING EACH OTHER. MOVEMENT AND POSITION ARE KEY, IF ONE CHARACTER FIRES FROM A HIDING PLACE AT AN ENEMY IN THE OPEN THE HIDDEN CHARACTER GAINS AN ATTACK MODIFIER. TEMPORARY ADVANTAGES AND DISADVANTAGES IN COMBAT ARE REFLECTED IN A SET OF COMMON ATTACK BONUSES. AN ATTACK MODIFIER IS A BONUS THAT IS APPLIES



TO A CHARACTER'S DICE ROLLS AND INCREASES THE AMOUNT OF DICE THE PLAYER ROLL. ATTACK MODIFIER CAN RANGE FROM BONUSES TO AN ATTACKING CHARACTERS OR A DEFENDING TARGET. IF A CHARACTER GAINS AN ATTACK MODIFIER ADVANTAGE OR DISADVANTAGE MORE THAN ONCE SIMPLY INCREASE THE EFFECTS BY ONE FOR EACH ADDITIONAL DUPLICATE MODIFIER.

CIRCUMSTANCE	MODIFIER
BLIND	-3
COMBAT ADVANTAGE	+2
COVER	+2/+4
DAZED	-2
DEAFENED	-1
DEMORALIZING	--
INTERNAL DAMAGE	--
HELPLESS	+4
MEGA DAMAGE	--
PRONE	+5
POWER ATTACK	+2
UNCONSCIOUS	--

BLIND

CHARACTERS THAT HAVE BECOME BLINDED GRANT ATTACKERS COMBAT ADVANTAGE AND BLIND COMBATANTS SUFFER THREE DICE FROM ALL POOL TO A MINIMUM OF ONE.

- **BONUS:** BLIND CHARACTERS GRANT ATTACKERS COMBAT ADVANTAGE TO ATTACK ROLLS MADE AGAINST THEM.
- **DETRIMENT:** CHARACTERS AFFECTED SUFFER THE LOSS OF THREE DICE DURING ANY DICE ROLLING.
- **VISIONLESS:** BLINDED CHARACTERS CANNOT SEE NOR GIVE FLANKING BONUSES OR GAIN ANY ATTACK ADVANTAGE MODIFIERS.

COMBAT ADVANTAGE

ONE OF THE MOST COMMON ATTACK MODIFIERS IS COMBAT ADVANTAGE; IT REPRESENTS A SITUATION IN WHICH THE DEFENDER CANNOT GIVE FULL ATTENTION TO AN ATTACKER. MULTIPLE ENEMIES' PRESS THE DEFENDER AT THE SAME TIME; STUNNED, DISTRACTED OR OTHERWISE CAUGHT OFF GUARD CAN GRANT ATTACKERS COMBAT ADVANTAGE. CHARACTERS WHO ARE GRANTED COMBAT ADVANTAGE GAIN A PLUS TWO DICE BONUS DURING ATTACKS ROLLS MADE AT THE TARGET.

- **BONUS:** CHARACTERS GAIN A +2 BONUS TO ATTACK ROLLS MADE AGAINST A TARGET THAT GRANTS OR WHEN THEY HAVE COMBAT ADVANTAGE.
- **LINE OF SIGHT:** CHARACTER MUST HAVE A CLEAR VIEW OF A TARGET TO BE GRANTED COMBAT ADVANTAGE.
- **ADVANTAGE**

COVER

IF CHARACTERS ARE CONSIDERED TO HAVE COVER WHILE BEING ATTACKED THEY GAIN AN ATTACK MODIFIER TO THEIR DEFENSE. COVER GRANTS THE COVERED +2 DEFENSE. IF A CHARACTER HAS SUPERIOR COVER THEY GAIN AN ADDITIONAL +4 TO THEIR DEFENSE. THIS GAIN IS TEMPORARY AND WHEN A CHARACTER LEAVES THEIR COVER THEY LOSE THIS BONUS.

- **BONUS:** DEFENDING CHARACTER GAIN A +2 BONUS TO DEFENSE FOR COVER AND A BONUS +4 WITH SUPERIOR COVER.
- **LINE OF SIGHT:** CHARACTERS THAT HAVE COVER EXPOSED ONLY HALF THEIR BODIES AND A CHARACTER WITH SUPERIOR COVER EXPOSED ONLY A FORTH OF THEIR BODIES.
- **ADVANTAGE**

DAZED

A DAZED CHARACTER GRANTS COMBAT ADVANTAGE TO ATTACKERS AND DAZED COMBATANTS SUFFERS A NEGATIVE TWO DICE TO ALL COMBAT POOLS TO A MINIMUM OF ONE.

- **BONUS:** DAZED CHARACTERS GRANT ATTACKERS COMBAT ADVANTAGE TO ATTACK ROLLS MADE AGAINST THE DAZED CHARACTER.
- **DETRIMENT:** CHARACTERS AFFECTED SUFFER THE LOSS OF TWO DICE FROM ALL COMBAT ROLLS, TO A MINIMUM OF ONE.
- **INCOHERENT:** DAZED CHARACTERS CANNOT GIVE FLANKING BONUSES OR GAIN ANY ATTACK ADVANTAGE MODIFIERS.
- **DISADVANTAGE**

DEAFENED

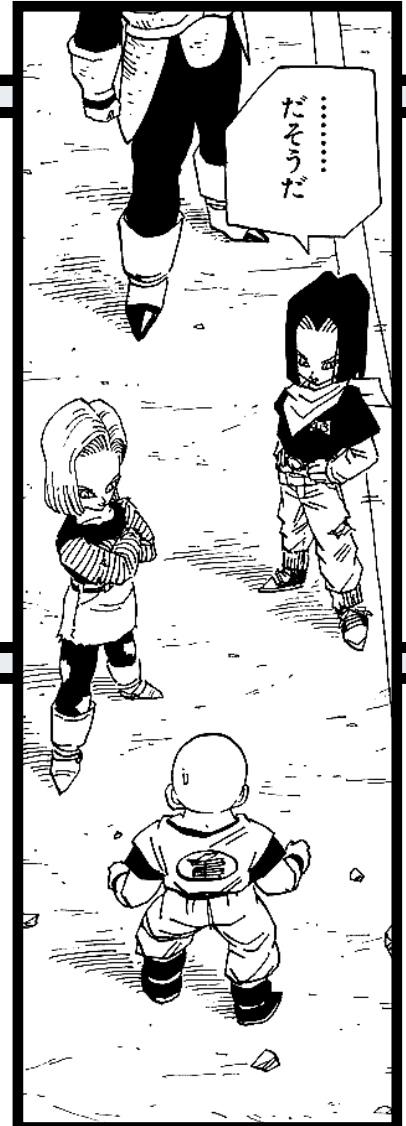
A CHARACTER THAT BECOMES DEAFENED GRANTS ENEMIES COMBAT ADVANTAGE AND SUFFERS A NEGATIVE ONE DICE TO ALL COMBAT POOLS TO A MINIMUM OF ONE.

- **BONUS:** DEAFENED CHARACTERS GRANT ATTACKERS COMBAT ADVANTAGE TO ATTACK ROLLS MADE AGAINST THE DAZED CHARACTER.
- **DETRIMENT:** CHARACTERS AFFECTED SUFFER THE LOSS OF ONE DICE FROM ALL COMBAT ROLLS, TO A MINIMUM OF ONE.
- **INCOHERENT:** DAZED CHARACTERS CANNOT GIVE FLANKING BONUSES OR GAIN ANY ATTACK ADVANTAGE MODIFIERS.
- **DISADVANTAGE**

DEMORALIZING

CHARACTERS SOMETIMES CAUSE SUCH A PHYSIOLOGY IMPACT ON A TARGET THAT CAN DEMORALIZE THEM. TARGETS THAT ARE DEMORALIZED GRANT COMBAT ADVANTAGE TO ALL ENEMIES.

- **BONUS:** ATTACKERS GAIN COMBAT ADVANTAGE.
- **DURATION:** THE EFFECTS OF A DEMORALIZING ATTACK CAN LAST NO LONGER THAN THREE ROUNDS AND NO SHORTER THAN ONE ROUND. TARGETS CAN ROLL A SAVING THROW - RESOLVE PLUS WITS TO STOP THE EFFECTS. THE DC IS EQUAL TO HALF THE DAMAGE SUCCESSES CAUSED BY THE ATTACK WHICH INFLECTED THE EFFECT.
- **DISADVANTAGE**



FLANKING

WHEN TWO OR MORE COMBATANTS ARE ATTACKING A SINGLE TARGET THEY GRANT FLANKING. WHEN FLANKING INCREASE A CHARACTER'S TO ATTACK POOL BY ONE FOR EACH ADDITIONAL ALLY FOCUSING ATTACKS ON THE SAME TARGET.

- **BONUS:** CHARACTERS GAIN A PLUS ONE ATTACK BONUS WHEN ATTACKING A FLANKED TARGET.
- **ADJACENT:** FLANKING IS ONLY GRANTED WHEN TWO OR MORE ALLIES OR COMBATANTS ARE ADJACENT TO THE TARGET.
- **LIMIT:** CHARACTERS CANNOT RECEIVE MORE THAN PLUS THREE BONUSES FROM FLANKING.
- **ADVANTAGE**

HELPLESS

WHEN A CHARACTER IS CONSIDERED HELPLESS THEY BECOME SUSCEPTIBLE TO ATTACK, ATTACKERS GAIN A COMBAT ADVANTAGE. HELPLESS INCREASES THAT BONUS BY AN ADDITIONAL TWO FOR A TOTAL BONUS OF FOUR. HELPLESS COMBATANTS CANNOT GAIN ATTACK MODIFIERS.

- **BONUS:** ATTACKING CHARACTERS GAIN A +4 BONUS TO ATTACK ROLLS MADE AGAINST A TARGET THAT IS HELPLESS.
- **FALLING:** IF A CHARACTER IS KNOCKED HELPLESS WHILE FLYING THEY WILL SAFELY DESCEND TO THE GROUND A DISTANCE EQUAL TO THE NUMBER DOTS IN FLIGHT MULTIPLIED BY TEN YARDS.
- **HELPLESS:** CHARACTERS ARE UNABLE TO PERFORM ANY ACTIONS AND CANNOT GAIN ANY ATTACK ADVANTAGE MODIFIERS.
- **DISADVANTAGE**

INTERNAL DAMAGE

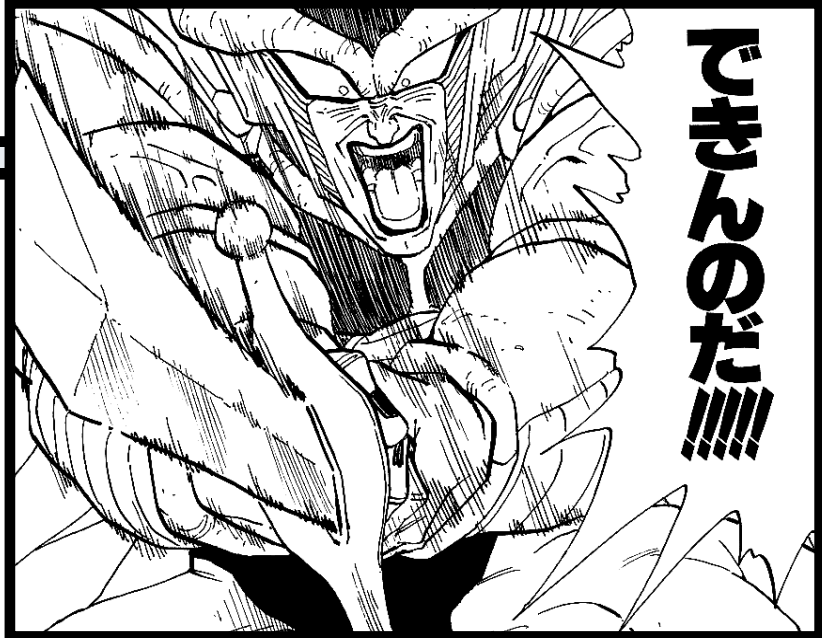
DURING AN ATTACK TARGETS CAN BE INFLICTED WITH SO MUCH FORCE THAT THEY SUFFER INTERNAL DAMAGE TO THEIR BODIES. INTERNAL DAMAGE IS A COMBAT DISADVANTAGE THAT CAUSES A CHARACTER TO SUFFER ONE DAMAGE POINT EACH ROUND THEY ARE AFFECTED.

- **BONUS:** CHARACTERS SUFFER A DAMAGE POINT EACH ROUND THEY ARE AFFECTED.
- **DURATION:** THE EFFECTS OF AN INTERNAL DAMAGING ATTACK CAN LAST NO LONGER THAN THREE ROUNDS AND NO SHORTER THAN ONE ROUND. TARGETS CAN ROLL A SAYING THROW - RESOLVE PLUS ENDURANCE TO STOP THE EFFECTS OF INTERNAL DAMAGE. THE DC IS EQUAL TO HALF THE DAMAGE SUCCESSES CAUSED BY THE ATTACK WHICH INFLICTED THE EFFECT.
- **DISADVANTAGE**

MEGA DAMAGE

MEGA DAMAGE IS A DAMAGE POOL MULTIPLIER USED WHEN A CHARACTER IS ATTACKING AN OBJECT THAT ISN'T CONSIDERED A COMBATANT OR LIVING. MEGA DAMAGE CHANGES THE ALL DAMAGE TO CATASTROPHIC DAMAGE. WHEN CHARACTERS ARE UNDER THE EFFECTS OF CATASTROPHIC DAMAGE THEY MULTIPLY THEIR DAMAGE VALUE BY A FACTOR OF TEN.

- **BONUS:** CHARACTER GAIN CATASTROPHIC DAMAGE.
- **OBJECT:** THE TARGET MUST BE CONSIDERED A NON-COMBATANT OR LIVING OBJECT SUCH AS; A ROCK, BUILDING OR MOUNTAIN.
- **ADVANTAGE**



PRONE

WHEN A CHARACTER BECOMES PRONE THEY GRANT COMBAT ADVANTAGE TO ALL ENEMIES. PRONE INCREASES THAT BONUS BY AN ADDITIONAL THREE. PRONE COMBATANTS CANNOT GAIN A COMBAT ADVANTAGE.

- **BONUS:** ATTACKING CHARACTERS GAIN A +5 BONUS TO ATTACK ROLLS MADE AGAINST A TARGET THAT IS PRONE.
- **FALLING:** IF A CHARACTER IS KNOCKED PRONE WHILE FLYING THEY WILL SAFELY DESCEND TO THE GROUND A DISTANCE EQUAL TO THE NUMBER DOTS IN FLIGHT MULTIPLIED BY TEN YARDS.
- **HELPLESS:** CHARACTERS ARE UNABLE TO PERFORM ACTIONS AND CANNOT GAIN ANY ATTACK ADVANTAGE MODIFIERS.
- **DISADVANTAGE**

POWER ATTACK

OFTEN CHARACTERS WILL GAIN AN ADVANTAGE OVER THEIR TARGET, NOT WITH SPEED; BUT BRUTAL FORCE. WHEN CHARACTERS ARE GRANT POWER ATTACK ADD TWO ADDITIONAL DICE TO THE DAMAGE STEP OF ATTACKS.

- **BONUS:** CHARACTERS GAIN A +2 BONUS TO DAMAGE ROLLS MADE AGAINST A TARGET THAT GRANTS POWER ATTACK.
- **LIMITS:** CHARACTER CANNOT GAIN THE EFFECTS OF POWER ATTACK MORE THAN ONCE.
- **ADVANTAGE**

SURPRISED

AS EXPLAINED EARLIER IN THE CHAPTER DURING A SURPRISE AROUND ANY COMBATANT THAT IS ALLOWED TO ACT GAINS COMBAT ADVANTAGE OVER ANY COMBATANTS NOT ABLE TO PERFORM AN ACTION.

- **BONUS:** CHARACTERS GAIN COMBAT ADVANTAGE BONUS WHEN ATTACKING A SURPRISED TARGET.
- **HIDDEN:** COMBATANTS MUST BE ABLE ATTACKING FROM A HIDDEN PLACE, STEALTH, OR DURING A SURPRISE ROUND FOR ENEMIES TO GET SURPRISED.
- **DISADVANTAGE**

RESTRAINED

CHARACTER THAT ARE RESTRAINED, FOR WHATEVER THE REASON, GRANT COMBAT ADVANTAGE TO ALL ENEMIES. A RESTRAINED TARGET GRANTS ATTACKERS COMBAT ADVANTAGE AS WELL POWER ATTACK.

- **BONUS:** ATTACKING CHARACTERS GAIN COMBAT ADVANTAGE AS WELL POWER ATTACK MADE AGAINST A TARGET THAT ARE RESTRAINED.
- **IMMOBILIZED:** CHARACTERS RESTRAINED ARE UNABLE TO PERFORM ANY ACTIONS OTHER THAN TRYING TO ESCAPE THE RESTRAINT AND CANNOT ANY ATTACK ADVANTAGE MODIFIERS.
- **DISADVANTAGE**

UNCONSCIOUS

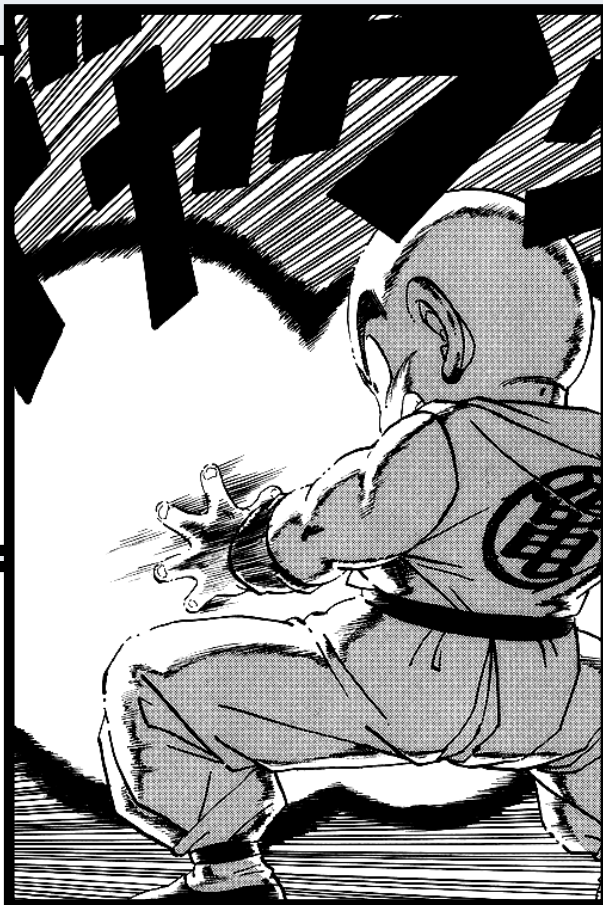
ANY COMBATANT THAT BECOMES UNCONSCIOUS CAUSE ALL ATTACKS TO AUTOMATICALLY COUNT AS A COUP DA GRACE, MEANING ALL ATTACKERS CAN ATTEMPT TO SLAY THE TARGET. ADDITIONAL CHARACTER DEFENSE IS REDUCED TO ONE WHILE UNCONSCIOUS.

- **BONUS:** ATTACKING CHARACTERS ATTACKS COUNT AS COUP DA GRACE.
- **FALLING:** IF A CHARACTER IS KNOCKED UNCONSCIOUS WHILE FLYING THEY WILL SAFELY DESCEND TO THE GROUND A DISTANCE EQUAL TO THE NUMBER DOTS IN FLIGHT MULTIPLIED BY TEN YARDS.
- **UNCONSCIOUS:** CHARACTERS ARE UNABLE TO PERFORM ANY ACTIONS AND CANNOT ANY ATTACK ADVANTAGE MODIFIERS.
- **DISADVANTAGE**

CHAPTER THREE



CHARACTER CREATION



CHAPTER THREE

IN THIS SECTION WE WILL COVER THE BASICS FOR CHARACTER CREATION, ATTRIBUTES AND THE SPECIFIC BONUSES AND TRAITS EACH PLAYABLE RACE IN HAS. FIRSTLY, LET'S COVER EXPERIENCE POINTS THE VITAL SPARK OF THE CHARACTER DEVELOPMENT AND ADVANCEMENT. EXPERIENCE POINTS ALLOW A CHARACTER TO INCREASE EVERYTHING FROM ATTRIBUTES TO SIGNATURE TECHNIQUES TO SKILLS AND TRAITS.

EXPERIENCE POINTS

AN EXPERIENCE POINT IS A UNIT OF MEASUREMENT USED IN MANY ROLE-PLAYING GAMES (RPGS) TO QUANTIFY A PLAYER CHARACTER'S PROGRESSION THROUGH THE GAME. EXPERIENCE POINTS ARE GENERALLY AWARDED FOR THE COMPLETION OF QUESTS, OVERCOMING OBSTACLES AND OPPONENTS, AND FOR SUCCESSFUL ROLE-PLAYING. IN MANY RPGS, CHARACTERS START AS FAIRLY WEAK AND UN-

TRAINED. WHEN A SUFFICIENT AMOUNT OF EXPERIENCE IS OBTAINED, THE CHARACTER "LEVELS UP", ACHIEVING THE NEXT STAGE OF CHARACTER DEVELOPMENT. SUCH AN EVENT USUALLY INCREASES THE CHARACTER'S STATISTICS, SUCH AS MAXIMUM HEALTH, MAGIC AND STRENGTH, AND MAY PERMIT THE CHARACTER TO ACQUIRE NEW ABILITIES OR IMPROVE EXISTING ONES. AS PLAYERS GAIN MORE EXPERIENCE POINTS, THE AMOUNT OF EXPERIENCE NEEDED TO GAIN NEW ABILITIES TYPICALLY INCREASES. ALTERNATIVELY, GAMES KEEP THE AMOUNT OF EXPERIENCE POINTS PER LEVEL CONSTANT, BUT PROGRESSIVELY LOWER THE EXPERIENCE GAINED FOR THE SAME TASKS AS THE CHARACTER'S LEVEL INCREASES. THUS, AS THE PLAYER CHARACTER STRENGTHENS FROM GAINING EXPERIENCE, THEY ARE ENCOURAGED TO ACCEPT TASKS THAT ARE COMMENSURATE WITH THEIR IMPROVED ABILITIES IN ORDER TO ADVANCE. EXPERIENCE POINTS IS AN UMBRELLA TERM THAT ENCOMPASSES THE POINTS PLAYERS SPEND INTO THEIR CHARACTER'S ATTRIBUTES, SKILLS AND OTHER ABILITIES. EXPERIENCE POINTS CAN BE SPENT IN ANY WAY TO HELP IMPROVE CHARACTERS ABILITY IN COMBAT AND IN ROLE-PLAY. IT IS IMPORTANT TO KEEP TRACK OF A CHARACTER RUNNING TOTAL EXPERIENCE BECAUSE IT MIGHT COME INTO PLAY LATER IN THE YOUR GAME. THE STORYTELLER CAN ALSO AWARD EXPERIENCE POINTS FOR COMPLETING MISSIONS, SPECIAL TASK AND DEFENDING ENEMIES IN COMBAT OR EVEN OVERCOMING A CHALLENGE.

GAME DIFFICULTY

GETTING STARTED CHARACTERS GAIN AN AMOUNT OF BONUS EXPERIENCE TO SPEND ON THEIR CHARACTER DEPENDING ON THE DIFFICULTY OF THE GAME. A GAME'S STORYTELLER WILL DECIDED THE DIFFICULTY DURING CHARACTER CREATION. THIS EXPERIENCE VALUE GIVES THE GAME DIFFICULTY EITHER FROM HOW LITTLE YOU GET OR HOW MUCH YOU GET. AN EASY GAME PLAYER GET 18 EXPERIENCE POINTS, A MODERATE GAME THEY GET 24 EXPERIENCE POINTS AND A HARD GAME THEY GET 30 EXPERIENCE POINTS.

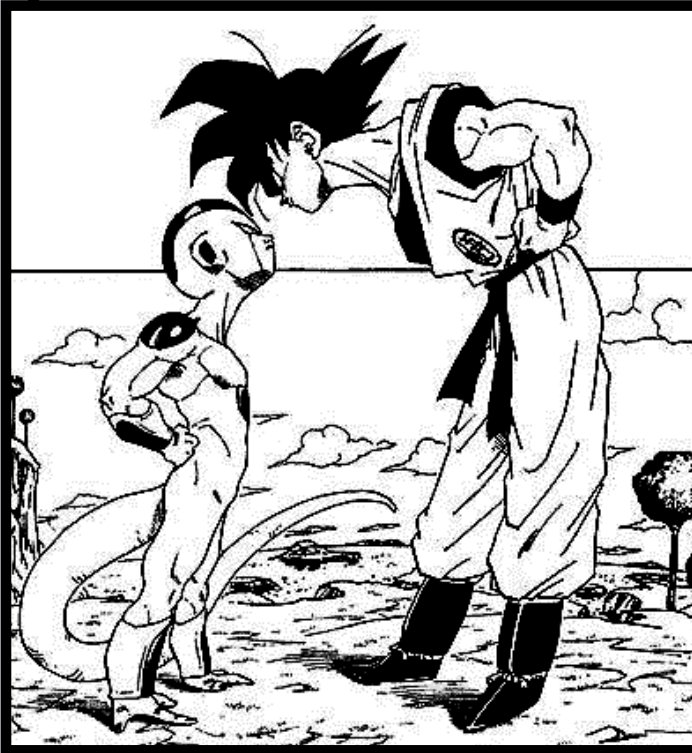
- **EASY:** CHARACTERS GET 30 EXPERIENCE POINTS
- **MODERATE:** CHARACTERS GET 24 EXPERIENCE POINTS
- **HARD:** CHARACTERS GET 18 EXPERIENCE POINTS

SIZE & SPEED

BEFORE WE JUMP INTO ATTRIBUTES AND RACE TRAITS LETS COVER A FEW SMALL RULES FOR EVERY CHARACTER, SIZE AND SPEED. THERE ARE MANY DIFFERENT BODY TYPES IN THE DRAGONBALL Z REALM IN THE SPIRIT OF KEEPING THING SIMPLE WE COVER ONLY FIVE SIZES; THEY NATURALLY RANGE FROM ONE TO FIVE. SIZE ONE WOULD BE THE HEIGHT OF KID GOKU OR CHIAOTZU. BEING SIZE ONE CHARACTERS GAIN PLUS TWO DEFENSE, HOWEVER THEY LOSE TWO DICE TO PHYSICAL DAMAGE POOLS. CHARACTERS THAT ARE SIZE TWO, ROUGHLY KRILLIN OR TEEN GOHAN'S HEIGHT, GAIN ONLY PLUS ONE DEFENSE AND ONLY LOSE ONE DICE TO PHYSICAL DAMAGE POOLS. WHEN CHARACTERS CHOSE TO BE SIZE THREE THEY RANGE FROM VEGETA TO TIEN SHINHAN'S HEIGHT, THIS SIZE GRANTS NO ADDITIONAL BENEFITS THOUGH. BEING SIZE FOUR WOULD BE THE HEIGHT OF ANDROID 16 TO RECOOME. CHARACTERS WITH SIZE FOUR GAIN PLUS ONE TO PHYSICAL DAMAGE POOLS, BUT LOST ONE TO THEIR DEFENSE. SIZE FIVE ROUGHLY THE SIZE OF KING COLD GAIN TWO PHYSICAL DAMAGE DICE AND LOSE TWO DEFENSE. A CHARACTER'S SIZE ALSO HELPS DETERMINE THEIR SPEED; CHARACTER'S SPEED DETERMINES HOW FAR THEY CAN TRAVEL ON THE

GROUND AND IN THE AIR. SPEED IS A COMBINATION OF A CHARACTER'S DEXTERITY AND REFLEX ATTRIBUTES MINUS THEIR SIZE VALUE. ONE POINT IN SPEED EQUAL FIVE YARDS, SO A CHARACTER WITH A SPEED OF THREE CAN TRAVEL UP TO FIFTEEN YARDS IN A TURN.

- **SIZE ONE:** PLUS TWO DEFENSE, NEGATIVE ONE PHYSICAL DAMAGE DICE & DAMAGE VALUE
- **SIZE TWO:** PLUS ONE DEFENSE, NEGATIVE ONE PHYSICAL DAMAGE DICE
- **SIZE THREE:** THIS SIZE GRANTS NO ADDITIONAL BENEFITS
- **SIZE FOUR:** PLUS ONE PHYSICAL DAMAGE DICE & DAMAGE VALUE, NEGATIVE ONE DEFENSE
- **SIZE FIVE:** PLUS TWO PHYSICAL DAMAGE DICE & PLUS ONE DAMAGE VALUE, NEGATIVE TWO DEFENSE



ATTRIBUTES

ATTRIBUTES ARE THE LIFEBLOOD OF A CHARACTER AND THEY ARE DIVIDED INTO FOUR RESPECTIVE TREES; PHYSICAL, ENERGY, MENTAL AND PROTECTION; EACH TREE HAS A SET OF SKILLS THAT ARE BASED OFF THE RESPECTIVE ATTRIBUTE. AT CHARACTER CREATION A PLAYER WILL PICK ONE TREE TO BE THEIR PRIMARY, ONE TO BE THEIR SECONDARY, THEN TERTIARY AND AUXILIARY. CHARACTERS PRIMARY TREE GETS FIVE DOTS TO SPEND; A DOT IS A SINGLE FILLED IN CIRCLE. CHARACTERS SECONDARY TREE GETS FOUR DOTS, THEIR TERTIARY GETS THREE DOTS AND THEIR AUXILIARY GETS TWO. THESE FREE POINTS MUST BE SPENT AT CHARACTER CREATION AND PLAYERS CANNOT HAVE ANY ATTRIBUTE OVER FOUR. REMEMBER THAT SOME RACES ALSO GAIN SPECIAL BONUSES TO SPECIFIC STATS SO SPEND WISELY. EVERY ATTRIBUTE HAS FIVE LEVELS, DOTS, ONE BEING THE AVERAGE NORM AND FIVE BEING ABOVE SUPER HUMAN. TO INCREASE AN ATTRIBUTE DOT CHARACTERS CAN SPEND EXPERIENCE POINTS. NEW ATTRIBUTE DOTS COST SEVEN EXPERIENCE POINTS PLUS CURRENT.

- **EXAMPLE:** ATTRIBUTE INCREASES COST SEVEN EXPERIENCE POINTS PLUS CURRENT DOTS IN THE RESPECTIVE ATTRIBUTE BEING INCREASED.
- **EXAMPLE:** ROHAN INCREASES HIS STRENGTH ATTRIBUTE BY ONE, ITS CURRENT VALUE IS THREE. ROHAN PAYS TEN APTITUDE POINTS INCREASING HIS STRENGTH TO FOUR.

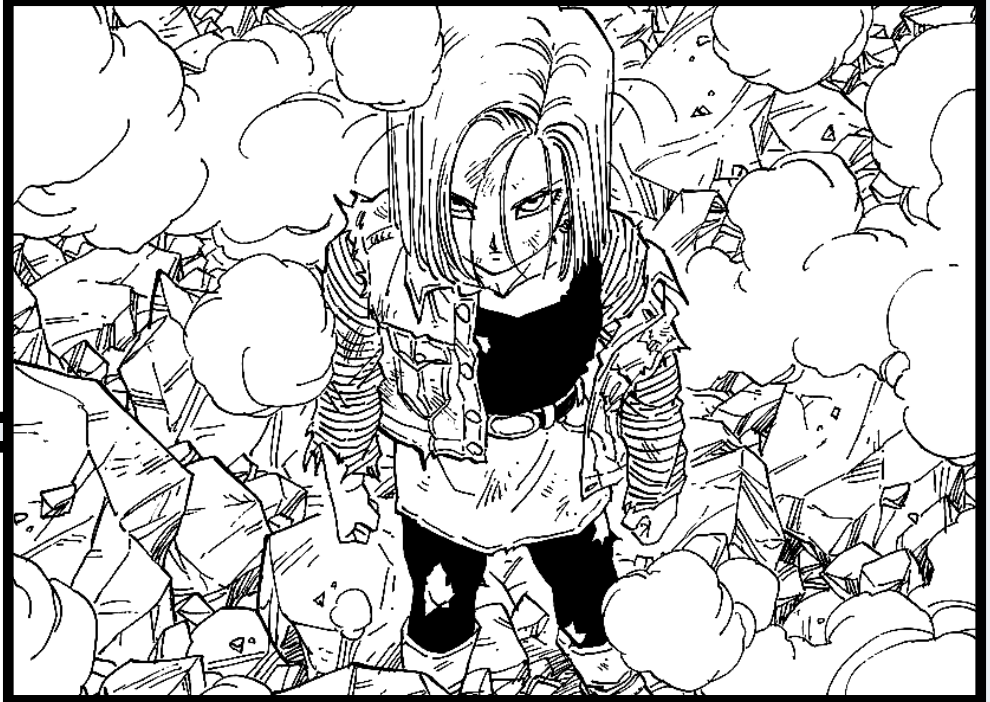
PHYSICAL ATTRIBUTES

STRENGTH

-**STRENGTH (STR)** - IS THE RAW, BRUTE POWER OF A CHARACTER. IT GOVERNS HOW MUCH WEIGHT A CHARACTER CAN LIFT, HOW MUCH HE CAN PHYSICALLY PUSH AND HOW HARD HE CAN HIT ANOTHER CHARACTER OR OBJECT. FOR EACH DOT IN STR CHARACTERS INCREASE PHYSICAL DAMAGE POOL BY ONE.

- **POOR:** YOU CAN LIFT ABOUT 25KG (50LBS.)
- **AVERAGE:** YOU CAN LIFT ABOUT 50KG (100 LBS.)
- **GOOD:** YOU CAN LIFT ABOUT 100KG (200 LBS.)
- **EXCEPTIONAL:** YOU CAN LIFT ABOUT 150KG (300 LBS.)
- **OUTSTANDING:** YOU CAN LIFT ABOUT 250KG (500 LBS.)

GUIDELINES: THE CHARACTER CAN AUTOMATICALLY LIFT ITEMS THAT WEIGH UP TO 1 LEVEL BELOW THEIR STRENGTH RATING. TO SUCCESSFULLY LIFT AT THEIR MAXIMUM STRENGTH LEVEL, OR HIGHER, A STRENGTH ROLL IS REQUIRED.



DEXTERITY

-**DEXTERITY (DEX)** - THE DEXTERITY ATTRIBUTES MEASURES A CHARACTER'S GENERAL PHYSICAL PROWESS. IT ENCOMPASSES THE

CHARACTER'S SPEED, AGILITY AND OVERALL QUICKNESS, AS WELL AS INDICATING THE CHARACTER'S ABILITY TO MANIPULATE OBJECTS WITH CONTROL AND PRECISION. FOR EACH DOT IN DEX CHARACTERS INCREASE PHYSICAL ATTACK POOL BY ONE.

- **POOR:** YOU ARE CLUMSY AND AWKWARD. PUT THE GUN DOWN BEFORE YOU HURT YOURSELF.
- **AVERAGE:** YOU'RE NO CLOD, BUT YOU'RE NO BALLERINA, EITHER.
- **GOOD:** YOU POSSESS SOME DEGREE OF ATHLETIC POTENTIAL.
- **EXCEPTIONAL:** YOU COULD BE AN ACROBAT IF YOU WISHED.
- **OUTSTANDING:** YOUR MOVEMENTS ARE LIQUID AND HYPNOTIC - ALMOST SUPERHUMAN.



STAMINA

-**STAMINA (STAM)** - THE STAMINA TRAIT REFLECTS A CHARACTER'S PHYSICAL SHAPE AND ABILITY TO PERFORM PHYSICAL TASK. IT INDICATES HOW LONG A CHARACTER CAN EXERT THEMSELVES AND HOW MUCH THEY CAN TAKE BEFORE BECOMING EXHAUSTED. FOR EACH DOT IN STAM A CHARACTER GAINS EIGHT LIFE POINTS. ADDITIONALLY NO SKILL IN THE PHYSICAL TREE MAY EXCEED A NUMBER OF DOTS EQUAL TO A CHARACTER'S STAM SCORE.

- **POOR:** SHORT ON BREATHE.
- **AVERAGE:** POWER WALKER!
- **GOOD:** RUNNING IS FUN!
- **EXCEPTIONAL:** A 10K THAT IS NOTHING.

ENERGY ATTRIBUTES

POWER

-**POWER (POW)** - POWER IS THE UNYIELDING FORCE OVER KI A CHARACTER HAS. IT DETERMINES A CHARACTER'S ENERGY STRENGTH, HOW HARD AN ATTACK IS AND HOW MUCH DAMAGE IT CAUSES. FOR EACH DOT IN POW CHARACTERS INCREASE THEIR ENERGY DAMAGE POOL BY ONE.

- **POOR:** YOU CAN BREAK A FLOWER POT.
- **AVERAGE:** YOU ARE MODERATELY DANGEROUS, TO YOURSELF.
- **GOOD:** YOU CAN DESTROY BOULDERS.
- **EXCEPTIONAL:** EXPLODING A MAN IS NO SMALL LAUGHING MATTER.
- **OUTSTANDING:** MOON? WHAT NOON, BOOM!

PRECISION

- **PRECISION (PEC)** - IS THE RAW ENERGY CHARACTERS WIELD AND USE TO FOR ENERGY BASE ACTIONS. EVERY LIVING THING HAS KI RATHER SMALL OR LARGE AMOUNTS. KI IS THE ESSENCE OF LIFE AND LIFE CANNOT EXIST WITHOUT IT AND KI CANNOT EXIST WITHOUT LIFE. FOR EACH DOT IN PEC CHARACTERS INCREASE ENERGY ATTACK POOL BY ONE.

- **POOR:** YOU CAN BREATHE.
- **AVERAGE:** FORM VISIBLE ENERGY.
- **GOOD:** "I MEDIATE A FOOT OF THE GROUND."
- **EXCEPTIONAL:** FLYING IS NO BIG DEAL, ASSUMED EVERYONE COULD DO IT.
- **OUTSTANDING:** I EAT TRUCK FOR BREAKFAST, A BOAT FOR LUNCH AND A PLANE FOR DINNER.

MANIPULATION

-**MANIPULATION (MAN)** - MANIPULATION MEASURES A CHARACTER'S ABILITY TO CONTROL THEIR KI AND ITS ENORMOUS POWER. NO SKILL IN THE ENERGY TREE MAY EXCEED A NUMBER OF DOTS EQUAL TO A CHARACTER'S MAN SCORE. IN ADDITION MAN IS USE WHEN SHOOTING INTO COMBAT AND DETERMINING A CHARACTER'S POWER SURGE RESTORE VALUE.

- **POOR:** "I THINK I CAN, I THINK I CAN."
- **AVERAGE:** CLOSE YOUR EYES AND SQUEEZE.
- **GOOD:** "HEY WANNA SEE WHAT I CAN DO?"
- **EXCEPTIONAL:** PLAYING WITH FIRE, YOU DON'T GET BURNED.
- **OUTSTANDING:** "I HAVE THE POWER!"

PERCEPTION

- **PERCEPTION (PER)** - PERCEPTION MEASURES A CHARACTER'S ABILITY TO OBSERVE HIS ENVIRONMENT THIS MAY INVOLVE A CONSCIOUS EFFECT, BUT IT IS MORE OFTEN INTUITIVE, AS THE CHARACTER'S KEEN SENSES NOTICE SOMETHING OUT OF THE ORDINARY. USED FOR SKILL CHECKS THAT DEAL WITH THE SENSES, PERCEPTION IS ALSO USED TO DETERMINE THE NUMBER OF ACTIONS A PLAYER CAN MAKE EACH ROUND DURING OR ENCOUNTER.

• **POOR:** PERHAPS YOU ARE ABSURDLY SELF-ABSORBED, PERHAPS MERELY AN AIR-HEAD; IN ANY EVENT, EVEN THE MOST OBVIOUS DETAILS ELUDE YOU.

• **AVERAGE:** YOU ARE OBLIVIOUS TO THE VERY SUBTLE, BUT AWARE OF THE BIGGER PICTURE.

••• **GOOD:** YOU PERCEIVE MOODS, TEXTURES AND MINUSCULE CHANGES IN YOUR ENVIRONMENT.

•••• **EXCEPTIONAL:** ALMOST NOTHING EYADES YOUR NOTICE.

••••• **OUTSTANDING:** YOU INSTANTLY OBSERVE THINGS ALMOST IMPERCEPTIBLE TO THE HUMAN SENSE.



WITS

- **WITS (WITS)** - THE WITS TRAIT MEASURES A CHARACTER'S ABILITY TO THINK ON THEIR FEET AND REACT QUICKLY TO A CERTAIN SITUATION. IT ALSO REFLECTS A CHARACTER'S GENERAL CLEVERNESS. CHARACTERS WITH LOW WITS SCORES ARE THINK AND MENTALLY LETHARGIC, OR MAYBE GULIBLE AND UNSOPHISTICATED. BY CONTRAST, CHARACTERS WITH HIGH WITS TRAITS ALMOST ALWAYS HAVE A PLAN IMMEDIATELY AND ADAPT TO THEIR SURROUNDINGS WITH STRIKING EXPEDIENCE. CHARACTERS WITH HIGH WITS ALSO MANAGE TO KEEP THEIR COOL IN STRESSFUL SITUATION. USED FOR SKILLS CHECKS THAT DEAL WITH MENTAL ALERTNESS AND WHEN A CHARACTER IS DETERMINING THEIR INITIATIVE SCORE.

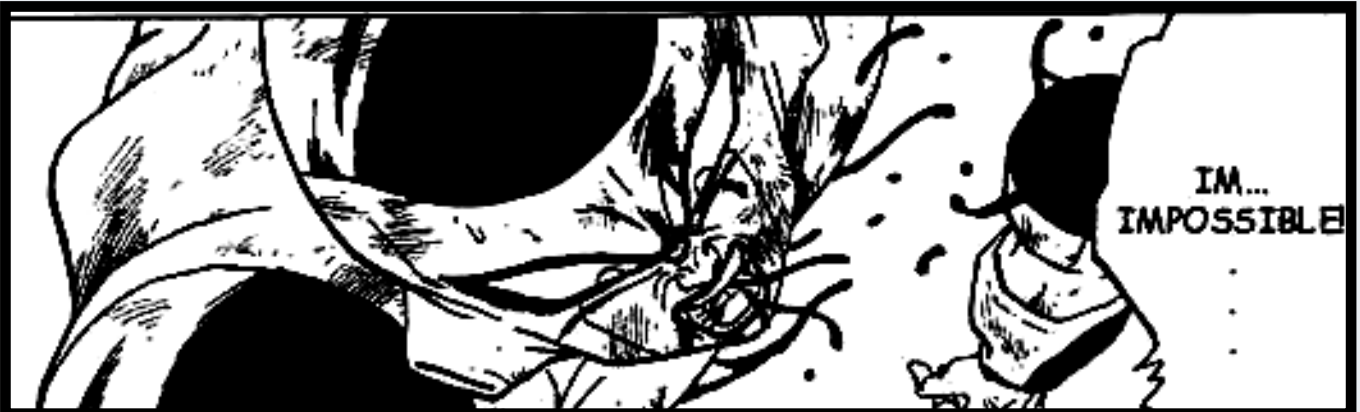
• **POOR:** PULL MY FINGER.

• **AVERAGE:** YOU KNOW WHEN TO BET OR FOLD IN POKER.

••• **GOOD:** YOU ARE SELDOM SURPRISED OR LEFT SPEECHLESS.

•••• **EXCEPTIONAL:** YOU'RE ONE OF THE PEOPLE WHO MAKE OTHERS THINK, "OOH, I SHOULD HAVE SAID...." THE NEXT DAY.

••••• **OUTSTANDING:** YOU THINK AND RESPOND ALMOST MORE QUICKLY THAN YOU CAN ACT.



INTELLIGENCE

- **INTELLIGENCE (INT)** - THE INTELLIGENCE ATTRIBUTE REFERS TO A CHARACTER'S GRASP OF FACTS AND KNOWLEDGE. MORE IMPORTANTLY, HOWEVER, IT GOVERNS A CHARACTER'S ABILITY TO REASON, SOLVE PROBLEMS AND EVALUATE SITUATIONS. INTELLIGENCE IS ALMOST A MISNOMER, AS THE ATTRIBUTE ALSO INCLUDES CRITICAL THINKING AND FLEXIBILITY OF THOUGHT. INTELLIGENCE DOES NOT INCLUDE SAVVY, WISDOM OR COMMON SENSE, AS THOSE ARE PROPERTIES OF A CHARACTER'S PERSONALITY, NOT TRAITS. EVEN THE SMARTEST CHARACTER MAY BE TOO FOOLISH TO KEEP THEIR MOUTH SHUT OR DAFT TO ASSUME THUGS WANT THEIR CARS KEYS ARE UP TO NO GOOD. USED FOR SKILL CHECKS THAT DEAL WITH THE KNOWLEDGE OR CRITICAL THINKING. IN ADDITION NO SKILL IN THE SOCIAL TREE MAY EXCEED A NUMBER OF DOTS EQUAL TO A CHARACTER'S INT SCORE. INTELLIGENCE IS ALSO USED WHEN SHOOTING ENERGY ATTACKS INTO COMBAT AND DETERMINING THE NUMBER OF TALENTS A CHARACTER CAN HAVE.

- **POOR:** NOT THE SHARPEST KNIFE IN THE DRAWER (IQ 80)
- **AVERAGE:** SMART ENOUGH TO REALIZE YOU'RE NORMAL (IQ 100)
- **GOOD:** MORE ENLIGHTENED THAN THE MASSES (IQ 120)
- **EXCEPTIONAL:** YOU'RE NOT JUST BRIGHT, YOU'RE DOWNRIGHT BRILLIANT (IQ 140)
- **OUTSTANDING:** CERTIFIED GENIUS (IQ 160+)

PROTECTION ATTRIBUTES

CONSTITUTION

- **CONSTITUTION (CON)** - THE CONSTITUTION TRAIT REFLECTS A CHARACTER'S RESILIENCE AND TOUGHNESS. IT INDICATES HOW LONG A CHARACTER CAN TAKE PUNISHMENT THEY CAN WITHSTAND BEFORE SUFFERING PHYSICAL TRAUMA. FOR EACH DOT IN CON A CHARACTER INCREASES THEIR SAYING THROW POOL AND STEADFAST CHECKS BY ONE.

- **POOR:** YOU BRUISE IN A STIFF WIND.
- **AVERAGE:** YOU ARE MODERATELY HEALTHY AND CAN TAKE A PUNCH OR TWO.
- **GOOD:** YOU ARE IN GOOD SHAPE AND RARELY FALL ILL.
- **EXCEPTIONAL:** YOU CAN RUN - AND PERHAPS WIN - ANY MARATHON YOU CHOOSE.
- **OUTSTANDING:** YOUR CONSTITUTION IS TRULY HERCULEAN.



REFLEX

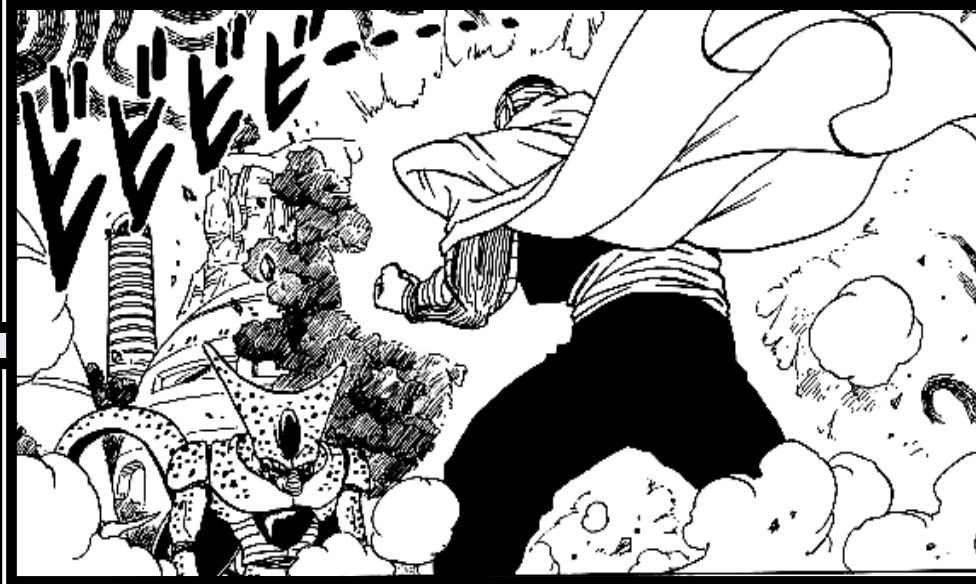
- **REFLEX (REF)** - A REFLEX SAVE REPRESENTS PHYSICAL (AND SOMETIMES MENTAL) AGILITY, INCORPORATING QUICKNESS, NIMBLENESS, HAND-EYE COORDINATION, OVERALL COORDINATION, SPEED, AND REACTION TIME. REFLEX SAVES INVOLVE A CHARACTER'S ABILITY TO MOVE OUT OF THE WAY OF AN INCOMING OBJECT OR ATTACKS. FOR EACH DOT IN REF CHARACTERS INCREASE DEFENSE VALUE BY ONE.

- **POOR:** "WHERE DID THAT COME FROM?"
- **AVERAGE:** WATCH THE BALL.
- **GOOD:** NOW WATCH CLOSELY OR YOU WILL MISS IT.
- **EXCEPTIONAL:** HELL, THUNDER I AM LIGHTING!
- **OUTSTANDING:** I KNEW YOU WERE GOING TO DO IT, BEFORE YOU KNOW YOU WERE GOING TO DO IT.

ENDURANCE

- **ENDURANCE (EUD)** - ENDURANCE SAVE REPRESENTS PHYSICAL TOUGHNESS, INCORPORATING STAMINA, RUGGEDNESS, PHYSIQUE, BULK, METABOLISM, RESISTANCE, IMMUNITY, AND OTHER SIMILAR PHYSICAL QUALITIES. NO SKILL IN THE PROTECTION TREE MAY EXCEED A NUMBER OF DOTS EQUAL TO A CHARACTER'S EUD SCORE, EUD ALSO GRANTS A CHARACTER EIGHT LIFE POINT FOR EACH DOT.

- **POOR:** YOU ARE TWO STICKS AND SOME FLESH.
- **AVERAGE:** YOU GET SICK, YOU GET OVER IT.



••• **GOOD:** APPLE A DAY KEEPS THE DOCTOR AWAY.

•••• **EXCEPTIONAL:** I SHOULD NEED A LICENSE FOR THESE GUNS. BOOM, BOOM FIREPOWER.

••••• **OUTSTANDING:** ARNOLD IS JEALOUS.

RACES & SPECIES

IN THE DRAGONBALL Z UNIVERSE THERE ARE MANY SPECIES AND RACES IN THE KNOWN AND UNKNOWN GALAXIES. IN THIS BOOK

PLAYERS CAN PICK FROM SOME OF THE MOST ICONIC ONES; HUMANS, SAIYANS, NAMEKAINS, ARCOSIANS, HALF-SAIYANS AND EVEN ARTIFICIAL HUMANS BETTER KNOWN AS ANDROIDS. EACH ONE HAS THEIR OWN UNIQUE RACIAL TRAITS AND ABILITIES WHICH MAKE THEM STAND OUT AMONG THE CROWD. RACIAL TRAITS HAVE LEVELS JUST LIKE ATTRIBUTES AND CAN BE IMPROVED THROUGH ROLE-PLAY AND EXPERIENCE POINTS. EACH DOT PURCHASED GRANTS THE CHARACTER MORE OF THEIR RACIAL BONUSES. RACIAL TRAITS ARE EXCLUSIVE TO THE RESPECTIVE SPECIES AND CANNOT IN ANY WAY BE TAKEN BY A DIFFERENT RACE. ALL RACIAL TRAITS STACK WITH THE PREVIOUS BONUSES, UNLESS OTHERWISE STATED. OF COURSE ALL RACES GAIN THEIR FIRST DOT FOR FREE. IT IS IMPORTANT TO READ EACH ABILITY CAREFULLY FOR SOME OF THEIR COMPLEXITY MIGHT CAUSE THEM TO BE MISUSED. IT IS SUGGESTED THAT PLAYERS AND STORYTELLER BOTH READ THROUGH THE RACE SECTION TO FULLY UNDERSTAND THE ABILITIES.

- **EXAMPLE:** RACIAL TRAITS CAN BE IMPROVED BY SPENDING FIVE EXPERIENCE POINTS PLUS CURRENT.
- **EXAMPLE:** GARRETT INCREASES HIS RACIAL BY ONE; ITS CURRENT VALUE IS THREE. GARRETT PAYS EIGHT EXPERIENCE POINTS TO INCREASE IT TO FOUR.

PASSIVE ABILITIES

THESE TYPES OF ABILITIES ARE ALWAYS ACTIVE AND CHARACTERS ALWAYS HAVE THE BENEFITS. RACIAL TRAITS AND MOST ALL ABILITIES IN THIS RULEBOOK TYPICALLY AREN'T LABELED AS SUCH, BUT ARE EASY TO RECOGNIZE. IF THERE ARE ANY QUESTIONS IT IS ENCOURAGED STORYTELLER AND PLAYERS TALK DISCUSS THE ABILITIES QUALITIES.

- **EXAMPLE:** THE HUMAN RACIAL TRAIT CALLED PERSEVERANCE ALLOWS HUMAN CHARACTERS TO ALWAYS REROLL ALL DICE RESULTS OF ONE.

ACTIVE ABILITIES

ACTIVE ABILITIES ARE SPECIAL RACIAL TRAITS, SKILL AND ABILITIES. AN ACTIVATED ABILITY IS AN ABILITY THAT CAN BE ACTIVATED BY A PLAYER PAYING A COST. THE COST CAN BE ALMOST ANYTHING; SUCH AS SACRIFICING A TURN, PAYING KI POINTS OR PAYING LIFE POINTS. JUST AS STATED ABOVE ACTIVATE ABILITIES TYPICALLY AREN'T LABELED AS SUCH, BUT ARE EASY TO RECOGNIZE.

- **EXAMPLE:** THE NAMEKAIN RACIAL TRAIT DRAGON FURY ALLOWS THEM TO SPEND KI POINTS FOR BONUS DICE TO COMBAT ROLLS.

EXTEND UNIVERSE

IT IS IMPORTANT TO REMEMBER NOT ALL INFORMATION ABOUT EACH RACE IN THE DRAGONBALL Z UNIVERSE IS LISTED IN THIS SECTION. THIS SECTION ONLY COVERS THE GAME MECHANICS FOR EACH RACE. THEY ARE OTHER BENEFITS; SOME NOT SO COMBAT DRIVEN AND OTHER MUCH MORE ROLE-PLAYING DRIVEN. CHECK OUT THE EXTEND UNIVERSE SECTION IN CHAPTER ONE.

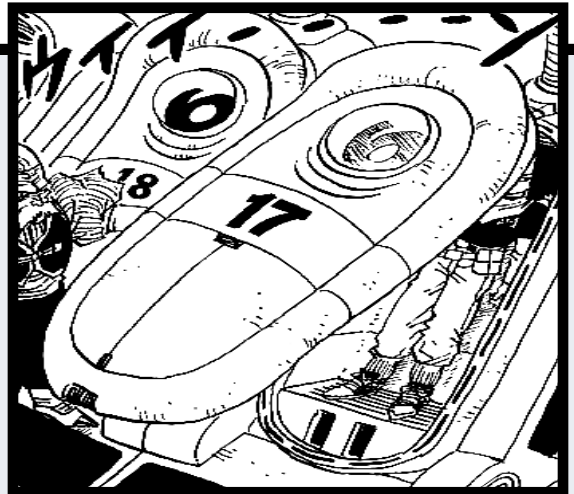


SUSTAIN VALUE

A SUSTAIN VALUE IS THE COST OR UP-KEEP A PLAYER MUST PAY EACH ROUND TO KEEP AN ABILITY ACTIVE. THIS IS TO HELP KEEP THE BALANCE AND INSURE STABILITY OF COMBAT IS EVEN AND SMOOTH. STORYTELLERS MIGHT FIND THIS RULE UNSATISFYING; ANOTHER SUGGESTION IS TO ALLOW THESE ABILITIES TO ONLY BE USED EVERY SO MANY ROUNDS SUCH AS THREE OR FIVE ROUNDS; TO "RECHARGE" THE ABILITY. STORYTELLERS MIGHT ALSO FORGO THESE RULES ALL TOGETHER, HOWEVER, IF THEY DO SO IT IS IMPORTANT TO NOTE THE RULES WERE MADE WITH CHARACTER'S RACIAL TRAITS AND OTHER ABILITIES HAVING LIMITS.

CHOOSING A RACE

YOUR CHOICE OF CHARACTER RACE PROVIDES YOU WITH A BASIC SET OF ADVANTAGES AND SPECIAL ABILITIES. IF YOU'RE A PHYSICALLY POWERFUL CHARACTER, YOU MIGHT BE STUBBORN SAIYAN, A GRACEFUL ARCOSIAN, OR A FIERCE NAMEKAIN. IF YOU'RE AN ENERGY SLINGER, ARE MAKE A BRAVE HUMAN OR NEARLY INDESTRUCTIBLE ANDROID. YOUR CHARACTER RACE NOT ONLY AFFECTS YOUR ABILITY SCORES AND POWERS BUT ALSO PROVIDES THE FIRST CUES FOR BUILDING YOUR CHARACTER'S STORY.



RACIAL PERKS

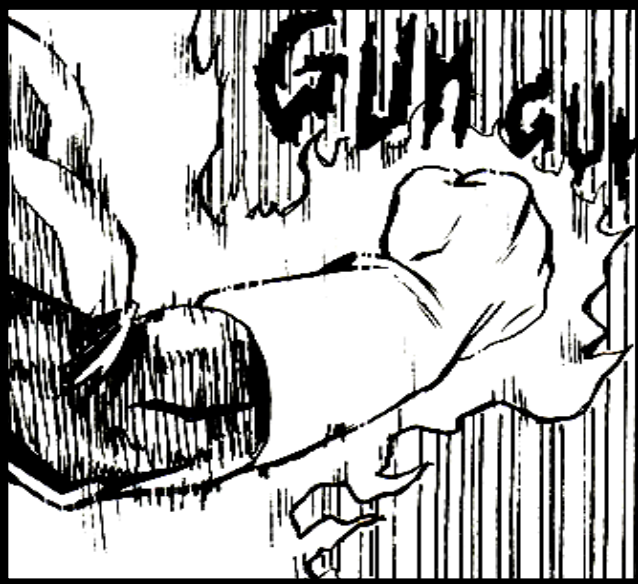
NOT UNLIKE RACIAL TRAITS, RACIAL PERKS ARE ABILITIES EACH RACES HAS THAT DON'T NECESSARY GIVE THEM ANY SORT OF COMBAT BENEFIT, BUT RATHER ROLE-PLAYING AND NON-COMBAT BENEFITS. EACH RACE HAS ONE TO THREE RACIAL PERKS SOME ARE PASSIVE AND OTHERS ARE ACTIVE. RACIAL PERKS ARE NOT ALL IN COM- PASSING THERE ARE MANY OTHER ABILITIES EACH RACE HAS, BUT THEY COME IN OTHER FORMS SUCH AS TRAITS, TRANSFORMATIONS AND OTHER SPECIAL BENEFITS ALL OF WHICH ARE LISTED THROUGH THIS RULEBOOK. PLAYERS ARE ENCOURAGED TO READ THE

EXPANDED UNIVERSE SECTION, RACIAL TRAITS, AND TRANSFORMATION AND FUSION CHAPTERS TO GAIN THE FULL SCOPE OF A SPECIFIC RACE.



HUMAN - MYTHICAL RESISTANCE: HUMAN CHARACTERS HAVE AN UNCOMMON RESISTANCE TO MAGICAL, MYSTICAL AND MENTAL ALTERING EFFECTS. WHEN NEED- ING TO ROLL SAVING THROW OR FOR SUCH EFFECTS HUMAN PLAYERS GAIN AN AUTOMATIC TWO SUCCESSES TO DO THE ATTEMPT. ADDITIONALLY, WHEN ROLLING STEADFAST THEY GAIN AN ADDITIONAL DRAGON RUSH ON ROLLS OF NINE OR TEN.

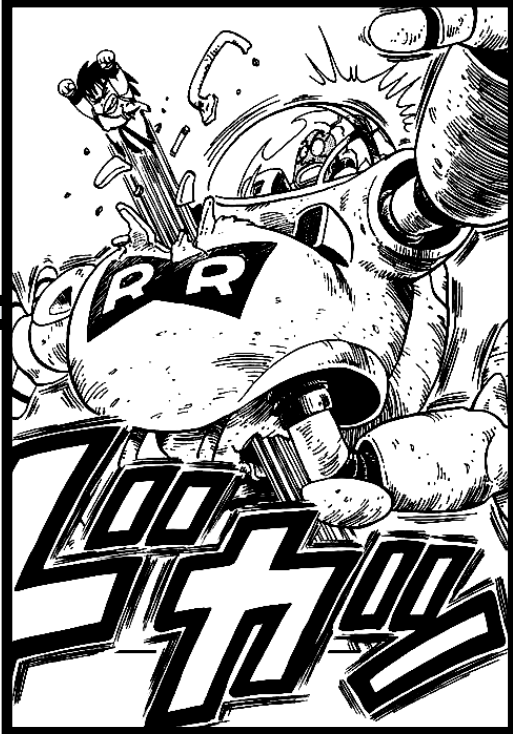
SAIYAN / HALF-SAIYAN - NATURAL COM- BATANTS: WHILE UNDER THE EFFECTS OF WOUNDED SAIYAN CHARACTERS ARE ABLE TO STILL GAIN ANY TYPE OF ATTACK AD- VANTAGE MODIFIER. IN ADDITION CHAR- ACTERS CAN STILL SCORE CRITICALS, BUT THEIR CRITICAL TARGET IS TEN INSTEAD OF EIGHT. THEY CANNOT SCORE HEROIC CRITICALS WHILE BLOODED.



ARCOSIANS - TELEKINESIS & COMBAT CHAMELEON: ARCOSIANS CAN MENTALLY LIFT OBJECTS, SOME EVEN WITH GREAT WEIGHT. ARCOSIANS AND MENTAL LIFT AN OBJECT WEIGHTING 200LB OR LESS TIMES THE NUMBER OF DOT IN THEIR INT. COMBAT CHAMELEON, ARCOSIANS ARE NATURAL POWERFUL CREATURES. WHEN USING THE BONUS FROM DRAGON RUSH ADD ONE TO THE FACE UP VALUE BONUS, THIS CAN CAUSE AN UNSUCCESSFUL DICE TO BECOME SUCCESSFUL.

NAMEKAIN - SAI SEI / FISSION / MAGICAL MATERIALIZATION & TELEKINESIS:

NAMEKAINS ARE AN EXTREMELY RESILIENT RACE AND ARE CAPABLE OF REGENERATING BODY PARTS THIS IS CALLED SAI SEI. THIS DOES NOT MAKE THEM COMPLETELY INVULNERABLE, THOUGH, AS IT TAKES A LARGE AMOUNT OF ENERGY TO PERFORM IT IS STILL POSSIBLE FOR A NAMEKAIN TO DIE WITH HIS BODY MORE OR LESS INTACT. SAI SEI ALLOWS CHARACTERS TO RESTORE THEIR LIFE POINTS; PLAYERS CAN SPEND TWO KAI POINTS TO RESTORE ONE LIFE POINT. ADDITIONALLY IF USED DURING COMBAT ALL ENEMIES ARE GRANT COMBAT ADVANTAGE AND POWER ATTACK. NAMEKAINS ALSO HAVE AN ASSIMILATION TECHNIQUE WHERE THEY ARE ABLE TO PERMANENTLY JOIN THEMSELVES CALLED FISSION; IT IS LISTED AND DESCRIBED IN THE FUSION CHAPTER LATER. FINALLY, NAMEKAINS CAN CREATE ITEMS LIKE CLOTHING AND SIMPLE OBJECTS OUT OF THIN AIR. IT IS LIKELY THAT THIS ABILITY IS WHAT IS USED FOR THEIR MOST POTENT SKILL, THE CREATION OF THE DRAGON BALLS.



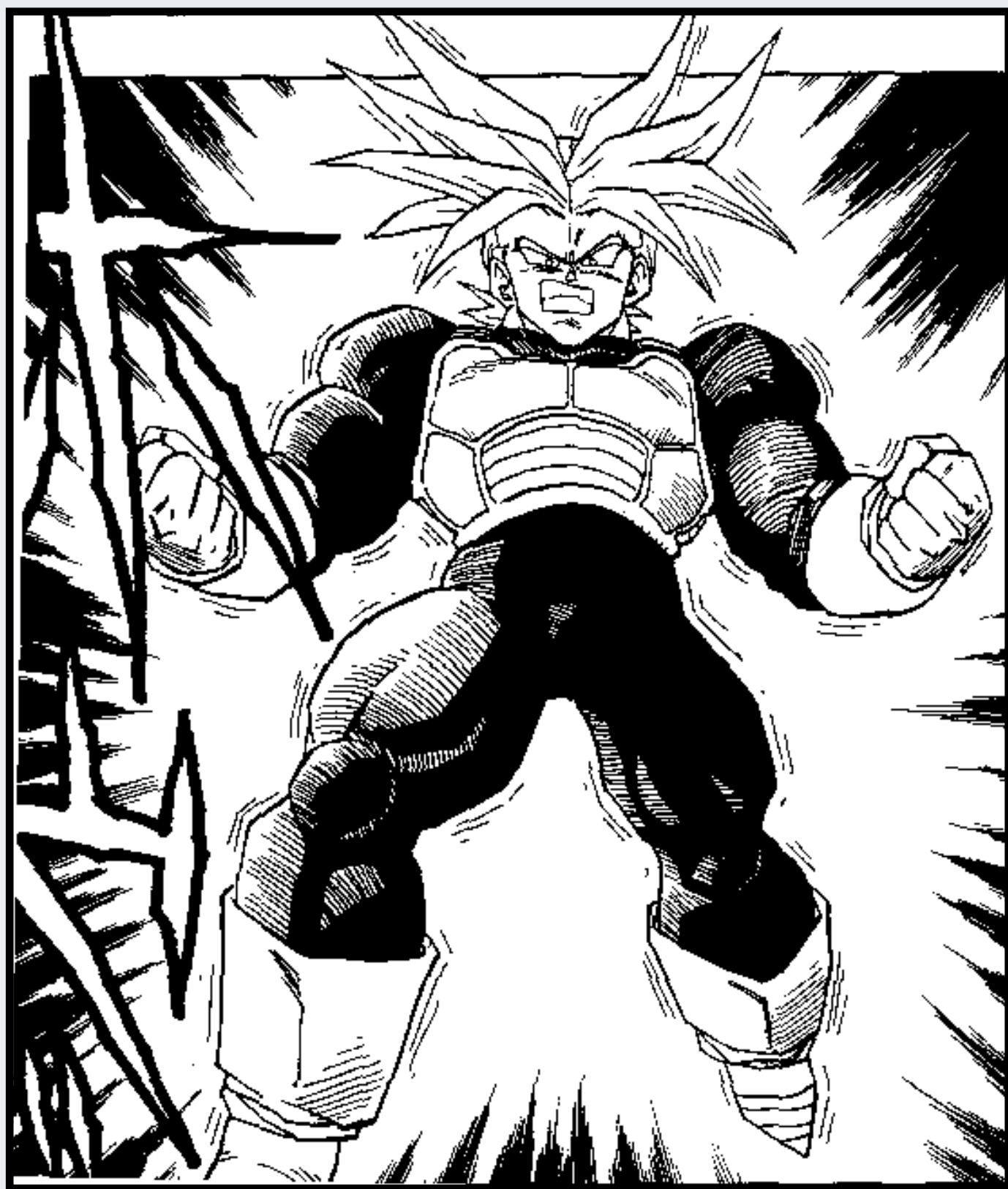
BUT IT IS UNCLEAR WHETHER THIS TECHNIQUE IS LEARNED OR INNATE TO NAMEKAINS. NAMEKAINS ARE ALSO ABLE TO MENTALLY LIFT OBJECTS, SOME EVEN WITH GREAT WEIGHT MUCH IN THE SAME WAY AS ARCOSIANS. THIS ABILITY ALSO LETS THEM USE TELEPATHY WHICH ALLOWS CHARACTERS TO SPEAK USING THEIR MINDS WITH OTHERS DESPITE THEIR LOCATION ON THE PLANET.

ANDROID - CONCEALED POWER & BUILD FOR BATTLE:

ARTIFICIAL HUMANS OR ANDROIDS ARE ABLE TO COMPLETELY HIDE THEIR POWER LEVEL FROM OUTSIDE SOURCES. CONCEALED POWER IS ALWAYS ACTIVE SO WHENEVER A CHARACTER OR PLAYER ATTEMPTS TO USE ANY KIND OF ABILITY TO SCAN OR SEARCH FOR POTENTIAL POWER LEVELS OR KI THEY WOULD BE UNABLE TO FIND OR "SENSE" AN ANDROID CHARACTER. THIS GRANTS ANDROID CHARACTERS THAT ABILITY TO SURPRISE THEIR ENEMIES EVER EASIER THAN NORMAL CHARACTERS. DURING A SURPRISE ROUND

THAT AN ANDROID CHARACTER IS ABLE TO TAKE ACTIONS THEY GAIN COMBAT ADVANTAGE OVER ALL TARGETS. ADDITIONALLY ANDROIDS WERE BUILT FOR BATTLE AND AT CHARACTER CREATION INCREASE AN ANDROID'S POWER LEVEL BY ONE.





HUMANS (人間, NINGEN)

RACIAL QUALITIES:

AVERAGE HEIGHT: 4'5" - 6'5"

AVERAGE WEIGHT: 160 - 220 LB.

RACIAL SCORES: INTELLIGENCE +1, CONSTITUTION +1

RACIAL SKILLS: CONCEALMENT +1, WILLPOWER +1

AVERAGE SIZE: MEDIUM (1-3)

VISION: NORMAL

HEARING: NORMAL

RACE DESCRIPTION: HUMANS (SOMETIMES REFERRED TO AS JUST EARTHLINGS) ARE THE MAIN INHABITANTS OF PLANET EARTH. THEY SHARE THE PLANET WITH OTHER INTELLIGENT LIFE FORMS, INCLUDING ANIMALS. IN FACT, THEY ARE LED BY AN ANTHROPO-MORPHIC DOG NAMED KING FURRY. WITH THE EXCEPTION OF THE UNCOMMON HAIR COLORS AND OCCASIONALLY ODD FEATURES DRAGON BALL Z HUMANS ARE IDENTICAL TO THEIR REAL-LIFE COUNTERPARTS.



RACIAL TRAITS

• **PERSEVERANCE:** HUMAN CHARACTERS REROLL ANY DICE THAT SCORES A ONE; THIS INCLUDES ALL DICE ROLLS EVEN WHEN CONFIRMING CRITICALS. NO SINGLE DIE MAY BE ROLLED MORE THAN TWICE, MEANING CHARACTERS CANNOT REROLL A READY REROLLED DICE.

• **HEROIC FURY:** WHEN THE CHARACTER USES DRAGON RUSH INCREASES THE BONUS THEY RECEIVE BY AN ADDITIONAL TWO DICE TO THE COMBAT ROLL OR PLUS TWO TO THE DICE'S FACE VALUE.

• **UNLOCKED POTENTIAL:** WHEN A HUMAN CHARACTER CRITICAL TARGET IS SEVEN INSTEAD OF EIGHT AND HEROIC CRITICAL TARGET IS NINE INSTEAD OF TEN.

• **WARRIOR OF HUMANITY:** HUMAN CHARACTERS REDUCE THEIR TARGET SUCCESS RATE BY ONE MAKING THEIR RATE SEVEN INSTEAD OF THE STANDARD EIGHT.

• **MYTHICAL HERO:** HUMAN CHARACTERS CAN ACTIVATE MYTHICAL HERO FOR TWO KI POINTS SUSTAIN COST OF FOUR KI POINTS PER ROUND AS A COUNTER ACTION OR AS A MOVE ACTION. WHILE UNDER THE EFFECTS OF MYTHICAL HERO CHARACTERS CAN REROLL ALL COMBAT DICE THAT ARE UNSUCCESSFUL.

SAIYAN (サイヤ人, SAIYA-JIN)

RACIAL QUALITIES:

AVERAGE HEIGHT: 4'5" - 6'5"

AVERAGE WEIGHT: 160 - 220 LB.

RACIAL SCORES: STRENGTH +1, ENDURANCE +1

RACIAL SKILLS: THREAT +1, ATHLETICS +1

AVERAGE SIZE: MEDIUM (2-4)

VISION: NORMAL

HEARING: NORMAL

RACE DESCRIPTION: THIS IS THE TYPICAL APPEARANCE OF A SAIYAN. A NORMAL SAIYAN HAS BLACK HAIR, A THICK, STRONG, MUSCULAR BODY, AND A UNIQUE TAIL. SAIYANS HAVE THE EXCELLENT NATURAL FIGHTING ABILITY THAT CAUSES THEM TO CONSUME A GREAT AMOUNT OF CALORIES DAILY. A SAIYAN CONSUMES ABOUT 10 TIMES THE APPETITE A NORMAL HUMAN WOULD EAT DAILY.

RACIAL TRAITS

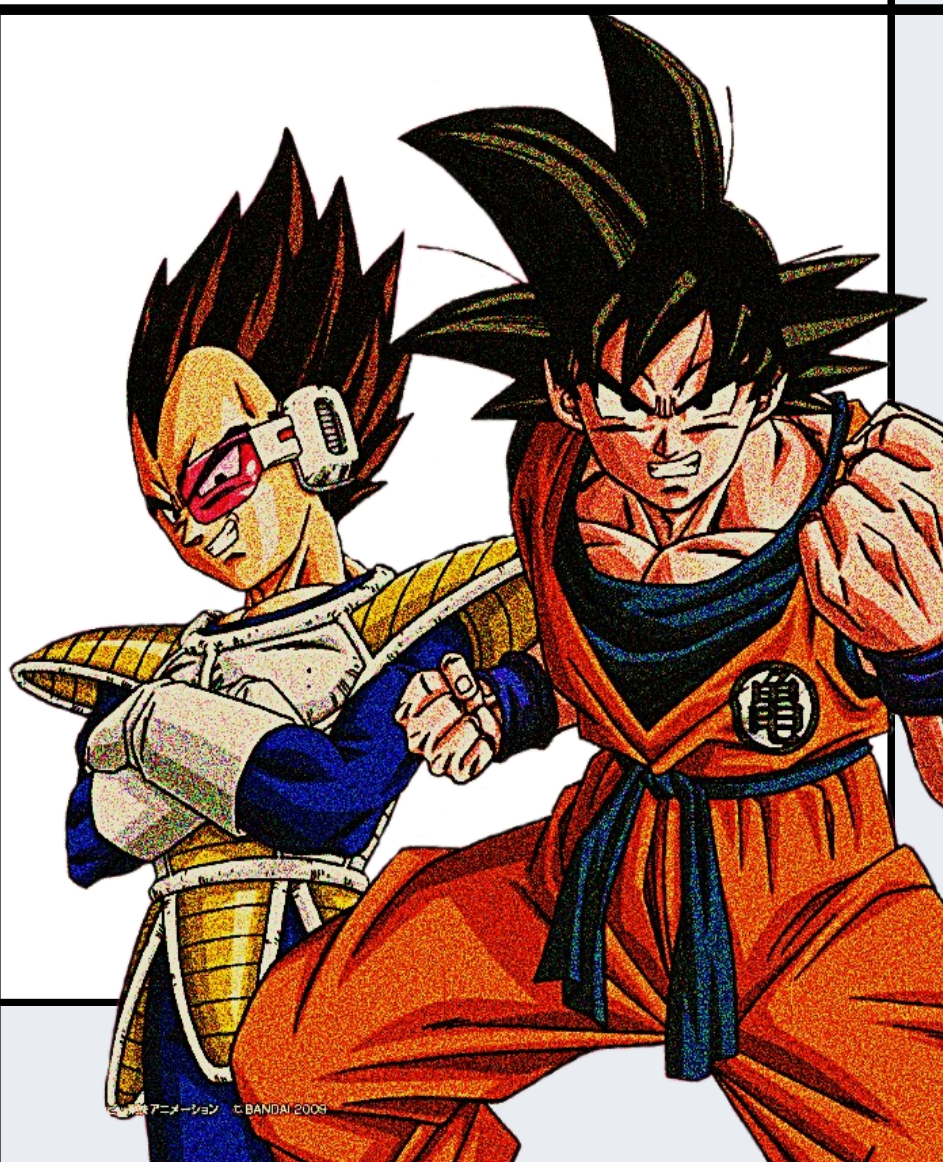
• **WARRIOR BORN:** WHEN SPENDING EXPERIENCE POINTS TO PURCHASE NEW DOTS SAIYAN CHARACTERS ARE ABLE TO PURCHASE DOTS FOR TWO EXPERIENCE LEAST THAN NORMAL TO A MINIMUM OF TWO.

• **BLOOD OF THE WARRIOR:** WHEN A SAIYAN CHARACTER COUNTS AS INJURED THEY GAIN AN ADDITIONAL DRAGON RUSH DURING STEADFAST CHECKS ON ROLLS OF EIGHT OR GREATER.

• **UNYIELDING:** SAIYAN CHARACTERS THAT SUFFER TWENTY OR MORE DAMAGE REDUCE THE TOTAL INFLICTED DAMAGE SUCCESSES BY TWO TO A MINIMUM OF ONE.

• **SAIYAN RAGE:** WHEN A CHARACTER COUNTS AS INJURED THEY GAIN A BONUS FREE POWER INCREASE ACTION. THIS TAKES PLACE IMMEDIATELY; COMBAT IS PAUSED, WITH A ADDED BONUS INCREASE EQUAL TO THE AMOUNT ONE-FOURTH OF THE CHARACTERS WOUNDED LIFE POINT VALUE.

• **PRIDE OF THE WARRIOR:** DURING THE ROUND, UNIT THE END OF THEIR NEXT TURN, WHEN CHARACTERS COUNT AS INJURED THEY GAIN COMBAT ADVANTAGE AND POWER ATTACK ON ALL ENEMIES. THIS TEMPORARY COUNTERS THE CRIPPLING BLOWS RULES AGAINST ATTACK MODIFIERS.



HALF SAIYAN (サイヤ人, SAIYA-JIN)

RACIAL QUALITIES:

AVERAGE HEIGHT: 4'5" - 6'5"

AVERAGE WEIGHT: 120 - 220 LB.

RACIAL SCORES: PLAYERS CAN CHOOSE BETWEEN +1 TO EITHER STRENGTH OR INTELLIGENCE AND +1 TO EITHER ENDURANCE OR CONSTITUTION.

RACIAL SKILLS: PICK A COMBINATION OF TWO SKILL BONUSES FROM EITHER HUMAN OR SAIYAN.

AVERAGE SIZE: MEDIUM (2-4)

VISION: NORMAL



RACE DESCRIPTION: SAIYANS ARE NOT FOUND ON EARTH IN LARGE NUMBERS, AND SAIYAN FEMALES HAVE NEVER BEEN PREVALENT. EVEN SAIYANS ARE PROGRAMMED TO WANT TO REPRODUCE, HOWEVER, AND SOME DO "REDUCE" THEMSELVES TO BEDDING WITH HUMAN FEMALES. THESE SHAMED SAIYANS OFTEN DISAPPEAR JUST AS QUICKLY, AND SAIYANS ARE NOTORIOUSLY DISCRIMINATORY AGAINST THEIR BASTARD HALF-BREEDS. ON THE OTHER HAND, HALF-SAIYANS RECEIVE MANY BENEFITS FROM THEIR SAIYAN PARENTS, AND CAN ALSO HOPE TO LIVE A SEEMINGLY BETTER LIFE.

RACIAL TRAITS

- **PERSEVERANCE OF THE WARRIOR:** CHOOSE ONE; CHARACTERS CAN EITHER PICK THE HUMAN RACIAL TRAIT PERSEVERANCE OR THE SAIYAN RACIAL TRAIT WARRIOR BORN.
- **INDESTRUCTIBLE:** WHEN HALF-SAIYAN CHARACTERS THAT ARE STUCK WITH AN ATTACK THAT WOULD REDUCE THEM TO ZERO LIFE POINTS THEY CAN ROLL A SINGLE DICE IF THEY SCORE A NINE OR TEN THEY SURVIVE THE ATTACK WITH HALF OF THEIR WOUNDED LIFE POINTS.
- **RAGING HERO:** WHENEVER HALF-SAIYAN CHARACTERS COUNT AS BLOODIED AND USE THE DRAGON RUSH ABILITY THEY GAIN AN ADDITIONAL THREE DICE THE COMBAT ROLL OR PLUS ONE TO THE DICE'S FACE VALUE BONUS.
- **WARRIOR OF WORLDS:** WHEN A HALF-SAIYAN CHARACTER COUNTS AS INJURED THEY CAN REROLL ALL COMBAT DICE RESULTS OF ONE'S AND TWO'S
- **DORMANT POWER:** HALF-SAIYAN CHARACTERS REDUCE THEIR TARGET SUCCESS RATE BY ONE MAKING THEIR SUCCESS RATE SEVEN INSTEAD OF THE STANDARD EIGHT WHEN WOUNDED.

ARCOSIANS (フリーザー族, FUR[□]ZA ICHIZOKU)

RACIAL QUALITIES:

AVERAGE HEIGHT: 4'5" - 6'5"

AVERAGE WEIGHT: 180 - 300 LB.

RACIAL SCORES: DEXTERITY +1, CONSTITUTION +1

RACIAL SKILLS: DEFY +1, STEALTH +1

AVERAGE SIZE: MEDIUM (2-5)

VISION: NORMAL

HEARING: NORMAL

RACE DESCRIPTION: ARCCOSINES ARE A VERY POWERFUL RACE, AND WERE THE MOST FEARED BEINGS IN THE UNIVERSE BEFORE THE SUPER SAIYANS APPEARED. THE ARCOSIANS GOT THEIR NAME BECAUSE OF THEIR ABILITY TO TRANSFORM THEIR APPEARANCE, GREATLY INCREASING THEIR STRENGTH AND SPEED WITH EACH NEW TRANSFORMATION. THERE IS ACTUALLY VERY LITTLE KNOWN ABOUT THE ARCOSIANS RACE, IT IS SAID THAT THEIR RACE IS REALLY RECOGNIZED BY ANOTHER UNKNOWN NAME.

RACIAL TRAITS

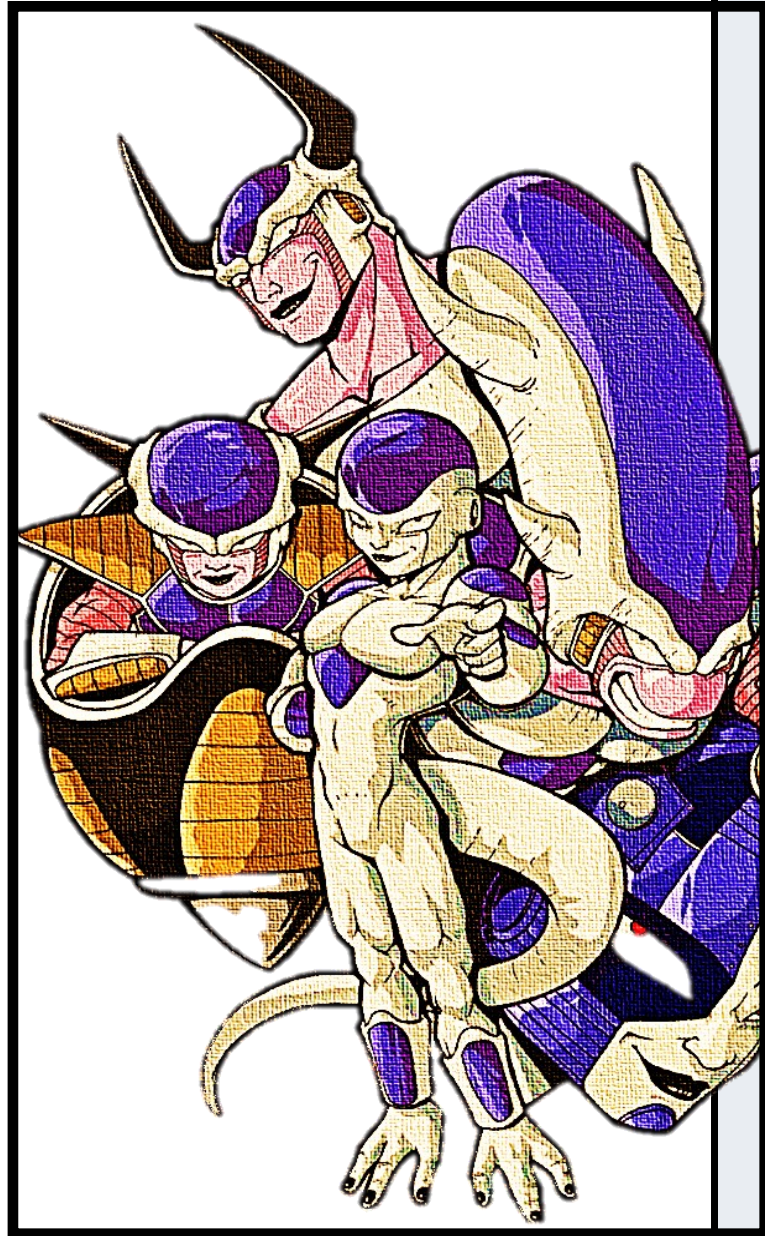
• **BRUTAL ASSAULT:** WHEN ATTACKING THE SAME TARGET CONSECUTIVE TURNS IN A ROW ARCOSIAN GAINS PLUS ONE TO ALL THEIR ATTACK POOLS AND DAMAGE VALUES.

•• **CRUEL INTENSIONS:** DURING ANY ROUND A TARGET SUFFERS DAMAGE FROM THE PLAYER THEY AUTOMATICALLY FAIL THEIR NEXT STEADFAST CHECK. THE TARGET CANNOT EVEN ROLL IN ATTEMPTS TO SCORE AN EXTRA DRAGON RUSH.

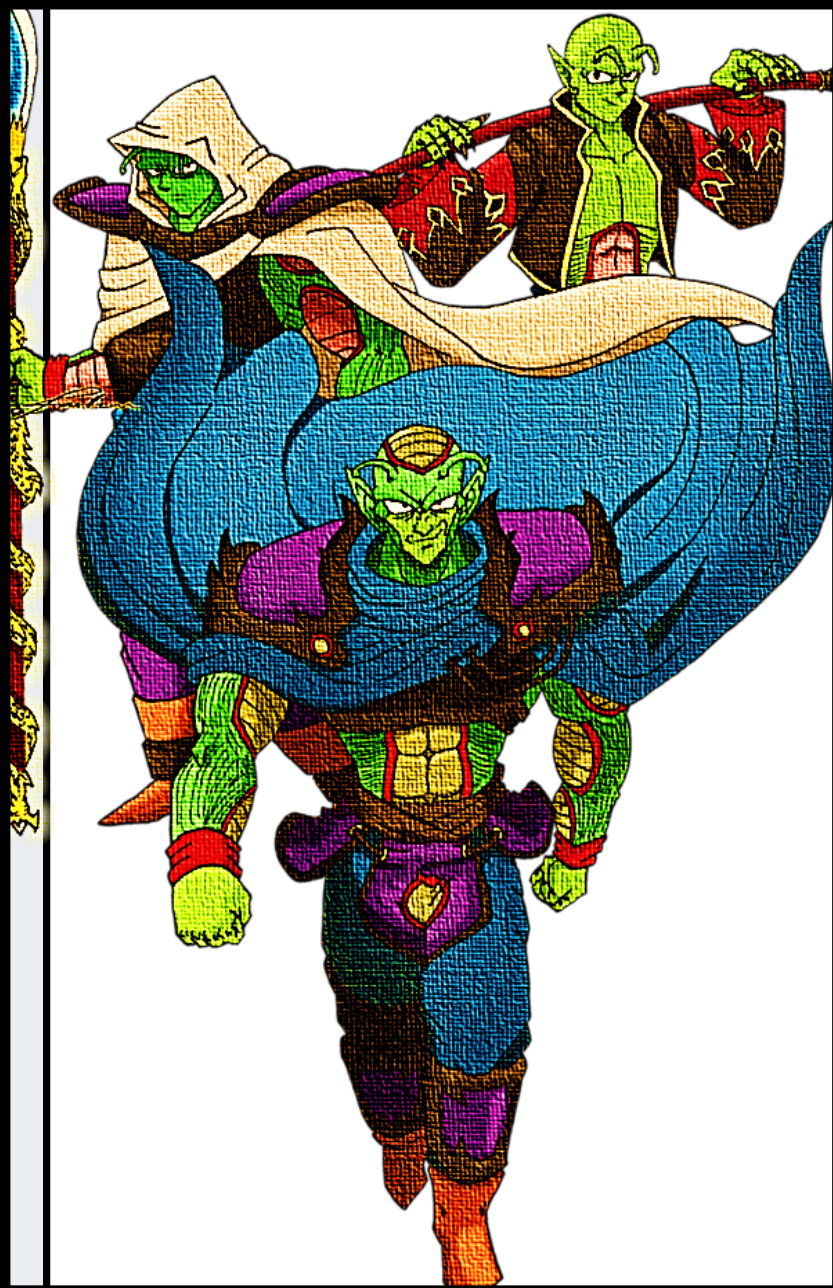
••• **SINISTER:** WHEN ATTACKING IF AN ARCOSIANS CAUSES A TARGET TO BECOME BLOODED THEY WILL IMMEDIATELY MOVE TO THE TOP OF THE INITIATIVE ORDER. IF THEY ARE ALREADY FIRST THEY GRAIN PLUS THREE TO ALL COMBAT POOLS UNIT THE END OF THEIR NEXT TURN.

•••• **BURNING HATRED:** IF AN ARCOSIAN CHARACTER ONLY SCORE ONE SUCCESS DURING THE DAMAGE STEP THE CHARACTER MAY ROLL A BONUS TWO DAMAGE WITH THEIR DAMAGE VALUE REDUCED BY TWO.

••••• **RUTHLESS KILLER:** AT ANY POINT AN ARCOSIAN CAUSES AT LEAST TWENTY DAMAGE TO A TARGET FROM A SINGLE ATTACK, THEY GAIN POWER ATTACK AGAINST THE TARGET UNTIL THEN END OF THEIR FOLLOWING TURN. ADDITIONALLY WHEN REDUCED TO ZERO LIFE POINTS CHARACTERS ROLL TWO DICE AND EACH SUCCESS RESTORES TEN LIFE POINTS.



NAMEKAIN (ナメック星人, NAMEKKU-SEIJIN)



RACIAL QUALITIES:

AVERAGE HEIGHT: 4'5" - 7'0"

AVERAGE WEIGHT: 130 - 220 LB.

RACIAL SCORE: PERCEPTION +1, STAMINA +1

RACIAL SKILL: LISTEN +3, SURVIVAL +1

AVERAGE SIZE: MEDIUM (2-4)

HEARING: EXCEPTIONAL

RACE DESCRIPTION: NAMEKS ALSO COMMONLY KNOWN AS NAMEKIANS, ARE A RACE FROM THE PLANET OF THE SAME NAME. THEY ARE HUMANOID WITH INSECT AND REPTILIAN-LIKE CHARACTERISTICS, INCLUDING GREEN SKIN AND ANTENNAE. NAMEKS ARE PHILOSOPHICAL WARRIORS, BEING BROADLY DIVIDED INTO TWO CLASSES: FIGHTERS AND HEALERS.

RACIAL TRAITS

- **RESISTANT:** NAMEKAIN CHARACTERS ALWAYS GET TO ROLL A STEADFAST CHECK AND THEY GAIN AN ADDITIONAL BONUS TWO DICE TO DO SO.

- **REGENERATION:** AT THE BEGINNING OF THEIR TURN NAMEKAINS ROLL A SINGLE DICE IF THEY SCORE A SUCCESS THEY RESTORE EIGHT DAMAGE POINTS, DISCOUNT CRITICAL AND HEROIC CRITICAL ROLLS.

... PEACEFUL WARRIOR:

NAMEKAINS CHARACTERS REDUCE THEIR TARGET SUCCESS RATE BY ONE MAKING THEIR SUCCESS RATE SEVEN INSTEAD OF THE STANDARD EIGHT.

... **CELLULAR PROLIFERATION:** WHEN INJURED NAMEKAIN CAN ROLL THREE DICE WHEN SUFFERING DAMAGE GREATER THAN THIRTY AND REDUCE THAT DAMAGE BY AN AMOUNT EQUAL TO THE NUMBER OF SUCCESSES ROLLED TIMES FIVE, DISCOUNT CRITICAL AND HEROIC CRITICAL ROLLS. IN ADDITION ONCE AN ENCOUNTER COUNTS AS OR HAS BEEN OVERCOME OR DEFEATED NAMEKAINS RESTORE ONE-FOURTH THEIR LIFE POINTS OR HEAL TWO CRIPPLING BLOWS AND KI POINTS OR UP TO THEIR MAXIMUM.

.... **DRAGON FURY:** NAMEKAINS CAN SPEND THREE KI POINTS TO EITHER ADD AN ADDITIONAL 'X' AMOUNT OF BONUS DICE TO ANY DICE POOL, BEFORE THE POOL IS ROLLED, OR INCREASE THE FACE VALUE OF A SINGLE DICE AFTER IS HAS BEEN ROLLED BY 'X'; WHERE 'X' EQUALS ONE PER THREE KI POINTS SPENT PLAYER CAN SPEND UP TO A MAXIMUM OF NINE KI POINTS.

NAMEKAINS CAN ELONGATE THEIR ARMS AND LEGS AT WILL THIS ALLOWS THEM TO MAKE PHYSICAL ATTACK AT RANGE UP TO TEN YARDS AWAY, THIS TYPE OF ATTACK CAN PROVOKE A COUNTER ACTION.

ANDROIDS (人造人間, JINZŌNINGEN; LIT. "ARTIFICIAL HUMANS")

RACIAL QUALITIES:

AVERAGE HEIGHT: 4'5" - 6'5"

AVERAGE WEIGHT: 180 - 300 LB.

RACIAL SCORE: REFLEX +1, MANIPULATION +1

RACIAL SKILLS: ACCUMULATION +1, FORTITUDE +1

AVERAGE SIZE: MEDIUM (1-5)

VISION: NORMAL

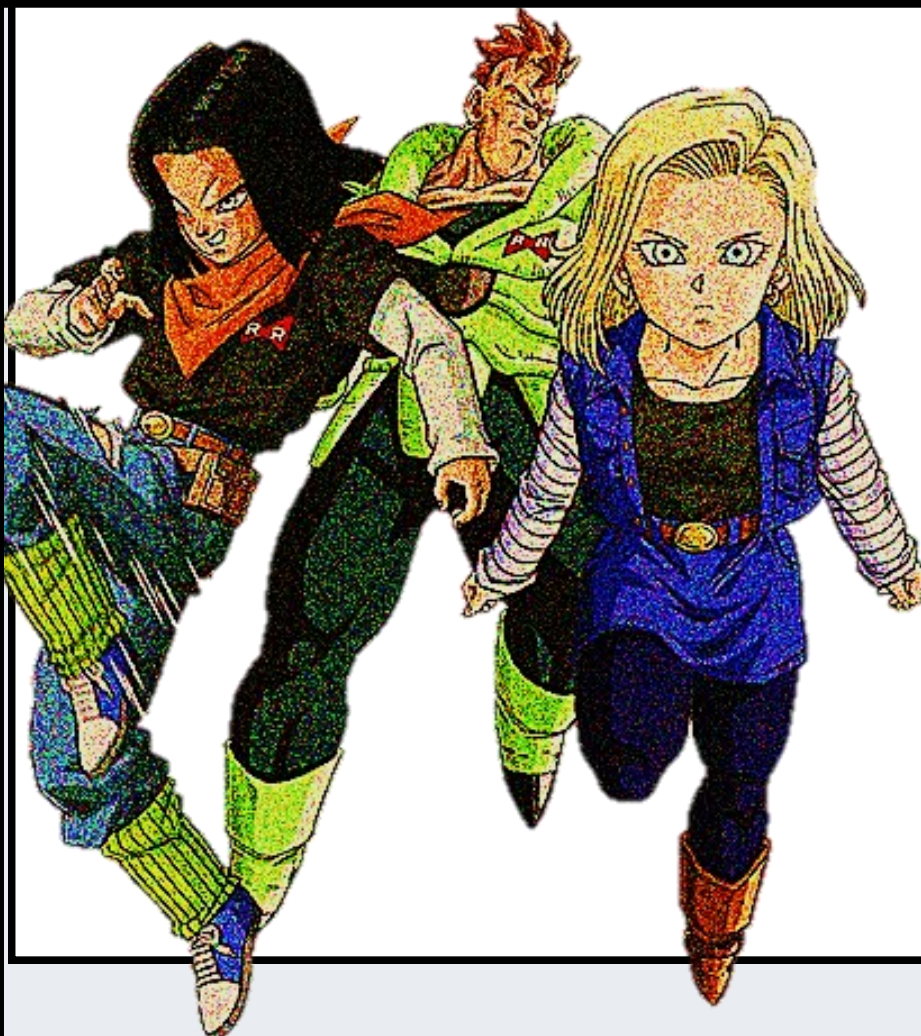
HEARING: NORMAL

RACE DESCRIPTION:

ANDROIDS OR ARTIFICIAL HUMANS ARE ROBOTIC/CYBORG HUMANS. MOST OF THE ANDROIDS ARE SAID TO HAVE UNLIMITED ENERGY AND HAVE ETERNAL LIFE AS WELL AS HAVING NO AURA UNLIKE SAIYANS, HUMANS, AND OTHERS. ALTHOUGH LITTLE IS KNOWN ABOUT THEIR CONSTRUCTION, ANDROIDS ARE MOST OF POWERFUL BEINGS IN THE DRAGONBALL Z UNIVERSE.

RACIAL TRAITS

- **ARTIFICIAL CONSTRUCT:** WHEN ROLLING FOR RESILIENCE OR BARRIER CHARACTERS REDUCE THEIR SUCCESS RATE BY ONE, MAKING IT SEVENS INSTEAD OF EIGHTS. IN ADDITION IF AN ANDROID IS NOT WOUNDED INCREASE THEIR STRUGGLE VALUE BY ONE.
- **UNLIMITED POWER:** AT THE START OF EACH ROUND ANDROIDS ROLL A SINGLE DICE ON A RESULT OF SIX OR HIGHER THEY RESTORE ONE TO THEIR KI POINT, IN ADDITION WHEN ANDROIDS USE A DRAGON RUSH THEY CAN ROLL TWO DICE AND INCREASE THE BONUS VALUE BY THE AMOUNT OF SCORED SUCCESSES.



• **WAR MACHINE:** WHEN BEING ATTACK BY AN ENEMY ANDROIDS CAN ROLL AN AMOUNT OF DICE EQUAL TO THE AMOUNT OF DAMAGE SUCCESSES UP TO FOUR AND EACH SUCCESSES RESTORE THREE KI POINTS.

• **OVER DRIVE:** WHEN SUFFERING THIRTY OR MORE DAMAGE FROM AN ATTACK ANDROID CHARACTERS GAIN COMBAT ADVANTAGE AGAINST THE ATTACKER UNIT THE END OF THEIR NEXT TURN.

• **SUPER CHARGE:** ANDROIDS CAN ACTIVATE SUPER CHARGE AT WILL WITH A SUSTAIN COST OF SIX KI POINTS PER ROUND. WHILE UNDER THE EFFECTS OF SUPER CHARGE CHARACTERS INCREASE ALL COMBAT DICE ROLLS BY TWO AND INCREASE THEIR POWER LEVEL BY TWO.

CHAPTER FOUR



SKILLS

CHAPTER FOUR

CHARACTERS IN THE DRAGONBALL Z UNIVERSE HAVE A WIDE VARIETY OF SKILLS AND ABILITIES THEY CAN USE FOR ALMOST ANY SITUATION FROM SOCIAL CIRCUMSTANCE TO COMBAT. THESE ARE VARIOUS CAPACITIES, SKILLS AND KNOWLEDGE A CHARACTER PROCESSES. THEY MAKE UP THE BULK OF WHAT A CHARACTER DOES. EVERY CHARACTER HAS THE ABILITY AND ACCESS TO ALL THE SKILLS IN THE DRAGONBALL Z ENGINE, THE FOLLOWING PAGES WILL EXPLAIN EACH IN DETAIL. DURING CHARACTER CREATION PLAYERS ARE GIFTED "FREE DOTS" TO SPEND ON THEIR SKILLS. EACH SKILL TREE GETS AN AMOUNT OF DOTS DEPENDING ON THEIR STATURE; PRIMARY TREE GAINS SEVEN, SECONDARY TREE GAINS SIX, TERTIARY TREE GAINS FIVE AND AUXILIARY TREE GAINS FOUR. LIKE THE DOTS GIVEN FOR ATTRIBUTES THESE DOTS MUST BE SPENT AT CHARACTER CREATION AND CANNOT BE SAVED FOR ANY REASON; SKILLS CANNOT EXCEED THREE OR THEIR RELATED ATTRIBUTE WHICHEVER IS LOWER DURING CHARACTER CREATION. CHARACTERS CAN PURCHASE ADDITIONAL DOTS BY SPENDING EXPERIENCE POINTS. ONE DOT COSTS FOUR POINTS PLUS CURRENT OF THE RESPECTIVE SKILL.

- **EXAMPLE:** GARRETT WISHES TO INCREASE HIS KNOWLEDGE SKILL; ITS CURRENT VALUE IS TWO. HE WOULD NEED TO SPEND SIX EXPERIENCE POINTS TO INCREASE HIS KNOWLEDGE SKILL THREE.



SUCCESS AND FAILURE

TYPICALLY ALL SKILLS HAVE A SUCCESS AND FAILURE RESULTS LIST IN THE RESPECTIVE ENTRY, SOME SKILLS SIMPLY REFER THE READER TO ANOTHER SECTION OF THE RULEBOOK. IT IS ENCOURAGED THAT PLAYERS CAREFULLY READ EACH SKILL FULLY BEFORE PURCHASING DOTS IN SAID SKILL. ADDITIONALLY, SOME SKILLS ALSO HAVE WHAT IS CALLED AN EXCEPTIONAL SUCCESS THIS MEANS THAT IF A CHARACTER NOT ONLY MEETS THE DIFFICULT CLASS OR REQUIRED RESULTS, BUT THEY SCORE FIVE OR MORE SUCCESSSES WHILE DOING SO THEY HAVE EXCEPTIONALLY SUCCEEDED AND GAIN THE BENEFITS OF AN EXCEPTIONAL SUCCESS WHERE APPROPRIATE. ON THE NOTE SOME SKILLS HAVE WHAT IS CALLED AN EXCEPTIONAL FAILURE THIS IS WHEN CHARACTERS NOT ONLY FAIL TO MEET THE DIFFICULT CLASS OR REQUIRED RESULTS, BUT DO SO WITHOUT ROLLING A SINGLE SUCCESSFUL RESULT. THIS TYPE OF RESULT CAN SPELL DISASTER FOR CHARACTERS SO MAKE SURE AS A PLAYER YOU HAVE THE APPROPRIATE AND CONFIDENT AMOUNT OF DICE TO MEET THE REQUIREMENTS FOR A RESPECTIVE SKILL. SOME OTHER SKILLS HAVE EVEN MORE DRAMATIC RESULTS SUCH AS COMPLETE FAILURE OR FAILURE ONLY BY ONE.

PHYSICAL SKILLS

ACROBATICS

YOU CAN PERFORM AN ACROBATIC STUNT, KEEP YOUR BALANCE WHILE WALKING ON NARROW OR UNSTABLE SURFACES, SLIP FREE OF A GRAB OR RESTRAINTS, OR TAKE LESS DAMAGE FROM A FALL. MAKE AN ACROBATICS CHECK TO JUMP FROM A CLIFF EDGE TO ANOTHER, SLIDE DOWN A SLIPPERY SURFACES, OR ATTEMPT ANY OTHER STUNT THAT YOU CAN IMAGINE AND YOUR STORYTELLER AGGRESS TO LET YOU TRY. THE STORYTELLER SETS THE DC BASED ON THE COMPLEXITY OF THE STUNT AND THE DANGER OF THE SITUATION. IF THE STUNT FAILS, YOU FALL PRONE IN THE AREA YOU BEGAN THE STUNT (THE GM MIGHT CHANGE WHERE YOU LAND, DEPENDING ON THE SPECIFIC STUNT AND SITUATION.) YOUR GM ALWAYS HAS THE RIGHT TO SAY THAT A STUNT WON'T WORK IN A PARTICULAR SITUATION OR TO SET A HIGH DC.

- **ACROBATIC STUNT:** STAND ACTION OR MOVE ACTION, DEPENDING ON THE STUNT
- **BASE DC:** TWO
- **SUCCESS:** YOU PERFORM AN ACROBATIC STUNT
- **FAILURE:** YOU FAIL TO PULL OFF THE STUNT AND MIGHT FALL OR SUFFER SOME CONSEQUENCE.
- **POSSIBLE PENALTIES:** SLIPPERY CONDITIONS (-1), BAD WEATHER (-1 TO -3), EX-



ATHLETICS

YOU CAN PERFORM AN ATHLETICS FEAT TO ATTEMPT PHYSICAL ACTIVITIES THAT RELY ON MUSCULAR STRENGTH, INCLUDING CLIMBING, ESCAPING FROM A GRAB, JUMPING AND SWIMMING. YOU CAN MOVE AGAINST GRAVITY UP VARIOUS SURFACES AND OBJECTS, SUCH AS ROPES, LADDERS, AND WALLS. WITHOUT ANY SPECIAL ALTERATIONS, ATHLETIC FEAT: STAND ACTION OR MOVE ACTION, DEPENDING ON THE OBJECT

- **BASE DC:** TWO
- **SUCCESS:** YOU PERFORM THE ATHLETIC FEAT
- **FAILURE:** YOU FAIL TO PERFORM THE ATHLETIC FEAT AND MIGHT FALL OR SUFFER SOME CONSEQUENCE.
- **POSSIBLE PENALTIES:** SLIPPERY CONDITIONS (-1), BAD WEATHER (-1 TO -3), EXTREMELY CONFINED SPACE (-2), INTERVENING OBSTACLES (-1 TO -3).

FINESSE

THE FINESSE SKILL REPRESENTS HOW WELL YOU FIGHT IN TOOTH-AND-NAIL SITUATIONS. THIS SKILL REPRESENTS SKILL IN UNARMED COMBAT, WHETHER FROM FORMAL MARTIAL-ARTS TRAINING OR SIMPLY FROM PLENTY OF EXPERIENCE— EITHER TYPE CAN MAKE YOU A DANGEROUS ADVERSARY. EFFECTIVE BRAWLERS ARE COORDINATED, RESISTANT TO PAIN AND QUICK. FOR EACH DOT CHARACTERS GAIN A PLUS ONE TO THEIR PHYSICAL ATTACK POOL.

- **SUCCESS:** YOUR CHARACTER SCORES A HIT AGAINST THEIR OPPONENT. SEE CHAPTER 2 FOR DETAILS ON COMBAT AND INFLECTING DAMAGE.
- **FAILURE:** YOUR CHARACTER'S ATTACK MISSES ITS TARGET.

LARCENY

LARCENY IS A BROAD SKILL THAT COVERS EVERYTHING FROM PICKING LOCKS TO CONCEALING STOLEN GOODS AND EVERYTHING IN BETWEEN. MOST CHARACTERS OBTAIN THIS SKILL THE HARD WAY, BY COMMITTING CRIMES AND OFTEN PAYING THE PRICE FOR THEIR MISTAKES. SOME INDIVIDUALS SUCH AS GOVERNMENT AGENTS AND MEMBERS OF THE MILITARY RECEIVE FORMAL TRAINING IN BYPASSING SECURITY SYSTEMS AND STEALING VALUABLE ASSETS.

LARCENY: STAND ACTION OR MOVE ACTION, DEPENDING ON THE OBJECT

- **BASE DC:** THREE
- **DRAMATIC FAILURE:** NOT ONLY DOES YOUR CHARACTER FAIL HIS ATTEMPTED ACTION, HE REVEALS HIMSELF IN THE PROCESS. HE MIGHT TRIP AN ALARM, WAKE A GUARD DOG OR BE SPOTTED WITH HIS HAND IN ANOTHER PERSON'S POCKET.
- **SUCCESS:** YOUR CHARACTER COMPLETES HIS ACTION WITH-OUT AROUSING ANY NOTICE OR SUSPICION. HE POKETS THE STOLEN WALLET, SLIPS INSIDE THE DARK BUILDING OR PLUCKS THE DIAMOND FROM THE NEST OF LASER BEAMS WITHOUT ANYONE THE WISER.
- **EXCEPTIONAL SUCCESS:** SCORING DOUBLE OR MORE YOUR CHARACTER NOT ONLY COMPLETES HIS ACTION, HE DOES SO WITH EXCEPTIONAL SPEED AND GRACE, SAYING PRECIOUS SECONDS WHEN TIME IS OF THE ESSENCE. A LOCK POPS OPEN WITH A SIMPLE FLICK OF THE WRIST, OR A SECURITY SYSTEM GOES OFFLINE

WITH A FEW QUICK STROKES ON THE KEYPAD.



STEALTH

THE STEALTH SKILL REPRESENTS A CHARACTER'S EXPERIENCE OR TRAINING IN AVOIDING NOTICE, WHETHER BY MOVING

SILENTLY. WHEN ATTEMPTING TO SNEAK SILENTLY THROUGH AN AREA OR TO USE THE LOCAL TERRAIN AS CONCEALMENT, ROLL DEXTERITY + STEALTH. WHEN TRYING TO REMAIN UNSEEN IN A CROWD, WITS + STEALTH IS APPROPRIATE. THE STORYTELLER MAY MAKE STEALTH ROLLS SECRETLY ON YOUR BEHALF, SINCE YOUR CHARACTER USUALLY HAS NO WAY OF KNOWING HE'S BEEN NOTICED UNTIL IT'S TOO LATE. IF YOUR CHARACTER ATTEMPTS TO AVOID NOTICE BY A GROUP OF ALERT OBSERVERS, A CONTESTED ROLL VERSUS THE OBSERVERS' WITS + PERCEPTION + EQUIPMENT IS REQUIRED.

- **DRAMATIC FAILURE:** YOUR CHARACTER NOT ONLY FAILS TO MOVE STEALTHILY, HE DOES SOMETHING TO ACTIVELY DRAW ATTENTION TO HIMSELF. HE STEPS ON A BRANCH OR A BROKEN BOTTLE.
- **FAILURE BY ONE OR LESS:** YOUR CHARACTER FAILS TO MOVE OR ACT IN A STEALTHY FASHION. IF POTENTIAL OBSERVERS GET AT LEAST ONE SUCCESS ON A WITS + COMPOSURE ROLL, YOUR CHARACTER IS BUSTED.
- **SUCCESS:** YOUR CHARACTER AVOIDS NOTICE IF HIS SUCCESSES EXCEED HIS OPONENTS'.
- **EXCEPTIONAL SUCCESS:** SCORING DOUBLE OR MORE YOUR CHARACTER, THROUGH A COMBINATION OF LUCK OR TALENT, FINDS JUST THE RIGHT CIRCUMSTANCES TO ACT VIRTUALLY WITHOUT BEING NOTICED FOR THE TURN. SAY, THE SUDDEN NOISY PASSAGE OF A TRUCK ALLOWS HIM TO DASH ACROSS AN OPEN COURTYARD UNDER THE NOSES OF OTHERWISE ALERT GUARDS.

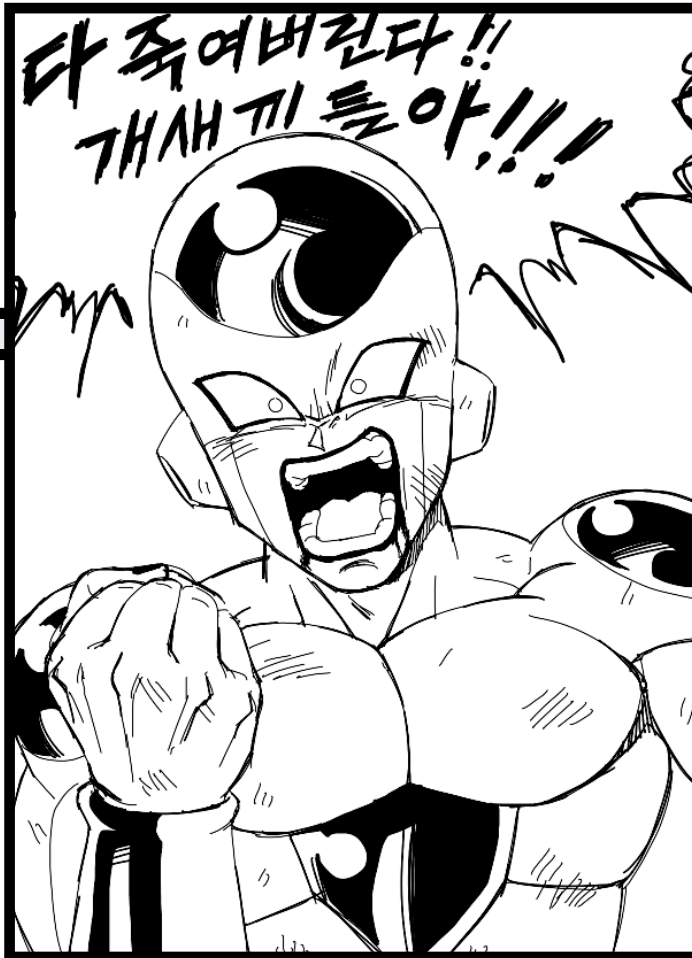
SURVIVAL

SURVIVAL REPRESENTS YOUR CHARACTER'S EXPERIENCE OR TRAINING IN "LIVING OFF THE LAND." HE KNOWS WHERE TO FIND FOOD AND SHELTER, AND HOW TO ENDURE HARSH ENVIRONMENTAL CONDITIONS. THE MORE CAPABLE YOUR CHARACTER IS, THE FEWER RESOURCES HE NEEDS IN ORDER TO PREVAIL. A MASTER SURVIVALIST CAN WALK INTO A FOREST, DESERT OR MOUNTAINOUS REGION WITH LITTLE MORE THAN A POCKETKNIFE AND THE CLOTHES ON HIS BACK AND SURVIVE FOR WEEKS IF NECESSARY.

DRAMATIC FAILURE: YOUR CHARACTER HAS MADE A FALSE SET OF ASSUMPTIONS ABOUT HIS ENVIRONMENT THAT PUTS HIM IN DANGER. THE BERRIES HE PICKS ARE ACTUALLY POISONOUS, THE WATER IS FULL OF BACTERIA OR THE SHELTER HE PITCHES IS IN A DRY STREAMBED.

- **FAILURE:** YOUR CHARACTER FAILS TO FIND THE PROPER RESOURCES TO FULFILL HIS NEEDS. ALL THE AVAILABLE FIREWOOD IS WET AND THE TROUT LINE HE STRINGS DOESN'T CATCH ANYTHING.
- **SUCCESS:** YOUR CHARACTER FINDS ENOUGH RESOURCES TO FULFILL HIS NEEDS FOR THE DAY.

- **EXCEPTIONAL SUCCESS:** YOUR CHARACTER MANAGES TO FIND ENOUGH RESOURCES TO FULFILL HIS NEEDS SO LONG AS HE WISHES TO STAY IN THE AREA. PERHAPS HE FINDS A STREAM OF CLEAR WATER STOCKED WITH TROUT OR HAPPENS ONE HUNTER'S CABIN WITH A SUPPLY OF CANNED GOODS.



WEAPONRY

AS THE NAME IMPLIES, THE **WEAPONRY** SKILL REPRESENTS YOUR CHARACTER'S EXPERIENCE OR TRAINING IN FIGHTING WITH EVERYTHING FROM BEER BOTTLES TO PIPES, KNIVES TO SWORDS. WHILE FORMAL INSTRUCTION IN **WEAPONRY** IS UNCOMMON (RESTRICTED TO MILITARY AND LAW-ENFORCEMENT TRAINING AND A FEW MARTIAL ARTS), ANY CHARACTER THAT HAS GROWN UP ON THE STREET OR SPENT A LOT OF TIME IN SEEDY BARS HAS HAD AMPLE OPPORTUNITY TO LEARN THIS SKILL. A CHARACTER'S **WEAPONRY** SKILL INCREASES THE AMOUNT OF BONUS DICE GRANTED BY THEIR WEAPON.

NOTE THAT DOTS IN **WEAPONRY** DO NOT APPLY TO MANUALLY FIXING OR CREATING WEAPONS, ONLY TO WIELDING THEM.

- **FAILURE:** YOUR CHARACTER'S ATTACK MISSES ITS TARGET.
- **SUCCESS:** YOUR CHARACTER SCORES A HIT AGAINST HIS OPPONENT. SEE CHAPTER 7 FOR DETAILS ON COMBAT AND INFLECTING DAMAGE.
- **SUGGESTED EQUIPMENT:** SEE CHAPTER 7: COMBAT FOR SAMPLE WEAPONS AND THEIR DAMAGE RATINGS, WHICH ARE ADDED TO **WEAPONRY** ROLLS AS EQUIPMENT BONUSES.
- **POSSIBLE PENALTIES:** OPPONENT'S ARMOR, OPPONENT'S DEFENSE, SEE THE COMBAT CHAPTER FOR THE PRECEDING FACTORS.

ENERGY SKILLS

ACCUMULATION

THE ACCUMULATION SKILL REPRESENTS HOW WELL YOU CAN CONTROL THE FORMING AND ACCUMULATION OF KI ENERGY. THIS SKILL SYMBOLIZES THOSE MOMENTS OF POWERFUL ATTACKS BUILT UP OVER TIME. ACCUMULATION ALLOWS YOU TO FOCUS YOUR ENERGY PROWESS AND STORE ENERGY ATTACK DICE FOR A ACTION. ONCE THAT ACTION LIMIT IS REACH THE STORED DICE ARE ADDED TOGETHER TO FORM AN ATTACK POOL. YOU CAN STORE ADDITIONAL ATTACK DICE FOR AMOUNT OF ACTIONS EQUAL TO THE NUMBER OF DOTS IN ACCUMULATION. IF CHARACTERS ROLL AN ENERGY CONCENTRATION CHECK US THE RESULTS BELOW.

- **DRAMATIC FAILURE:** NOT ONLY DOES YOUR CHARACTER FAIL TO HOLD ONTO ANY STORE ENERGY. YOUR CHARACTER LOSES TWO KI POINT.
- **FAILURE:** YOUR CHARACTER LOOSE HALF OF THE STORED DICE ROUNDED DOWN.

CONCEALMENT

THE SKILL TO HIDES ONE TRUE POWER FROM OTHER, HIDING KI IS THE ABILITY TO OBSCURE YOUR LIFE FORCE FROM OTHERS. THE SKILL DOESN'T INHERENTLY ALLOW YOU TO KNOW THAT SOMEONE IS LOOKING FOR YOU. IF IS SIMPLY A REACTIONARY TRIGGER MEANING WHEN AN ENEMY ATTEMPTS TO SENSE YOU KI LEVEL YOU MAY ATTEMPT AN OPPOSED ROLL TO PREVENT THEM FROM DOING SO. WHEN AN OPPONENT ATTEMPTS TO SENSE OR POWER LEVEL OR LIFE FORCE YOU WILL MAKE AN OPPOSED ROLL CALLED HIDE POWER, (MAN + CONCEALMENT).

DRAMATIC FAILURE: YOUR POWER LEVEL (MAX KI POINTS & CURRENT KI POINTS) AND LIFE FORCE (CURRENT TOTAL SPEND EXPEND EXPERIENCE & LIFE POINTS) ARE REVEALED TO THE OPPONENT.

FAILURE: YOUR LIFE FORCE (CURRENT TOTAL SPEND EXPEND EXPERIENCE & LIFE POINTS) ARE REVEALED TO THE OPPONENT.

SUCCESS: YOU MANAGE TO HIDE YOUR LIFE FORCE FROM YOUR OPPONENT; HOWEVER THEY ARE STILL ABLE TO REVEAL YOUR CURRENT POWER LEVEL (MAX KI POINTS & CURRENT KI POINTS).

EXCEPTIONAL SUCCESS: YOU ARE SUCCESSFUL IN HIDING YOUR



PAGE TWENTY-SEVEN.

DUELIST

THE DUELIST SKILL REPRESENTS HOW WELL YOU FIGHT IN TAKE FIVE PACES AND FIRE KIND OF SITUATIONS. THIS SKILL REPRESENTS SKILL IN ENERGY DUELS. EFFECTIVE DUELISTS ARE CO-ORDINATED, RESISTANT TO PAIN AND QUICK. WHEN ROLLING THEIR DUEL RATE CHARACTER CAN REROLL THEIR RESULTS A NUMBER OF TIMES DURING THE DUEL EQUAL TO THE AMOUNT OF DOTS IN DUELIST.

- **FAILURE:** IF YOU ATTEMPT A RE-ROLL AND FAIL TO WIN THE ROLL YOU NEXT DUEL ATTEMPT RESULT IS AT A NEGATIVE ONE.
- **SUCCESS:** SEE ENERGY DUELS ON

FLIGHT

CHARACTERS WITH DOT IN THIS ABILITY CAN CEASE OR RESUME FLIGHT AS A MOVE ACTION. CHARACTERS' CAN MOVE THROUGH THE AIR AT THE INDICATED SPEED OF TWENTY YARDS PER DOT. THEY CAN CARRY LOADS UP TO AN AMOUNT THAT THEIR STRENGTH SCORE ALLOWS. IF CHARACTERS FALL FROM THE AIR THEY WILL SAFELY FALL A DISTANCE EQUAL TO THE NUMBER OF DOTS THEY HAVE IN FLIGHT ANY GREAT DISTANCE AND THE CHARACTER WILL SUFFER A FIVE DAMAGE POINTS FOR EVERY TEN YARDS THEY FALL UNSAFELY.

- **POSSIBLE PENALTIES:** WINDY CONDITIONS (-1), BAD WEATHER (-1 TO -3), POOR VISION (-2), INTER-YENING OBSTACLES (-1 TO -3).

EMPOWER

AS THE NAME STATES EMPOWER INFUSES THE CHARACTER WITH KI. WHEN CHARACTERS USE POWER SURGE THEY GAIN AN ADDITIONAL AMOUNT OF KI POINTS RESTORE EQUAL TO THE AMOUNT OF DOTS IN EMPOWER TIMES TWO. ADDITIONALLY WHEN CHARACTERS USE POWER SURGE PLAYERS CAN ROLL SECOND WIND. WHEN ROLLING A SECOND WIND IF A CHARACTER ROLLS AT LEAST A SINGLE TEN AS A RESULT THEY GAIN AN ADDITIONAL POWER SURGE FOR THE ENCOUNTER. CHARACTERS CAN ONLY ATTEMPT A SECOND WIND IF THEY HAVE DOTS IN EMPOWER AND GAIN ONE DICE FOR SECOND WIND FOR EACH DOT.

- **SUCCESS:** YOUR CHARACTER SCORES AT LEAST ONE TEN AND GAINS AN ADDITIONAL POWER SURGE.
- **EXCEPTIONAL SUCCESS:** YOUR CHARACTER SCORES MORE THAN ONE TEN. THEY GAIN AN ADDITIONAL POWER SURGE AND POWER ATTACK FOR ENERGY ATTACKS UNTIL THE END OF THEIR NEXT TURN.
- **FAILURE:** YOUR CHARACTER DOESN'T RECEIVE AN ADDITIONAL POWER SURGE.

ACCURACY

THE ACCURACY SKILL REPRESENTS HOW MUCH FORCE OR POWER YOU CAN DISH OUT. THIS SKILL REPRESENTS SKILL IN ENERGY COMBAT, WHETHER FROM FORMAL TRAINING OR SIMPLY FROM PLENTY OF EXPERIENCE—EITHER TYPE CAN MAKE YOU A DANGEROUS ADVERSARY. EFFECTIVE ENERGY SLINGERS ARE COORDINATED, POWERFUL AND QUICK. FOR EACH DOT CHARACTERS GAIN A PLUS ONE TO THEIR ENERGY ATTACK POOL.

- **SUCCESS:** YOUR CHARACTER SCORES A HIT AGAINST THEIR OPPONENT. SEE CHAPTER 2 FOR DETAILS ON COMBAT AND INFLECTING DAMAGE.
- **EXCEPTIONAL SUCCESS:** YOUR CHARACTER LANDS A PARTICULARLY POWERFUL BLOW OR HITS AN OPPONENT'S VITAL AREA. WHEN YOU SCORE MORE SUCCESSES THAN THE TARGET'S DEFENSE YOU GAIN POWER ATTACK.
- **FAILURE:** YOUR CHARACTER'S ATTACK MISSES ITS TARGET.
- **POSSIBLE PENALTIES:** SLIPPERY CONDITIONS (-1), BAD WEATHER (-1 TO -3), EXTREMELY CONFINED SPACE (-2), INTER-YENING OBSTACLES (-1 TO -3).

TRANSFER

THIS SKILL ALLOWS A CHARACTER TO AID ANOTHER IN THE FORM OF HEALING KI. EACH DOT IN TRANSFER ALLOWS PLAYERS CAN GIVE ANOTHER TEAMMATE THEIR OWN KI POINTS, THIS IS CALLED ENERGY TRANSFER. ENERGY TRANSFER COSTS AN ACTION AND GRANTS ATTACKERS COMBAT ADVANTAGE, IN ADDITION IT IS STILL BOUND BY THE AMOUNT OF KI A PLAYER CAN SPEND PER ROUND. CHARACTERS CAN GIFT KI POINTS TO ANOTHER EQUAL TO THE AMOUNT OF DOTS IN TRANSFER TIMES THREE.

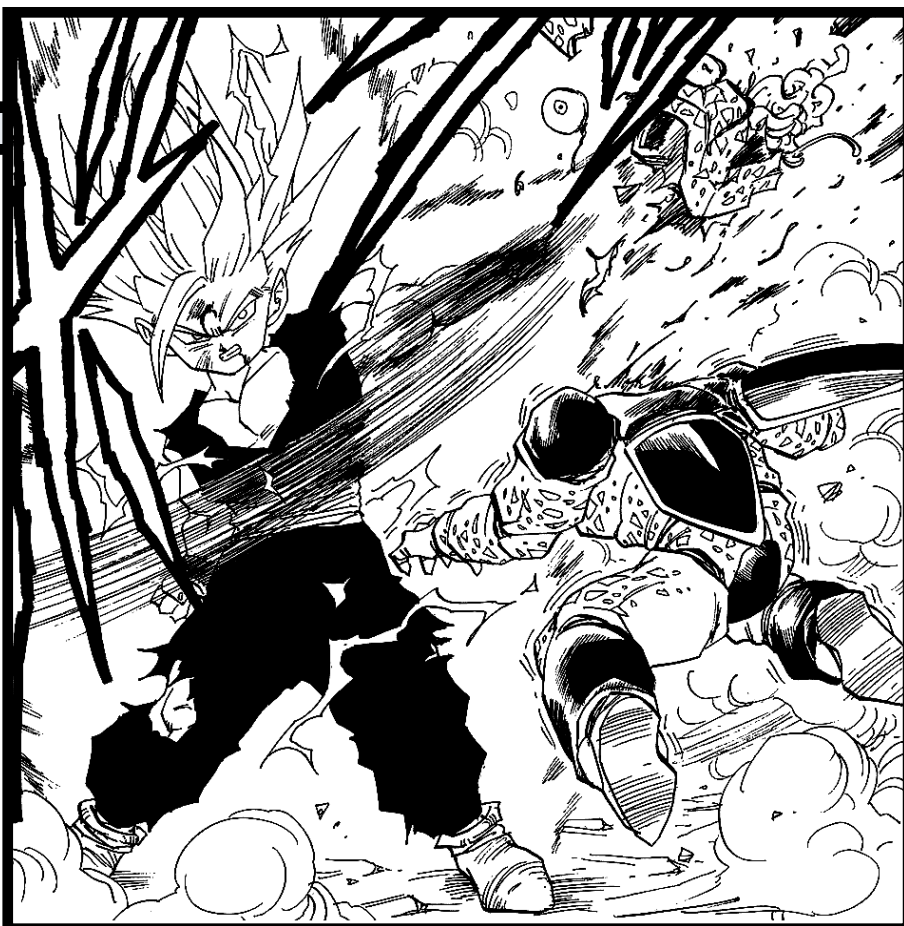
- **POSSIBLE PENALTIES:** YOU ARE INJURED (-1), TARGET IS DRAINED (2), YOU ARE INJURED AND THE TARGET IS DRAINED. (-3).

MENTAL SKILLS

ALERTNESS

THIS IS YOUR BASIC KNACK FOR NOTICING THINGS THAT GO ON AROUND YOU, EVEN WHEN YOU'RE NOT ACTIVELY LOOKING FOR THEM. ALERTNESS DESCRIBES THE ATTENTION YOU PAY TO THE OUTSIDE WORLD, WHETHER OTHERWISE OCCUPIED OR NOT. THIS TALENT IS TYPICALLY PAIRED WITH PERCEPTION, AND IS BEST USED WHEN SENSING PHYSICAL STIMULI. CHARACTERS CAN USE ALERTNESS WHEN SURPRISED TO TRY TO PERVERT ENEMIES FROM GETTING THE JUMP ON THEM. STANDARD DC IS THREE.

- **SUCCESS:** YOUR CHARACTER IS NOT SURPRISED BY HIDDEN ENEMIES. **EXCEPTIONAL SUCCESS:** YOUR CHARACTER IS NOT SURPRISED BY HIDDEN ENEMIES AND GAINS POWER ATTACK DURING THE FIRST ROUND OF COMBAT AGAINST THE HIDDEN ENEMY.
- **FAILURE:** YOUR CHARACTER IS BUSY DOING OTHER STUFF RIGHT NOW AND IS VERY SURPRISE BY THE BAD GUYS.
- **POSSIBLE PENALTIES:** SLIGHTLY IMPAIRED EARING (-1) HIGHLY IMPAIRED EAR-ING (-2) GREATLY IMPAIRED EARING (-3)



KNOWLEDGE

KNOWLEDGE INVOLVES THE APPLICATION OF THE MIND, NOT THE BODY; CONSEQUENTLY, KNOWLEDGE ABILITIES ARE MOST OFTEN PAIRED WITH MENTAL TRAITS. THE FOLLOWING DESCRIPTIONS SPEAK OF KNOWLEDGE LEVELS IN COLLEGIATE TERMS, ALTHOUGH FORMAL SCHOOLING IS JUST ONE WAY TO IMPROVE KNOWLEDGE. IF YOU DON'T HAVE ANY DOTS IN KNOWLEDGE, YOU CAN NOT EVEN ATTEMPT A ROLL INVOLVING IT UNLESS THE STORYTELLER GIVES EXPLICIT PERMISSION (SUCH AS WHERE COMMON TRIVIA IS CONCERNED). IF YOU

DON'T KNOW SPANISH, YOU CAN'T TRY HOLDING A CONVERSATION IN ESPANOLA ON YOUR WITS ALONE.

- **SUCCESS:** YOUR CHARACTER HAS A GENERAL KNOWLEDGE OF THE TOPIC AND SOME STANDARD INFORMATION ABOUT IT.
- **EXCEPTIONAL SUCCESS:** SPECIFIC INFORMATION IS KNOWN BY THE CHARACTER AND THE CHARACTER HAS HAD PERSONAL DIRECT OR INDIRECT EXPERIENCE WITH THE TOPIC.
- **FAILURE:** YOU CHARACTER KNOWS NOTHING ABOUT THE TOPIC AND LITTLE TO NO INFORMATION ABOUT IT.



LISTEN

THE GM MAY CALL FOR A LISTEN CHECK BY A CHARACTER THAT IS IN A POSITION TO HEAR SOMETHING. A CHARACTER CAN ALSO MAKE A LISTEN CHECK VOLUNTARILY IF HE OR SHE WANTS TO TRY TO HEAR SOMETHING IN THE CHARACTER'S VICINITY. GM'S MAY KEEP SOME RESULTS SECRET SO THAT THE CHARACTER DOESN'T KNOW WHETHER NOT HEARING ANYTHING MEANS THAT NOTHING IS THERE OR THAT THE CHARACTER FAILED THE CHECK.

- **SUCCESS:** YOUR CHARACTER PASSES THEIR LISTEN CHECK AND HEARS WHATEVER THE MIGHT BE IN THE VICINITY OF THEM.
- **EXCEPTIONAL SUCCESS:** YOUR CHARACTER PASSES THEIR LISTEN CHECK AND NOT ONLY HEARS WHATEVER MIGHT BE IN THE VICINITY, BUT THE DIRECTION FROM WHICH THE SOUND OR SOUNDS ARE COMING FROM.
- **FAILURE:** YOU HEAR NOTHING; YOU'RE TOO BUSY LOOK AT THIS AWESOME STICK.

SEARCH

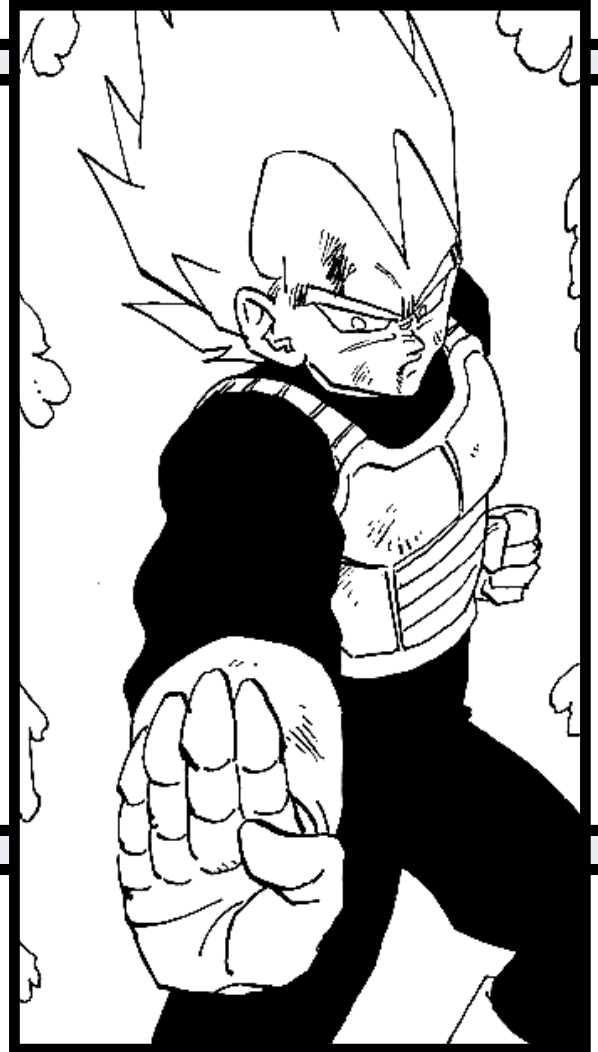
YOU HAVE A GOOD FEEL FOR WHERE THINGS SHOULD BE, WHETHER THEY'RE DELIBERATELY HIDDEN OR SIMPLY OUT OF SIGHT. WHEN YOU CONCENTRATE ON FINDING SOMETHING, YOU'RE CAPABLE OF PULLING OUT ALL THE TRICKS AND MAKING SURE YOU COVER ALL THE BASES. WHEN CHARACTERS ARE ASKED TO PERFORM SEARCH CHECK PLAYERS CAN REFERENCE THE RESULTS BELOW. GMS MIGHT BE SOME INFORMATION SECRET OR CHARACTER MIGHT NOT EVEN KNOW WHAT THEY SEE IS WHAT THEY ARE LOOKING FOR.

- **SUCCESS:** YOUR CHARACTER PASSES THEIR SEARCH CHECK AND FIND WHATEVER THE MIGHT BE LOOKING FOR WITHIN THE VICINITY OF THEM.
- **FAILURE:** YOU HEARD NOTHING; YOU'RE STARING INTO THE SKY, THAT CLOUD LOOKS LIKE A DUCK.

SPOT

CHARACTERS SOMETIMES DON'T ALWAYS SEE EVERYTHING GOING ON AROUND THEM; CHARACTERS CAN USE THE SPOT SKILL TO ATTEMPT TO SEE SOMETHING THEY NORMALLY MIGHT MISS. THE SPOT SKILL IS USED PRIMARILY TO DETECT CHARACTERS THAT ARE HIDING. TYPICALLY, YOUR SPOT CHECK IS OPPOSED BY THE STEALTH CHECK OF THE CHARACTER TRYING NOT TO BE SEEN. SOMETIMES A CHARACTER OR OBJECT ISN'T INTENTIONALLY HIDING BUT IS STILL DIFFICULT TO SEE, SO A SUCCESSFUL SPOT CHECK IS NECESSARY TO NOTICE IT.

- **SUCCESS:** PASSING A CHARACTER IS ABLE TO NOTICE THE OBJECT OR CHARACTER THAT IS HIDDEN OR DIFFICULT TO SEE.
- **FAILURE:** YOUR CHARACTER IS BLIND; YOU SQUINT AT FRONT SIZE 36.



SENSE

KI SENSING IS THE ABILITY TO SENSE THE LOCATION, LIFE FORCE AND POWER LEVEL OF ANYONE; THE STRONGER AND CLOSER THE ENEMY, THE MORE POWERFUL THE SENSATION. SENSE CAN BE USED IN ATTEMPTS TO TRACK OR FOLLOW A TARGET. CHARACTERS CAN ATTEMPT TO HIDE FROM SENSE SEE CONCEALMENT SKILL FOR DETAILS. MAKE AN OPPOSED ROLL CALLED HIDE POWER, (WITS OR PERCEPTION WHICHEVER IS HIGHER + SENSE).

- **FAILURE:** YOU SENSE NOTHING AND CANNOT LOCATE YOUR TARGET.
- **SUCCESS:** YOU REVEAL THE TARGET'S (CURRENT TOTAL SPENT EXPEND EXPERIENCE & LIFE POINTS).
- **EXCEPTIONAL SUCCESS:** YOU REVEAL THE TARGET'S POWER LEVEL (MAX KAI POINTS & CURRENT KAI POINTS) AND LIFE FORCE (CURRENT TOTAL SPENT EXPEND EXPERIENCE & LIFE POINTS).
- **POSSIBLE PENALTIES:** DISTANCE (-1 TO -4)

SUBTERFUGE

OVER THE YEARS, YOU HAVE DEVELOPED THE ABILITY TO KNOW INSTINCTIVELY WHEN PEOPLE ARE NOT TELLING YOU THE TRUTH OR NOT TELLING YOU THE WHOLE TRUTH. THERE IS A WAY THEY LOOK, A TONE OF VOICE, A MOVEMENT OF THE EYES - YOU CAN'T ANALYZE IT, BUT IT'S ALWAYS THERE AND YOUR INSTINCTS RARELY LET YOU DOWN. WITH THESE SKILLS YOU HAVE ALSO LEARNED THAT FINE ART OF LYING. CHARACTERS CAN USE SUBTERFUGE FOR A VARIETY OF SITUATIONS. WHEN ROLLING TO SEE IF A TARGET IS LYING YOU ROLL YOUR PERCEPTION + SUBTERFUGE - WHEN ROLLING TO LYING TO A TARGET OR GROUP YOU ROLL YOUR WITS + SUBTERFUGE. SUCCESSES WILL TELL YOU IF THE SUBJECT IS LYING OR SUCCESS IN GETTING THE TARGET TO BELIEVE YOUR OWN LIE, FAILURE RESULTS IN UNCERTAINTY.

- **SUCCESS:** YOUR CHARACTER PASSES THEIR CHECK AND IS ABLE TO TELL RATHER OR NOT THE SUBJECT IS LYING. VICE-VERSA CHARACTERS WILL HAVE LIED SUCCESSFULLY.
- **FAILURE:** YOU STUBBLE THROUGH YOUR LIE AND AREN'T VERY BELIEVABLE. ALTERNATIVELY YOU CAN'T TELL IF THE SUBJECT IS LYING.

PROTECTION SKILLS

DEFY

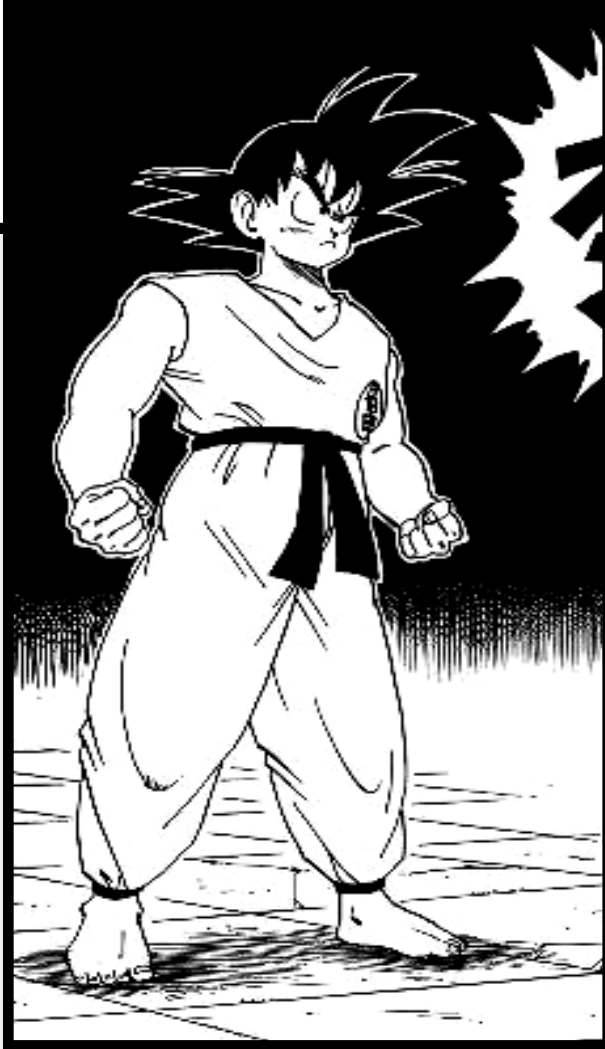
A CHARACTER ABILITY TO REPEL ATTACKS EVEN AFTER THEY HAVE BECOME FATIGUED FROM COMBAT. WHEN CHARACTERS ARE ENTITLED TO A STRUGGLE ROLL THEY CAN USE THEIR DEFY SKILL INSTEAD. FOR EVERY DOT IN DEFY CHARACTERS CAN ROLL A DICE AND ANY SUCCESSES GRANT THE CHARACTER A TEMPORARY DEFENSE AGAINST THE CURRENT INCOMING ATTACK.

- **DRAMATIC FAILURE:** NOT ONLY DOES YOUR CHARACTER SCORE NO BONUS DEFENSE. THEY ATTEMPT TO DEFLECT IN SUCH A WAY THEIR ATTACKER IS GRANTED POWER ATTACK.
- **FAILURE:** YOUR CHARACTER FAILS TO SCORE ANY BONUS DEFENSE.
- **SUCCESS:** CHARACTERS GAIN A BONUS DEFENSE EQUAL TO THE AMOUNT OF SUCCESSES THEY SCORE WHEN ROLLING A STRUGGLE ROLL.
- **EXCEPTIONAL SUCCESS:** NOT ONLY DO CHARACTERS GAIN A BONUS DEFENSE EQUAL TO THE AMOUNT OF SUCCESSES THEY SCORE WHEN ROLLING A STRUGGLE ROLL. THE ATTACKERS' TOTAL DAMAGE IS REDUCED BY ONE POINT.

FORTITUDE

A MEASURE OF CHARACTER'S ABILITY TO TAKE PAIN, TO FEEL THE AGONY AND KEEP GOING. USED FOR SKILL CHECKS THAT DEAL WITH POISONS, PHYSICAL AILMENT, BURNING, ETC. ADDITIONALLY WHEN CHARACTERS ARE MAKING A BLOODIED CHECK THEY CAN REROLL RESULTS OF ONE TO FIVE DEPENDING ON THEIR FORTITUDE SCORE. WITH ONE DOT CHARACTERS CAN REROLL RESULTS OF ONE, WITH TWO DOTS CHARACTERS CAN REROLL ALL RESULTS OF ONE AND TWO, SO FOURTH AND SO ON.

- **SUCCESS:** CHARACTERS ARE ABLE TO SUCCESSFULLY DEFEND THEMSELVES AGAINST THE AILMENT THAT PAINS THEM.
- **FAILURE:** CHARACTERS FAIL TO SUCCESSFULLY DEFEND THEMSELVES AGAINST THE TARGET AILMENT AND SUFFERS ITS EFFECTS.
- **POSSIBLE PENALTIES:** ALIMENT TYPE (-1 TO -4) ALIMENT AMOUNT OR DENSITY (-1 TO -4)



RESILIENCE

STRONGER, TOUGHER AND STURDIER CHARACTERS WITH RESILIENCE HAVE THE ABILITY TO SOAK INCOMING PHYSICAL DAMAGE. THEIR ABILITY TO TAKE A PUNCH IS UNCANNY AS IS THEIR ABILITY TO RECOVER. FOR EACH DOT IN RESILIENCE CHARACTERS CAN ROLL A DICE AND FOR EACH SUCCESSFUL RESULT THEY REDUCE THE SUCCESSES FROM AN INCOMING PHYSICAL ATTACK BY ONE

- **SUCCESS:** INCOMING DAMAGE SUCCESSES ARE REDUCED.
- **FAILURES:** DAMAGE SUCCESSES ARE NOT REDUCED AND INFLICTED AS NORMAL BY THE INCOMING PHYSICAL ATTACK.

BARRIER

USED TO GENERATE AN ENERGY SHIELD AROUND THE USER TO PROTECT THEM FROM ENERGY ATTACKS. THIS IS A RESULT OF USING VERY ADVANCED ENERGY MANIPULATION TO COMPRESS ENERGY TO THE POINT OF BEING HERMETICALLY SEALED; SOMETIMES BARRIERS ARE VISIBLE TO THE EYE. FOR EACH DOT IN BARRIER CHARACTERS CAN ROLL A DICE AND FOR EACH SUCCESSFUL RESULT THEY REDUCE THE SUCCESSES FROM AN INCOMING ENERGY ATTACK BY ONE.

- **SUCCESS:** INCOMING DAMAGE SUCCESSES ARE REDUCED.
- **FAILURES:** DAMAGE SUCCESSES ARE NOT REDUCED AND INFLICTED AS NORMAL BY THE INCOMING ENERGY ATTACK.

PROFICIENT

SOME CHARACTERS ARE GREATLY PROFICIENT IN COMBAT WITH MARTIAL EQUIPMENT SUCH AS ARMOR OR WEIGHTED CLOTHING. FOR EACH DOT IN PROFICIENT CHARACTERS REDUCE THE NEGATIVE EFFECTS OF ARMOR ON A CHARACTERS SPEED AND INITIATIVE.

- **EFFECT:** ARMOR PENALTIES ARE REDUCED BY ONE FOR EACH DOT PROFICIENT SEE THE EQUIPMENT SECTION IN CHAPTER TEN.

THREAT

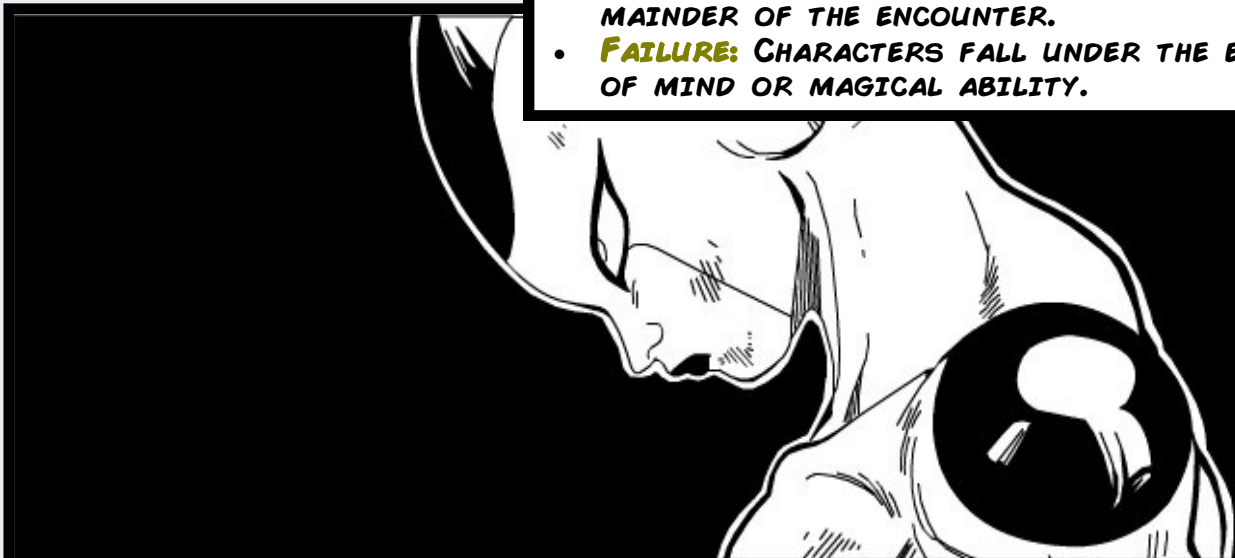
THREAT IS A MEASURE OF AN ENEMY'S AGGRESSION TOWARDS A PLAYER'S CHARACTER. AN ENEMY AFFECTED BY THREAT WILL ATTACK THE "THREATING" CHARACTER IF POSSIBLE. CHARACTERS BUILD AN MENACE CHECK POOL ADDING TOGETHER THREAT + WITS. TARGETS USE WILLPOWER + RES TO RESIST; OPPOSED ROLLS. IN ADDITION EACH DOT IN THREAT REPRESENTS THE AMOUNT OF TIMES DURING AN ENCOUNTER A CHARACTER CAN ATTEMPT TO THREATEN A TARGET.

- **SUCCESS:** CHARACTERS CAUSE THE THREATEN TARGET TO ATTACK THEM AND ONLY THEM WITH THEIR NEXT ATTACK. TARGETS CAN STILL USE AREA OF EFFECT ATTACKS.
- **EXCEPTIONAL SUCCESS:** CHARACTERS CAUSE THE TARGET TO ATTACK ONLY THEM SPECIFICALLY. TARGETS CANNOT USE AREA OF EFFECT ATTACKS AND LOSE COMBAT ADVANTAGE THEY HAVE AGAINST CHARACTER.
- **FAILURE:** TARGETS ARE ABLE TO ATTACK AT ENEMY COMBATANT.

WILLPOWER

SELF-DISCIPLINE, TRAINING AND CONTROL OF ONESELF AND ONE'S CONDUCT, USUALLY FOR PERSONAL IMPROVEMENT. TO POWER OVER THE MIND AND BODY. EACH DOT IN WILLPOWER INCREASES A CHARACTER ABILITY TO RESIST EFFECTS OF THE MIND. ADDITIONALLY, WILLPOWER IS USED FOR THE RESISTANCE OF MAGICALLY EFFECTS.

- **SUCCESS:** CHARACTERS PAST THE DC REQUIREMENTS TO RESIST MIND AND MAGICAL EFFECTS.
- **EXCEPTIONAL SUCCESS:** NOT ONLY DO CHARACTERS PAST THE REQUIRED DC THEY CANNOT BE AFFECTED BY THE SAME EFFECT FOR THE REMAINDER OF THE ENCOUNTER.
- **FAILURE:** CHARACTERS FALL UNDER THE EFFECTS OF MIND OR MAGICAL ABILITY.



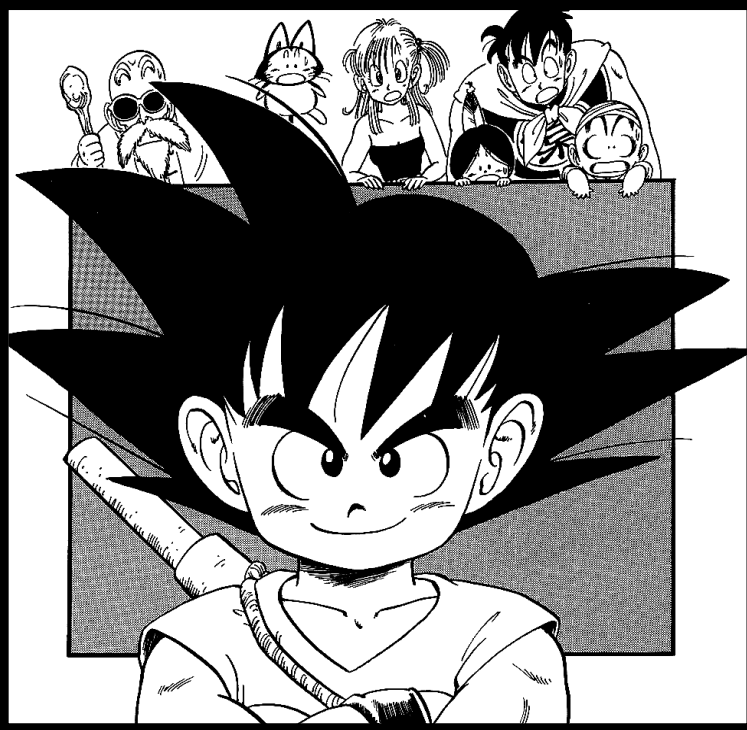
CHAPTER FIVE



TALENTS

CHAPTER FIVE

AT THIS POINT YOU WILL HAVE A GOOD CONCEPT OF YOUR CHARACTER. TALENTS ARE A TYPE OF ABILITY A CHARACTER MAY PURCHASE; TALENTS ARE DIFFERENT FROM SKILLS IN THAT CHARACTERS CAN VARY IN COMPETENCY WITH SKILLS, WHILE TALENTS TYPICALLY PROVIDE SET BONUSES TO OR NEW WAYS TO USE EXISTING ABILITIES. CHARACTER CAN START WITH ONE TALENT CAN FREE AT CHARACTER CREATION AND BUY ADDITIONAL TALENTS THROUGH THE ADVENTURE. CHARACTERS CAN HAVE A NUMBER OF TALENTS EQUAL TO THEIR INTELLIGENCE. ADDITIONALLY, CHARACTERS CAN TAKE DETRIMENTS WHICH GIVES THEM BONUS EXPERIENCE POINTS TO SPEND ON THEIR CHARACTER. CHARACTER CAN HAVE A NUMBER OF DETRIMENTS EQUAL TO THE AMOUNT OF TALENTS THEY HAVE TAKEN.



ACUTE SENSES - EXPERIENCE (2):

WHEN PLAYERS ARE MAKING A SKILL CHECK THAT INVOLVES THEIR CHARACTER'S SENSE OF SIGHT OR HEARING THEY ARE GRANTED A BONUS PLUS TWO DICE TO THE ROLL OR A BONUS PLUS ONE TO ALL FACE UP DICE RESULTS WITH THE RESPECTIVE SKILL.

ADEPT - EXPERIENCE (5):

THE PLAYER MAY SELECT ONE SKILL AND MAKES IT A SPECIALTY. WHEN USING THIS SPECIALTY SKILL DECREASE THE CRITICAL RATE BY ONE FOR ALL DICE IN A POOL. THIS TALENT CAN BE PURCHASED MULTIPLE TIMES, BUT ONLY ONCE PER SKILL, EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE.

AMBIDEXTROUS - EXPERIENCE (4):

THE CHARACTER IS PROFICIENT USING EITHER HAND AND REDUCES THE NEGATIVE PENALTY OF WIELDING TWO WEAPONS BY TWO. ADDITIONALLY, CHARACTER CAN PURCHASE THIS TALENT A SECOND TIME AND REMOVE THE PENALTY WHEN WIELDING TWO WEAPONS.

3 YARDS AND ONLY BE USED IF THE CHARACTER IS ABLE TO BE HEARD. BLIND FIGHTING ALLOWS THE CHARACTER TO REDUCE THE EFFECTS OF BLIND BY TWO AND DOES NOT ALLOW ENEMIES TO GAIN COMBAT ADVANTAGE BY BLIND

BLIND FIGHTING - EXPERIENCE (2):

THE CHARACTER IS ABLE TO FIGHT WHILE UNABLE TO SEE HIS TARGETS. THIS TALENT IS ONLY USABLE WITH

CAUTIONS - EXPERIENCE (6):

YOUR CHARACTER HAS LEARNED HOW DANGEROUS THE WORLD IS AND ONCE PER ENCOUNTER CAN REROLL EITHER A FAIL SAVING THROW, SKILL CHECK OR RESTORE A DRAGON RUSH WHEN USED WITH AN ATTACK OR DAMAGE POOL OF ANY KIND AND THE SAID ATTACK OR DAMAGE POOL SCORES NO SUCCESSES.

DANGER SENSE - EXPERIENCE (4):

CHARACTERS GAIN A PLUS TWO ON INITIATIVE CHECKS AND REDUCES ALL ENEMIES ATTACK POOLS AGAINST THEM DURING A SURPRISED ROUND IN WHICH THEY COUNT AS SURPRISED. THIS TALENT CAN BE PURCHASED MULTIPLE TIMES EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE AND CAN ONLY BOUGHT UP TO A MAXIMUM OF THREE TIMES.

DAREDEVIL - EXPERIENCE (2):

THIS TALENT GRANTS THE CHARACTER PLUS ONE TO ANY SKILL CHECK WHEN ATTEMPTING A TASK THAT WOULD COUNT AS LIFE THREATENING. THIS TALENT CAN BE PURCHASED MULTIPLE TIMES EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE AND CAN ONLY BOUGHT UP TO A MAXIMUM OF THREE TIMES.



EXPERT - EXPERIENCE (3):
CHARACTERS MAY REROLL ANY FAILED SKILL CHECK ROLL OR REROLL ANY ONES IN A SINGLE

SKILL CHECK DURING AN ENCOUNTER. THE SECOND ROLL AND RESULTS MUST BE USED EVEN IF IT IS ALSO A FAIL OR ONE.

IRON APTITUDE - EXPERIENCE (3):

THE CHARACTER RECEIVES A BONUS PLUS TWO DICE TO ROLLS OR A BONUS PLUS ONE TO ALL FACE UP DICE RESULTS WHEN PLAYERS ARE MAKING A SKILL CHECK THAT INVOLVES THEIR CHARACTER'S MIND, WITS OR WILL. THIS CANNOT BE USED WHEN ROLLING INITIATIVE.

JAKE OF ALL TRADES - EXPERIENCE (3):

WHEN CHARACTERS ARE USING A SKILL DURING A SKILL CHECK AND THEY HAVE LESS THAN THREE DOTS IN THE RESPECTIVE SKILL THAT REDUCE THEIR SUCCESS RATE BY ONE FOR THE ROLL. THIS MAY REQUIRE PLAYERS TO ROLL THE POOL SEPARATELY SO THAT ONLY THE DICE FROM THE SKILL WHOSE DOTS ARE LOWER THAN THREE GAIN THE REDUCED SUCCESS RATE.

LUCKY - EXPERIENCE (4):

CHARACTERS GAIN ONE FREE "OH, CRAP!" ROLL PER ENCOUNTER. "OH, CRAP!" ROLLS CAN BE USED TO CHANGE ONE FAILURE DICE ROLL INTO A SUCCESS. CHARACTERS CANNOT CHANGE A FAILURE INTO A CRITICAL. THIS TALENT CAN BE PURCHASED MULTIPLE TIMES EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE AND CAN ONLY BOUGHT UP TO A MAXIMUM OF THREE TIMES.

PURPOSE - EXPERIENCE (4):

A CHARACTER WITH A PURPOSE WILL USE EVERYTHING AT THEIR DISPOSAL TO ACHIEVE THEIR GOAL. WHEN ACTIVELY PURSUING THEIR GOAL, FOLLOWING THEIR Z-SOUL, CHARACTERS GAIN AN ADDITIONAL PLUS ONE TO ALL FACE UP DICE RESULTS. THIS BONUS CANNOT MAKE DICE SCORE CRITICALS AND CHARACTERS CANNOT GAIN THE BONUSES OF PURPOSE WHILE CONFIRMING CRITICALS OR HEROIC CRITICALS.

SANCTUARY - EXPERIENCE (9):

CHARACTERS WITH THIS TALENT OWN OR KNOW OF A SAFE HAVEN IN WHICH THE CHARACTER OR GROUP CAN HIDE OR STAY AT. WHILE AT A SANCTUARY AND HAVING RESTED CHARACTERS GAIN REFRESHED WHICH GRANTS THEM COMBAT ADVANTAGE DURING THE FIRST ROUND OF THEIR NEXT COMBAT ENCOUNTER, ADDITIONALLY WHEN CHARACTER RECEIVE EXPERIENCE NEXT THEY WILL INCREASE THE AMOUNT GAINED BY TWO. THIS ONLY COUNTS FOR THE NEXT SINGLE TIME EXPERIENCE IS GAINED.

REFRESHED ALSO GRANTS CHARACTERS A TEMPORARY DAMAGE REDUCTION OF TWENTY, THIS REDUCTION GOES AWAY ONCE IT HAS BEEN USED. CHARACTER CAN SPEND ADDITIONAL EXPERIENCE TO INCREASE THE EFFECTS OF REFRESH'S BONUS EXPERIENCE BY TWO AT THE COST OF THREE EXPERIENCE POINTS PER INCREASE. THIS INCREASE CAN BE PURCHASED MULTIPLE TIMES EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE AND CAN ONLY BOUGHT UP TO A MAXIMUM OF THREE TIMES.

TOUGHNESS - EXPERIENCE (6):

THIS TALENT INCREASES THE AMOUNT OF LIFE POINTS A PLAYER IS GRANTED BY THEIR STAMINA AND ENDURANCE DOTS BY TWO. THIS INCREASE CAN BE PURCHASED MULTIPLE TIMES EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE AND

VIGOR - EXPERIENCE (6):

CHARACTERS WITH VIGOR INCREASE THE AMOUNT OF KI POINTS GRANTED BY THE PLAYER'S STAMINA OR ENDURANCE WHICHEVER IS LOW + MANIPULATION ADDED TOGETHER. NORMALLY EACH DOT GRANTS SIX KI POINTS WITH EACH PURCHASE OF VIGOR THAT VALUE IS INCREASED BY TWO. THIS INCREASE CAN BE PURCHASED MULTIPLE TIMES EACH TIME IT IS PURCHASED INCREASES ITS COST BY ONE AND

DETRIMENTS

DETRIMENTS OBVIOUSLY PROVIDED A DIFFERENT EFFECT THAN TALENTS. UNLIKE TALENTS, ADDING A DETRIMENT TO A CHARACTER ALLOWS YOU TO GAIN FREEBIE EXPERIENCE POINTS EQUAL TO THAT DETRIMENT'S RATING; HOWEVER, THERE IS A LIMIT OF TWELVE EXPERIENCE POINTS THAT COULD BE GAINED IN THIS MANNER. ADDITIONALLY, CHARACTERS CAN ONLY HAVE A NUMBER OF DETRIMENTS EQUAL TO THE NUMBER OF TALENTS THEY HAVE.

BERSERKER - EXPERIENCE (2):

IF THE CHARACTER FAILS A STEADFAST CHECK, THEY WILL IMMEDIATELY FLY INTO A RAGING FRENZY, ATTACKING THE CLOSEST COMBATANT NEAR THEM ONCE WITH A BASIC PHYSICAL ATTACK. EACH TIME THE CHARACTER FAILS A STEADFAST CHECK AND IS SENT INTO RAGE THEY INCREASE THEIR PHYSICAL DAMAGE VALUE BY ONE. CHARACTERS WHO ARE FIGHTING SOLO OR ALONE AGAINST A SINGLE ENEMY ARE NOT SUBJECT TO BERSERKER.



**CODE OF CONDUCT -
EXPERIENCE (3):**

THE CHARACTER FOLLOWS A STRICT CODE OF CONDUCT. PLAYERS MUST CREATE A CODE OF CONDUCT AND PRESENT IT TO THE STORYTELLER TO TAKE THIS DETRIMENT. IF THE CHARACTER VIOLATES THEIR PERSONAL CODE THEY SUFFER A NEGATIVE TWO TO ALL DICE ROLL UNTIL THEY ARE ABLE TO ATONE.



DEAF - EXPERIENCE (3):

CHARACTERS CAN TAKE THIS DETRIMENT FOR THREE EXPERIENCE POINTS AND BE DEAF IN ONE EAR OR BE BLIND IN BOTH EARS AND GAIN FIVE POINTS. IF DEAF IN ONE EAR CHARACTERS LOSE THREE DICE FROM ALL SKILL CHECK POOL INVOLVING THEIR HEARING IF A CHARACTER IS DEAF IN BOTH EARS THEY AUTOMATICALLY FAIL ALL SKILL CHECKS AND SAYING THROWS INVOLVING HEARING.

ENEMY - EXPERIENCE (3):

THE CHARACTER HAS AN ENEMY THAT ACTIVELY SEEKS TO HARM OR SLAY THEM. IF A CHARACTER SELECTS TO DETRIMENT THEY MIGHT RARELY BE PURSUED BY A POWERFUL ENEMY OR CONSTANTLY PURSUED BY A WEAK OR EQUAL ENEMY. CHARACTERS CAN PURCHASE THIS TALENT ONCE AND GAIN ONE ENEMY, TWICE AND GAIN TWO ENEMIES OR THREE TIMES AND GAIN THREE ENEMIES. REMEMBER, THE STORYTELLER MIGHT USE THESE ENEMIES AT A MOMENT'S NOTICE JUST TO THROW A WRENCH INTO THE STORY.

(INT+PER). IF THEY FAIL THEY ARE AT A NEGATIVE TWO TO ALL DICE ROLLS FOR THE REMAINING DAY OR NIGHT.

MUTE - EXPERIENCE (2):

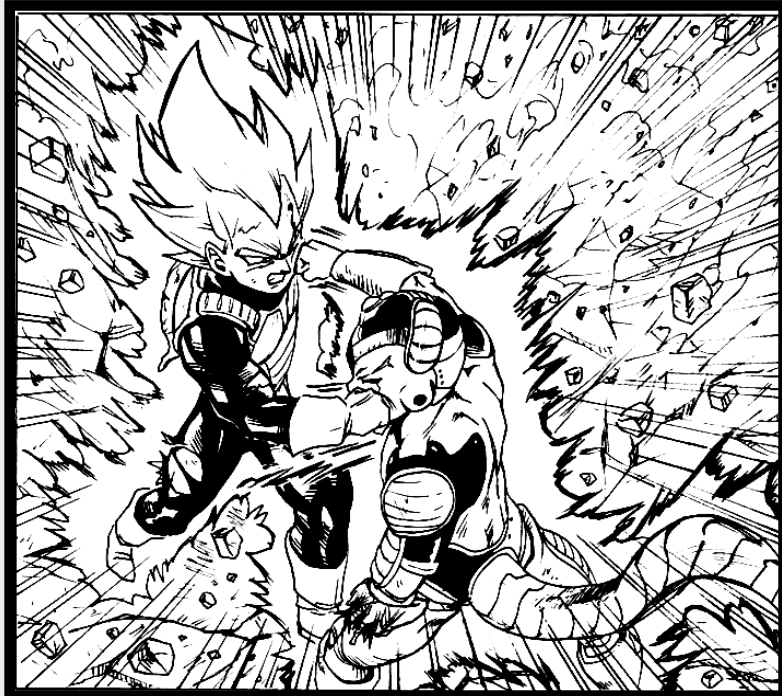
A PLAYER WITH THIS TALENT CANNOT SPEAK IN CHARACTER TO THEIR ALLIES. ADDITIONALLY, MUTE CHARACTERS AUTOMATICALLY FAIL ALL SKILL CHECKS AND SAYING THROWS INVOLVING THE USE THEIR VOICE.

NIGHTMARES - EXPERIENCE (4):

CHARACTERS SUFFER FROM NIGHTMARES AND CANNOT GAIN ANY BENEFIT FROM A SANCTUARY AND MUST ROLL AT THE START OF EACH DAY AND AT LEAST ONCE DURING THE NIGHT A FEAR CHECK

OBSESSED - EXPERIENCE (3):

THE CHARACTER HAS AN UNREACHABLE OR NEARLY IMPOSSIBLE GOAL THEY WANT TO REACH. THEY CONSTANTLY FEEL PULLED TO TRY TO COMPLETE THIS GOAL. FOR EACH DAY SPENT NOT ACTIVELY PURSUING THIS GOAL THE CHARACTER SUFFERS A NEGATIVE ONE TO ALL ROLLS.



OVERCONFIDENT - EXPERIENCE (2):

AN OVERCONFIDENT CHARACTER BELIEVES THAT THEY ARE THE BEST AT EVERYTHING. EVEN IN A SITUATION THEY ARE UNSUITED FOR, THEY WILL BELIEVE THIS. WHEN ROLLING A SKILL CHECK OR SAYING THROW WITH A SKILL OR ATTRIBUTE THAT IS LOWER THAN TWO THEY CHARACTER WILL INCREASE THEIR SUCCESS RATE BY ONE.

PHOBIA - EXPERIENCE (2):

A CHARACTER WITH A PHOBIA HAS AN UNREASONABLE FEAR OF AN OBJECT OR SITUATION. THE POINT VALUE OF THIS DETRIMENT IS BASED ON THE SEVERITY OF THE FEAR AND THE FREQUENCY THAT THE CHARACTER MAY ENCOUNTER IT.

WHENEVER ENCOUNTERING THEIR PHOBIA A CHARACTER WILL SUFFER A NEGATIVE ONE TO ALL DICE POOLS AND ANY OTHER SPECIAL OR SITUATION EFFECTS THE STORYTELLER SEES FIT. CHARACTERS CAN INCREASE THIS NEGATIVE BY ONE UP TO A MAXIMUM OF SIX IF, FOR EACH INCREASE THEY GAIN AN ADDITIONAL EXPERIENCE POINT. HOWEVER, REMEMBER THE MORE YOU FEAR SOMETHING THE MORE A STORYTELLER MIGHT USE IT TO THEIR ADVANTAGE AND THE MORE A SPECIAL OR SITUATIONAL EFFECT MIGHT OCCUR.

WEAK - EXPERIENCE (4):

CHARACTERS THAT ARE WEAK DECREASE THE AMOUNT OF LIFE POINTS A PLAYER IS GRANTED BY THEIR STAMINA AND ENDURANCE DOTS BY ONE. THIS DECREASE CAN BE TAKE MULTIPLE TIMES EACH TIME IT IS TAKE THE DECREASE GOES UP BY ONE AND THE BONUS EXPERIENCE IS INCREASED BY TWO.

SIGHTLESS - EXPERIENCE (6):

CHARACTERS CAN TAKE THIS DETRIMENT FOR FOUR EXPERIENCE POINTS AND BE BLIND IN ONE EYE OR BE BLIND IN BOTH EYES AND GAIN EIGHT POINTS. IF BLIND IN ONE EYE CHARACTERS LOSE TWO DICE FROM ALL SKILL CHECK POOL INVOLVING THEIR SIGHT ADDITIONALLY, WHEN ATTACKING CHARACTERS LOSE ONE DICE FROM ALL ATTACK POOLS. IF A CHARACTER IS BLIND IN BOTH EYES THEY AUTOMATICALLY FAIL ALL SKILL CHECKS INVOLVING SIGHT AND SUFFER A NEGATIVE TWO DICE TO ALL ATTACK POOLS.

RESISTOR - EXPERIENCE (4):

CHARACTERS WITH RESISTOR DECREASE THE AMOUNT OF KI POINTS GRANTED BY THE PLAYER'S STAMINA OR ENDURANCE WHICHEVER IS LOW + MANIPULATION ADDED TOGETHER. NORMALLY EACH DOT GRANTS SIX KI POINTS WITH EACH ACQUISITION OF RESISTOR THAT VALUE IS DECREASED BY ONE. THIS DECREASE CAN BE ACQUIRED MULTIPLE TIMES EACH TIME IT IS ACQUIRED INCREASES BONUS EXPERIENCE BY ONE AND INCREASES ITS NEGATIVE EFFECT BY ONE.

CHAPTER SIX



Z-SOULS

CHAPTER SIX

SURE, CHARACTERS IN DRAGON BALL Z ARE ABLE TO FLY AROUND, SHOOT LASERS AND PUNCH REALLY HARD, BUT WHAT'S THEIR ESSENCE? WHAT MAKES A DRAGON BALL Z CHARACTER A DRAGON BALL Z CHARACTER? THE ANSWER IS THEIR PATH - THEIR Z-SOUL. Z-SOULS ARE TRAITS THAT GENERALLY OFFER BOTH A BENEFIT AND A PENALTY DEPENDING ON THEIR CONTEXT. ONCE A PLAYER HAS CHOSEN THEIR DESIRED RACE IT IS TIME THEY PICK A Z-SOUL. EACH RACE IS ABLE TO PICK FROM THE Z-SOUL LISTED ON THE NEXT FEW PAGES. Z-SOUL WORK WITH THE PLAYER'S FLAVOR OR PLAY STYLE, TO GIVE PLAYERS THAT ADDED BONUS OF PLAYING THEIR CHARACTER HOW THEY WANT TO PLAY THEM. IN THE DRAGONBALL Z ENGINE WE WANT YOU TO PICK YOUR FAVORITE RACE AND NOT BE HELD TO A SPECIFIC ROLL, SO Z-SOULS WERE BORN. SOME RACES MIGHT TAKE A Z-SOUL THAT DEFINES THEIR ALIGNMENT AND HOW THAT CHARACTER INTERACTS WITH THE WORLD, SOME Z-SOULS DEAL WITH HOW THE CHARACTER WAS RAISED OR THEIR UP BEINGS; THERE ARE DIFFERENT TYPES OF Z-SOULS. PLAYERS SELECT THEIR Z-SOUL AT CHARACTER CREATION. IT IS ENCOURAGED IF PLAYERS CAN'T FIND THE RIGHT Z-SOUL THEY SHOULD WORK WITH THE GROUP AND THEIR STORYTELLER TO CREATE A NEW ONE, ONE THAT FITS THEIR CHARACTER PERFECTLY. YOU'RE PROBABLY WONDERING WHAT A Z-SOUL CAN ACTUALLY DO

MECHANICALLY. THEY HAVE TWO PRIMARY FUNCTIONS THAT THEY FULFILL - FIRST OF ALL, THEY ESTABLISH SOME ABSTRACT CHARACTER TRAITS THAT DEFINE YOUR CHARACTER IN SOME WAY. IT'S IMPORTANT TO HAVE THAT FRAMEWORK TO WORK FROM TO ENSURE THAT YOUR CHARACTER IS SOMETHING THAT ISN'T JUST A PIECE OF FULL OF BUBBLED CIRCLES. SECOND, THEY GIVE PLAYERS AN INCENTIVE TO PROPERLY ROLE-PLAY THEIR CHARACTER.



SOUL METER

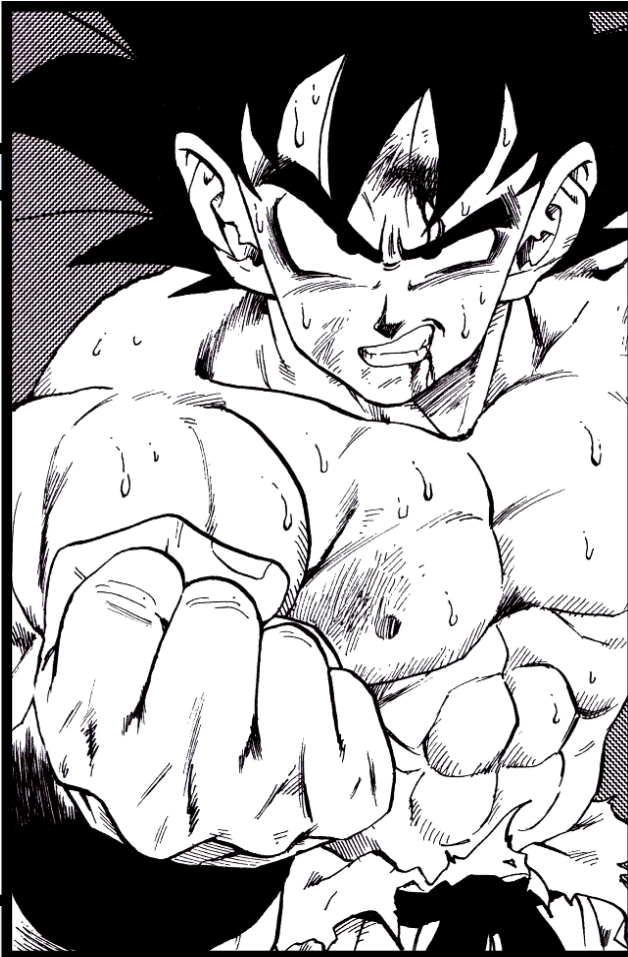
EVERY PLAYER STARTS WITH ONE DEFINING Z-SOUL, IT MAY REFLECT YOUR CHARACTER'S BACKGROUND OR CONCEPT. PLAYERS WILL

START WITH TWO SOUL POINTS IN THEIR SOUL METER AND WILL GAIN ADDITIONAL POINTS BY THE JUDGMENT OF THE STORYTELLER OR BY THEIR CHARACTER'S ACTIONS. EACH TIME A CHARACTER FULFILLS THEIR Z-SOUL REQUIREMENTS THEY WILL GAIN A FREE POINTS OR DOT. ONCE A CHARACTER HAS FILLED UP THEIR SOUL METER THEY WILL GAIN THE FULL BENEFITS OF THEIR CHOSEN Z-SOUL. HOWEVER IT IS IMPORTANT TO NOTE THAT CHARACTERS CAN LOSE POINTS ALSO IF THEY PERFORM OR ACT IN A WAY THAT CONFLICT WITH THEIR Z-SOUL. IF AT ANY POINT A CHARACTER REACHES ZERO SOUL POINTS THEY WILL LOSE THEIR Z-SOUL AND BECOME SOULLESS CAUSING THEM BECOME DEMONIC.

DEMONIC

DEMONS ARE EVIL CREATURES THAT ENJOY USING THEIR POWER TO TORMENT TORTURE AND/OR KILL THOSE WHO ARE WEAKER THAN THEMSELVES. WHEN A CHARACTER LOSES ALL THEIR SOUL POINTS THEY LOSE THEIR Z-SOUL AND BECOME DEMONIC, THEY BECAME SEEKING OUT WEAKER CHARACTERS TO CONSUME FOR POWER. EVERY DAY OR WHEN THE STORYTELLER TELLS THE PLAYER IT IS APPROPRIATE DEMON CHARACTERS WILL NEED TO ROLL DEMONIC POSSESSION. (WILLPOWER + CONSTITUTION - DEMONIC AURA) DEMONIC AURA THIS IS THE EVIL ENERGY WHICH SURROUNDS THE CHARACTER CHARACTERS DEMONIC AURA IS ALWAYS TEN. EACH TIME A CHARACTER IS REQUIRED TO ROLL DEMONIC POSSESSION THEY WILL FIRST ROLL DEMONIC AURA. WHEN ROLLING CHARACTERS WILL USE THEIR CONCEALMENT PLUS STEALTH SKILLS AND EACH SUCCESS LOWERS THE EFFECT OF DEMONIC AURA BY ONE. AFTER WHICH THE REMAINING VALUE IS SUBTRACTED FROM THE CHARACTER'S DEMONIC POSSESSION ROLL. IF A CHARACTER FAILS THE DEMONIC POSSESSION ROLL THEY ARE THROWN INTO A RAGE AND MUST SEEK OUT A WEAK AND/OR HELPLESS TARGET TO CONSUME. IF THEY PASS THE ROLL THEY ARE ABLE TO REMAIN IN CONTROL, BUT LOSE THREE KI POINTS WHICH THEY CANNOT RESTORE UNTIL THEY ARE NO LONGER DEMONIC OR CONSUME A WEAK AND/OR HELPLESS TARGET. CHARACTERS CAN BE RESTORED TO NORMAL BY MAGICAL OR ROLE-PLAYING EFFECTS THAT THE

STORYTELLER SEES FIT. ACTS OF GREAT KINDNESS OR SACRIFICE ARE TYPICALLY APPROPRIATE. ONCE RETURNED PLAYERS ARE ABLE TO PICK A NEW Z-SOUL.



Z-SOUL MASTERY

WHEN CHARACTER REACH TEN SOUL POINTS THEY HAVE MASTERED THEIR Z-SOUL AND ARE GRANTED ITS MASTERED ABILITY OR EFFECT. WHILE GAINING SOUL POINTS WHEN CHARACTER REACH FIVE POINTS THEY REDUCED THE COST OF ALL STAT INCREASE COST BY ONE. THIS INCLUDES; ATTRIBUTES, SKILLS, POWER LEVEL AND RACIAL TRAITS. WHEN A CHARACTER AS REACHED TEN SOUL POINTS THEY WILL REDUCE THE COST OF STAT INCREASES ONCE MORE BY AN ADDITIONAL ONE.

KOU...
KOU...
KOU...!



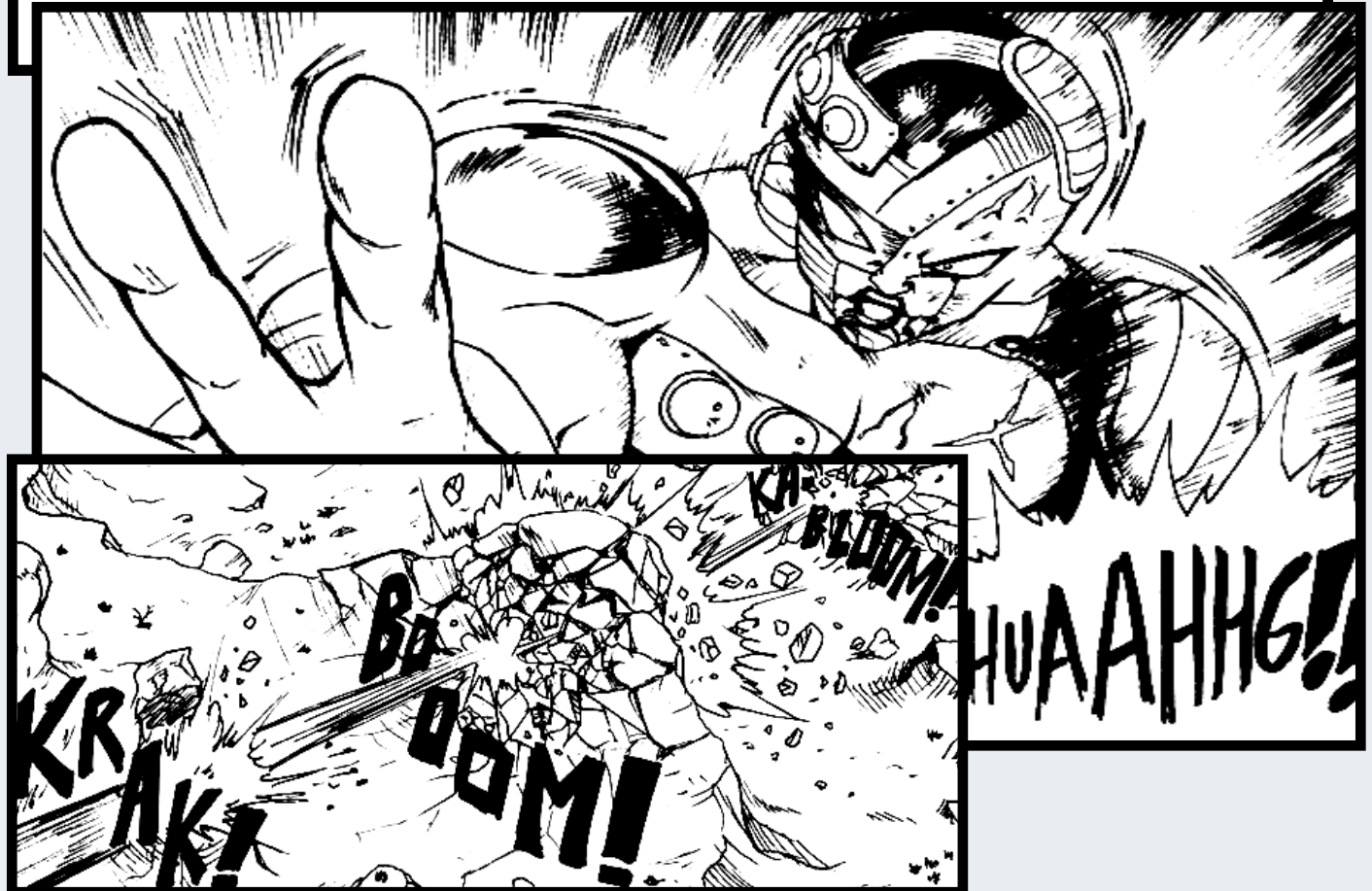
ASCENSION = Z-SOUL

BECOMING SPIRITUALLY ENLIGHTENED BEING MORE THAN MUNDANE, SOMEONE WHO IN PAST INCARNATIONS WAS AN ORDINARY CHARACTER, IT IS BELIEVED THAT THESE CERTAIN RARE INDIVIDUALS THAT HAVE ASCENDED FROM HEAVEN DIRECTLY. WHEN PLAYERS CHOOSE THIS Z-SOUL THEY WILL UNDOUBTEDLY BE WHOLEHEARTED AND PEACEFUL. CHARACTERS WITH THIS Z-SOUL MUST ATTEMPT TO MAINTAIN A SORT OF PEACE IN ALL SITUATIONS; THIS CAN EXTEND FROM SIMPLY HOW THE CHARACTER BEHAVES OR HOW GROUP MEMBERS BEHAVE. ASCENDING IS A PROCESS AND TYPICALLY TAKES TIME OR GREAT REVELATION. CHARACTERS PHYSICAL APPEARANCE MIGHT SLIGHTLY CHANGE, CLEANER, CRISP FEATURES, NATURAL BRIGHT MANIFESTATION AND EVEN AT TIMES THEY WILL APPEAR TO HAVE AN 'AWE' PRESENCE. CHARACTERS WHO SELECT THIS Z-SOUL ARE KIND AND PASSIONATE ABOUT KEEPING THE PEACE, PRESERVING THE GOOD. WHEN A CHARACTER HAS REACHED FIVE SOUL POINTS THEY WILL GAIN A BONUS TWO DICE TO ALL ATTACK AND SKILL ROLLS AGAINST ALL ENEMIES THE STORYTELLER CONSIDERS EVIL. ADDITIONALLY, WHEN CHARACTERS REACH SEVEN SOUL POINTS THIS BONUS INCREASES TO FOUR DICE. ONCE A CHARACTER HAS MASTERED THEIR Z-SOUL AND REACHED TEN SOUL POINTS THEY GAIN AN ABILITY CALLED ASCENDED SURGE. ONCE PER ENCOUNTER PLAYERS CAN ACTIVE THIS ABILITY, GRANTING THEM COMBAT ADVANTAGE AND POWER ATTACK, PLUS THEIR NORMAL BONUSES FROM ASCENSION, AGAINST ALL EVIL ENEMIES. MOREOVER, WHEN ATTACKING AN EVIL TARGET CHARACTER'S SUCCESS RATE IS REDUCED BY ONE. ASCENDED SURGE CANNOT BE USED AS A COUNTER OR COMBINATION ACTION. PLAYERS CANNOT USE THIS ABILITY TO START, OR IN CONJUNCTION WITH, A COMBINATION ATTACK. IF A CHARACTER ATTEMPTS AN ACTION THAT IS CONSIDERED WITHOUT PEACE, WITH EVIL OR AN ACTION THAT IS UNJUSTIFIED THEY WILL NOT AND ARE UNABLE TO GAIN, USE, THE BONUS AND ABILITIES FROM THIS Z-SOUL. LIKEWISE THEY WILL LOSE A SOUL POINT FOR EACH SUCH ACTION AND ADDITIONAL POINTS FOR THE MAGNITUDE OF THE ACTION.

FIVE SOUL POINTS: PLUS TWO AGAINST ALL EVIL ENEMIES

SEVEN SOUL POINTS: PLUS THREE AGAINST ALL EVIL ENEMIES

TEN SOUL POINTS: ASCENDED SURGE



ROYAL BLOOD = Z-SOUL

THIS Z-SOUL IS BASED ON THE BLOOD LINE OF THE CHARACTER, ROYALTY HAS ITS PRIVILEGES. THOSE CHARACTERS WITH ROYAL DESCENT ARE SPECIAL TRAINED IN NOT ONLY COMBAT, BUT ALSO DIPLOMACY AND KNOWLEDGE. WITH THIS Z-SOUL AT TWO SOUL POINTS CHARACTERS ARE GRANTED; +1 LISTEN, +1 DUELIST, +1 KNOWLEDGE AND +1 SUBTERFUGE THESE BONUSES CAN EXCEED A CHARACTER'S INT MAXIMUM AT CHARACTER CREATION ONLY. IN ADDITION TO THEIR FORMAL EDUCATION AT FIVE SOUL POINTS THIS Z-SOUL GRANTED CHARACTERS THE SKILL TACTICALLY SUPREMACY WHICH CAN BE USED ONCE PER ENCOUNTER TO INCREASES ALL EFFECTS FROM ANY COMBAT ADVANTAGE THAT WOULD BE IN FAVOR FOR THE CHARACTER, BY THREE. ONCE MASTERED AND CHARACTERS REACH TEN SOUL POINTS THEY INCREASE THE EFFECT OF TACTICALLY SUPREMACY BY TWO AND CHARACTERS CAN USE TACTICALLY SUPREMACY UP TO THREE TIMES PER ENCOUNTER. ROYAL CHARACTERS WILL ACT SNOOTY OR ENTITLED, THEY WILL RARELY PUT THEIR LIVES ON THE LINE FOR SOMEONE ELSE AND EVEN WHEN THEY DO TYPICALLY ARE ONLY DOING FOR THEIR OWN SELFISH MEANS. CHARACTERS THAT DON'T ACT LIKE TRUE ROYALTY WILL LOSE SOUL POINTS, RANDOM ACTS OF KINDNESS AND SELFISHNESS CAN BE CONSIDERED BAD FOR ROYAL CHARACTERS.

TWO SOUL POINTS: +1 LISTEN, +1 DUELIST, +1 KNOWLEDGE AND +1 SUBTERFUGE

FIVE SOUL POINTS: TACTICALLY SUPREMACY

TEN SOUL POINTS: INCREASE TACTICALLY SUPREMACY /x3



FALLEN = Z-SOUL

THE FALLEN, THE WICKED OR REBELLIOUS ARE THOSE CHARACTERS FROM THE REALM OF THE LIVING WHO HAVE PROMISED THEIR NATURAL SOUL TO THOSE FROM THE LAND OF DEMONS. THEY HAVE TRADED THEIR AFTERLIFE FOR GREAT POWER IN THE REALM OF THE LIVING. JUST AS WITH THE ASCEND Z-SOUL THE FALLEN ARE RARE THEIR SPIRITUAL TRANSFORMATION, MANY A TIME, ARE A SERIES OF DOWN SPIRAL LEADING THEM TO DAMNATION. SOME, HOWEVER, HAVE BEEN KNOWN TO SIMPLY EMBRACE TO "DARK SIDE" THESE FEW ARE TRULY LOST. FALLEN CHARACTERS AREN'T INHERENTLY EVIL NOR ARE THEY GOOD, FALLEN CHARACTERS ARE SIMPLY THOSE WHO ARE MISPLACED, THEIR SOUL GONE, FORGOTTEN OR LOST. CHARACTER WHO CHOSE THE FALLEN Z-SOUL WILL GAIN THE ABILITY CALLED DEMONIC SURGE AT FOUR DOTS. CHARACTERS PHYSICAL APPEARANCE CHANGE DRASTICALLY WHEN USING DEMONIC SURGE, THEIR AURA BECOMES DARK, THEY INCREASE IN PHYSICAL SIZE, THEIR HANDS TRANSFORM INTO CLAWS AND THEY FEATURES BECOME VERY NARROW AND DEMON LIKE. THIS ABILITY GRANTS THE CHARACTER INCREASE PHYSICAL STRENGTH, MAKING ALL DAMAGE VALUE INCREASED BY AN AMOUNT EQUAL TO THE CHARACTER'S RACIAL TRAIT. WHILE UNDER THE EFFECTS OF DEMONIC SURGE CHARACTER ALSO GAIN ARMOR PENETRATION TWO. AT SIX SOUL POINTS WHILE USING DEMONIC SURGE CHARACTERS COUNT HAS HAVING COMBAT ADVANTAGE OVER ALL ENEMIES. WHEN A CHARACTERS REACHES TEN SOUL POINTS INCREASE THE ARMOR PENETRATION OF DEMONIC SURGE BY TWO AND CHARACTERS GAIN PLUS THREE DICE TO ALL POOLS WHEN TAKING ACTIONS AGAINST TARGET THE STORYTELLER CONSIDERS GOOD OR PURE OF HEART. FALLEN CHARACTERS WILL FLAT OUT IGNORE THE WEAK AND WILL TYPICALLY NEVER GO OUT OF THEIR WAY TO HELP THEM. CHARACTERS WILL ONLY SEEK MORE POWER AND STRENGTH. ACTIONS THAT ARE CONSIDERED GOOD OR HELP OTHERS WILL CAUSE A LOSE OF SOUL POINTS FOR FALLEN PLAYERS.

FOUR SOUL POINTS: DEMONIC SURGE

SIX SOUL POINTS: COMBAT ADVANTAGE AND ARMOR PENETRATION / DEMONIC SURGE

TEN SOUL POINTS: DEMONIC SURGE INCREASE / +3 DICE AGAINST GOOD TARGETS

INTELLECTUAL = Z-SOUL

THIS Z-SOUL IS FOR THE CHARACTER WHO QUEST FOR KNOWLEDGE AND UNDERSTANDING OF THE WORLD AROUND THEM, TAKING ANY AND EVERY OPPORTUNITY TO LEARN NEW THINGS OR INFORMATION. CHARACTER WITH THIS Z-SOUL WILL ALWAYS ATTEMPT TO LEARN AND OR SAVE ANY INTELLECTUAL MATERIAL. LOSING SUCH MATERIAL OR TURNING DOWN THE CHANCE TO LEARN SOMETHING NEW WILL CAUSE CHARACTERS TO LOSE SOUL POINTS. WHEN A CHARACTER REACHES THREE SOUL POINTS THEY WILL GAIN +1 TO THEIR INTELLIGENCE, +1 LISTEN, AND +1 SPOT. AFTER REACHING FIVE SOUL POINTS CHARACTERS WILL GAIN ONE COST FREE TALENT. ADDITIONALLY ALL TALENT COST ARE REDUCED BY TWO EXPERIENCE TO A MINIMUM OF TWO. MASTERING THIS Z-SOUL AND REACHING TEN SOUL POINTS WILL GRANT CHARACTERS THE SPECIAL ABILITY CRITICAL THINKING. CHARACTERS CAN USE CRITICAL THINKING WHEN ROLLING EITHER A SKILL CHECK OR SAYING THROW TO REDUCE THEIR SUCCESS RATING BY TWO FOR THE CHECK.

THREE SOUL POINTS: +1 INTELLIGENCE, +1 LISTEN, +1 SPOT

FIVE SOUL POINTS: FREE TALENT / REDUCE TALENT COST

TEN SOUL POINTS: CRITICAL THINKING

SURVIYOR = Z-SOUL

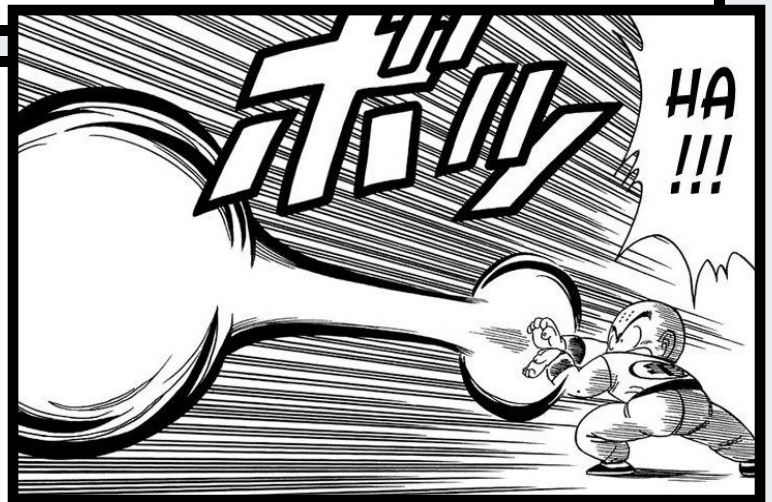
CHARACTERS WHO HAVE SURVIVED A GREAT CATAclySM OR LIFE ALTERING NEAR DEATH EVENT, SURVIYORS ARE MORE ADAPTED TO ENDURING "UNPLEASANT" SITUATIONS. SURVIYORS ARE TYPICALLY OVERZEALOUS ABOUT ONCOMING EVENTS, JITTERY EVEN. MOREOVER SURVIYORS ARE BITTER AND JADED ABOUT THEIR PAST AND RATHER SUSPICIOUS OF OTHERS. WHEN CHARACTERS WITH

THIS Z-SOUL REACH THREE SOUL POINTS THEY INCREASE ALL SAYING THROWS BY TWO DICE. AT SIX SOUL POINTS CHARACTERS GAIN ALERTNESS +1, STEALTH +1, CONCEALMENT +1 AND WILLPOWER +1 THESE BONUSES CAN EXCEED THEIR RELATED ATTRIBUTE RESTRICTIONS MAXIMUM AT CHARACTER CREATION ONLY. WHEN A CHARACTER REACHES TEN SOUL POINTS THEY GAIN BLOODY RESISTANCE WHICH DECREASES THE NUMBER OF SUCCESSES NEEDED TO PAST A BLOODY CHECK BY ONE AND ADDITIONALLY ALLOWS THE CHARACTER TO SCORE BONUS DRAGON RUSHES ON A ROLL OF EIGHT OR GREAT. CHARACTERS ARE PESSIMISTIC AND APPREHENSIVE OF EVERYONE WHEN THEIR OWN PARTY MEMBERS. IF CHARACTERS AREN'T QUESTIONING OR HESITANT OF THEIR SURROUNDS THEY COULD LOSE A POINT FROM THEIR SOUL METER. BE YAJIROBE....

THREE SOUL POINTS: PLUS TWO TO ALL SAYING THROWS

SIX SOUL POINTS: +2 TO ALERTNESS, STEALTH, CONCEALMENT AND WILLPOWER

TEN SOUL POINTS: BLOODY RESISTANCE



ADVENTURER

EVERY CHILD HAS DREAMED ABOUT LEAVING THEIR HOME; THE WISH TO SEE FARAWAY PLACES, ADVENTURING ON EPIC QUESTS AND WANDERING THE YAST WORLD IN SEARCH OF TREASURE, FAME, GLORY OR A MULTITUDE OF ADDITIONAL WANTS AND DESIRES. CHARACTERS WILL ALWAYS SEEK VENTURE AND GREAT UNDERTAKING WITH EXTREME LITTLE COAXING. NEVER TURNING DOWN A JOURNEY OR VOYAGE CHARACTERS WHO DECIDE NOT TO TRAVEL OR TAKE ON AN EXPEDITION WILL LOSE SOUL POINTS. CHARACTERS THAT REACH THREE SOUL POINTS THEY WILL GAIN THE TALENT LUCKY FOR FREE IF A CHARACTER HAS REACHED THEIR MAXIMUM NUMBER OF TALENTS THEY MAY STILL TAKE LUCKY FOR FREE. IF CHARACTERS ALREADY HAVE THE TALENT INCREASES ITS EFFECTIVENESS BY ONE UP TO ITS MAXIMUM OF THREE. WHEN REACHING FIVE SOUL POINTS CHARACTERS GAIN; +1 FORTITUDE, +1 SEARCH, +1 ALERTNESS AND +1 SURVIVAL. CHARACTERS THAT HAVE TEN SOUL POINTS ARE GRANTED THE HEROIC SURGE ONCE PER ENCOUNTER; WHEN USING HEROIC SURGE FOR ANY DICE POOL INCREASES ALL FACE-UP DICE RESULTS BY TWO. THIS CAN CAUSE FAIL DICE TO BECOME SUCCESSFUL AND SUCCESSFUL DICE TO BECOME CRITICALS, HOWEVER CHARACTERS CANNOT GAIN HEROIC CRITICALS.

THREE SOUL POINTS: FREE TALENT LUCKY

FIVE SOUL POINTS: +1 FORTITUDE, +1 SEARCH, + ALERTNESS, +1 SURVIVAL

TEN SOUL POINTS: HEROIC SURGE



POWERHOUSE

DO YOU LIKE TO SMASH THINGS? CHARACTERS THAT CHOSE THIS Z-SOUL ARE ALWAYS READY FOR A FIGHT AND ARE THE TYPICAL ATTACK NOW ASK QUESTION NEVER. PLAYERS CAN NEVER TURN DOWN A GOOD FIGHT AND WILL NEVER RUN FROM ONE EITHER. GO A JOB TO DO A CHARACTER WITH THIS Z-SOUL WILL GET IT DONE. IF CHARACTERS RUN FROM A FIGHT OR TURN DOWN A FIGHT THEY WILL LOSE A SOUL POINT. AT TWO SOUL POINTS CHARACTER DAMAGE VALUES INCREASE BY TWO WHILE UNDER THE EFFECTS OF POWER ATTACK. AFTER REACHING FIVE SOUL POINTS CHARACTERS WILL GAIN ADDITIONAL EXPERIENCE WHILE TRAINING, EACH TIME A CHARACTER TRAINS INCREASE THEIR EARN EXPERIENCE BY EIGHT. MASTERING THIS Z-SOUL GRANTS CHARACTERS A PERMANENT PLUS THREE INCREASE TO ALL THEIR DAMAGE VALUES.

TWO SOUL POINTS: +2 DAMAGE VALUE WITH POWER ATTACK

FIVE SOUL POINTS: +8 EXP WHILE TRAINING

TEN SOUL POINTS: + 3 DAMAGE VALUE TO ALL ATTACKS



CHAPTER SEVEN



SIGNATURE TECHNIQUES

CHAPTER SEVEN

MANY CHARACTERS AND FOES WEIRD POWERFUL TECHNIQUES, SUCH AS GOKU'S KAMEHAMEHA OR VEGETA'S FINAL FLASH ATTACK. THIS SECTION WILL ALLOW AND HELP CHARACTER CREATE THEIR VERY OWN UNIQUE AND SPECIAL ABILITY OR ATTACK. IT IS VERY IMPORTANT TO REMEMBER THAT SUCH TECHNIQUES CAN BECOME VERY



POWERFUL AND VEEY COMPLEX IT IS SUGGESTED PLAYERS DISCUSS THE CREATION OF A SPECIAL TECHNIQUE WITH THE GROUP AND THE STORYTELLER. CHARACTER CAN HAVE AS MANY SIGNATURE TECHNIQUES AS THEY HAVE DOTS IN INTELLIGENCE, CHARACTER PURCHASE SIGNATURE TECHNIQUES FOR FIVE EXPERIENCE POINTS. WHEN BUILDING A SIGNATURE TECHNIQUE CHARACTERS CAN PURCHASE ADVANTAGES AND DISADVANTAGE TO BESTOW ON THEIR TECHNIQUE. WHERE ADVANTAGES ARE POSITIVE EFFECTS, DISADVANTAGES ARE NEGATIVE EFFECTS. ADVANTAGES COST EXPERIENCE POINTS AND DISADVANTAGES REWARD EXPERIENCE POINTS FOR THE RESPECTIVE TECHNIQUE. IF PLAYERS HAVE ANY RESERVATIONS ABOUT THIS SECTION IT IS ENCOURAGED TO BE DISCUSSED AS A GROUP AND WORKED WITHOUT THE STORYTELLER.

- **SIGNATURE TECHNIQUES** COST FIVE EXPERIENCE POINTS AND PLAYERS CAN ONLY HAVE A NUMBER OF SIGNATURE TECHNIQUES EQUAL TO THEIR INTELLIGENCE.

TECHNIQUE TYPES

THERE ARE TWO TYPES OF TECHNIQUES, OFFENSIVE AND DEFENSIVE. WHEN CREATING A NEW TECHNIQUE CHARACTERS MUST PICK WHAT CATEGORY THEIR MOVE WILL BELONG TOO. RATHER THEY ARE BUILDING A POWERFUL BEAM ATTACK OR AN IMPENETRABLE SHIELD BARRIER CHARACTERS MUST CHOSE AN ABILITY TYPE. ADDITIONAL WHEN PURCHASE ADVANTAGE OR DISADVANTAGE EACH WILL BE LABELED EITHER OFFENSIVE OR DEFENSIVE RESPECTIVELY.

OFFENSIVE & DEFENSIVE

IF CHARACTERS CHOSE TO MAKE AN OFFENSIVE ABILITY THEY MUST PICK WHAT TYPE OF ATTACK THEIR ABILITY WILL BE. WILL IT BE A PHYSICAL ATTACK LIKE A SUPER PUNCH, OR WILL IT BE AN EVERY ATTACK LIKE SPECIAL BEAM CANNON. SOMETIMES CHARACTERS ARE MORE WARDING THAN ENDLESS DESTRUCTION. CHARACTERS THAT TAKE A DEFENSIVE ARCHETYPE WILL BE LIMITED TO THE EFFECTS AND POWERS THEY CAN TAKE AS STATED ABOVE. IF A CHARACTER CHOOSES TO CREATE A DEFENSIVE TECHNIQUE THEY MUST PURCHASE THE AURA ADVANTAGE, THEY CAN ACTIYATE THEIR DEFENSIVE TECHNIQUES ON THEIR TURN; ACTIVATION REQUIRES AN ACTION.

PHYSICAL AND ENERGY

SIGNATURE TECHNIQUES CAN BE EITHER PHYSICAL OR ENERGY EACH ADVANTAGE AND DISADVANTAGE IS LABELED RESPECTIVELY IF THE ABILITY IT "EQUITABLE" TO EACH TYPE OF ATTACK. PHYSICAL ATTACKS FOLLOW ALL THE NORMAL RULES FOR COMBAT AND PHYSICAL ATTACKS. HOWEVER, PHYSICAL SIGNATURE TECHNIQUES COST THREE KI POINT TO PERFORM AND HAVE AN INCREASE DAMAGE VALUE OF TWO.

ENERGY ATTACK TYPES

AS EXPLAINED IN CHAPTER ONE THERE ARE FOUR TYPES OF ENERGY ATTACK THAT DIFFER FROM A CHARACTER'S STANDARD ENERGY ATTACK. THESE TYPES HAVE EXTENDED RULES AND REGULATIONS IN ADDITION TO THE STANDARD GUIDELINES LISTED IN CHAPTER ONE. OF COURSE LIKE PREVIOUSLY STATED PLAYERS CANNOT USE SPECIFIC ENERGY ATTACKS IF THE TYPE EXCEEDS THE NUMBER OF DOTS IN THE CHARACTER'S MAN SCORE. EACH TYPE LISTED BELOW HAS A EXPERIENCE POINT COST LISTED WITH IT, THIS COST IS THE AMOUNT A PLAYER MUST PAY TO CREATE THIS TYPE OF SIGNATURE TECHNIQUE THIS IS IN CONJUNCTION WITH THE PURCHASE AMOUNT DISCUSSED ABOVE FOR SIGNATURE TECHNIQUES. IF THE TYPE OF ENERGY ATTACK A CHARACTER WISHES TO CREATE A SIGNATURE TECHNIQUE WITH IS NO LISTED BELOW THEY ARE ENCOURAGED TO DISCUSS ITS CREATION WITH THEIR GAMING GROUP AND STORYTELLER.

- **ENERGY SPHERE: EXPERIENCE POINT (3):** AN ENERGY SPHERE IS SMALL OR LARGE BALLS OF KI THAT ARE THROWN LIKE A BALLS AT A TARGET. AN ENERGY SPHERE REQUIRES CHARACTERS TO SPEND THREE ADDITIONAL KI POINTS THAN NORMAL. ENERGY SPHERE ATTACKS CAN ONLY TARGET A SINGLE ENEMY AND CAUSE NORMAL VALUE DAMAGE PLUS TWO. IN ADDITION IF CHARACTER HAS COMBAT ADVANTAGE OVER THE TARGET AN ENERGY SPHERE ATTACK GAINS POWER ATTACK.

- **KI BLAST: EXPERIENCE POINT (4):** A KI BLAST IN THE SHAPE OF A CONE WHICH EXTENDS FROM THE HAND OF THE ATTACKER. KI BLAST CALLS FOR A CHARACTER TO SPEND FOUR ADDITIONAL KI POINTS THAN NORMAL. KI BLAST ENERGY ATTACKS CAN DAMAGE MULTIPLIABLE TARGETS IN A 90 DEGREE ARCH IN FRONT OF THE ATTACKER. IF A KI BLAST IS GRANTED POWER ATTACK AGAINST ITS TARGET IS ALSO GAINS COMBAT ADVANTAGE.

- **ENERGY EXPLOSION: EXPERIENCE POINT (5):** ENERGY EXPLOSIONS CAN BE EITHER A BALL OF KI OR A SIMPLY DETONATION OF ENERGY. ENERGY EXPLOSIONS REQUIRE CHARACTERS TO SPEND AT LEAST FIVE ADDITIONAL KI POINTS THAN NORMAL. ENERGY EXPLOSIONS ENERGY ATTACK CAN DAMAGE MULTIPLIABLE TARGETS ALL-ROUND THE INITIAL TARGET, 360 DEGREES AT A RANGE EQUAL TO CHARACTERS ENERGY ATTACK RANGE.

- **ENERGY BEAM: EXPERIENCE POINT (4):** A DIRECT ATTACK MUCH LIKE A SPHERE AND A BLAST, AN ENERGY BEAM IS A FOCUS AND CONTROLLER BLAST ATTACK IN THE FORM OF A SPHERE WITH A TAIL, LIKE A COMET ENDING WHEN COMING IN CONNECT WITH ITS TARGET. A BEAM REQUIRES A CHARACTER TO SPEND AT LEAST FOUR ADDITIONAL KI POINTS THAN NORMAL. ENERGY BEAM CAN ONLY TARGET A SINGLE ENEMY AND HAVE PENETRATION WHICH REDUCE THE EFFECTIVENESS OF RESILIENCE, BARRIER, AND ARMOR BY THREE SOMETIME, MULTIPLIABLE ENEMIES MIGHT BE NEARBY THE IMPACT OF AN ENERGY BEAM IF THIS HAPPENS THOSE ENEMIES CLOSE ENOUGH WILL ALSO SUFFER DAMAGE FROM THE ATTACK, THIS IS A SPLASH DAMAGE EFFECT. ALL TARGET WITHIN TWO YARDS OF IMPACT WILL SUFFER ONE HALF OF THE TOTAL DAMAGE INFLECTED TO THE INTEND TARGET.

DAMAGE OVER TIME (DOT)

ANY ADVANTAGE OR DISADVANTAGE WITH THIS ARCHETYPE WILL CAUSE DAMAGE DIRECTLY TO THE TARGET OVER A PERIOD OF TIME. CHARACTERS CAN USE THEIR SAYING THROW PLUS FORTITUDE TO END THE EFFECT STANDARD DC IS ONE. THE DC FOR DOT EFFECTS CAN BE INCREASED BY ONE AT THE COST OF TWO EXPERIENCE POINTS UP TO A MAXIMUM OF DC FOUR.

MULTIPLE

ADVANTAGES AND DISADVANTAGES WITH THIS ARCHETYPE CAN BE TAKEN MORE THAN ONE UP TO A MAXIMUM. THE MAXIMUM IS LISTED NEXT TO THE ARCHETYPE,

ABSORPTION - EXPERIENCE POINT (3):

ABSORPTION IS PRIMARILY A DEFENSIVE ADVANTAGE WHICH ALLOWS CHARACTER TO TAKE DAMAGE AND RESTORE KI POINTS. WHEN ATTACKED WITH AN ENERGY ATTACK CHARACTER'S TECHNIQUE CAN ROLL THREE DICE AND EACH SUCCESS NEGATES A DAMAGE DICE AND INCREASES THEIR CURRENT KI POINTS BY AN EQUAL AMOUNT OF NEGATED DAMAGE TIMES TWO.

- **ADVANTAGE**
- **DEFENSIVE**
- **ENERGY**

ACCURATE - EXPERIENCE POINT (3):

THIS ADVANTAGE INCREASES THE TECHNIQUES ABILITY TO STRIKE A TARGET. SIGNATURE TECHNIQUES WITH ACCURATE GAIN TWO ADDITIONAL DICE TO THEIR RESPECTIVE ATTACK POOL. THIS ABILITY CAN BE TAKEN TWICE, A SECOND PURCHASE COST DOUBLE THE NORMAL PRICE.

- **ADVANTAGE**
- **OFFENSIVE**
- **ENERGY & PHYSICAL**
- **MULTIPLE (2)**
- **ENERGY & PHYSICAL**

AURA - EXPERIENCE POINT (2):

CHARACTERS CAN TAKE THIS ABILITY AND COMBINE IT WITH OTHERS TO CREATE A PROTECTIVE AURA OR EVEN

A DAMAGING ONE. CHARACTERS CAN COMBINE AURA WITH A SPECIFIC FEW ABILITIES, SUCH AS BURNING. AURA IS A COMPLEX ABILITY AND ANY USE OF IT SHOULD BE DISCUSSED WITH YOUR GROUP AND STORYTELLER AURA TECHNIQUES REQUIRE THE CHARACTER TO ONE KI POINT PER ROUND TO SUSTAIN, ADDITIONALLY EVERY ADVANTAGE ADDED TO AURA INCREASES ITS SUSTAIN COST BY THREE.

- **ADVANTAGE**
- **DEFENSIVE**
- **ENERGY**

BURNING - EXPERIENCE POINT (3):

FLAMING, ACIDIC, CORROSIVE OR ANY OTHER SIMILAR EFFECT THAT DELIVERS CONTINUING INDIRECT DAMAGE TO A CHARACTER IS CONSIDERED A BURNING EFFECT. ANY ABILITY WITH THIS SPECIAL EFFECT WILL CAUSE THREE DAMAGE POINT TO AN ENEMY COMES IN CONTACT WITH THE ATTACK OR EFFECT WITH BURNING FOR THIS EFFECT TO TAKE PLACE THE ABILITY IT IS "ATTACHED" TO MUST HAVE STRUCK, CAME IN CONTACT WITH OR CAUSED DAMAGE TO A TARGET. ANY AFFECTED TARGET AND SPEND TWO ACTIONS SMOOTHING THE EFFECTS PER NORMAL SAYING THROW RULES. THIS ABILITY CAN BE TAKEN THREE TIMES, A SECOND AND THIRD PURCHASE COST DOUBLE THE NORMAL PRICE.

- **ADVANTAGE**
- **OFFENSIVE & DEFENSIVE**
- **DAMAGE OVER TIME (DOT)**
- **MULTIPLE (3)**

CONCEALABLE - EXPERIENCE POINT (4):

THIS ABILITY MAKES ANY SPECIAL EFFECT OR SIGNATURE TECHNIQUE INVISIBLE TO THE NAKED EYE, OPPONENTS CAN ATTEMPT TO SEE THE ABILITY IF THEY WISH BY ROLLING PER + SPOT. THIS EFFECT REDUCES THE TARGETS DEFENSE BY TWO.



- **OFFENSIVE & DEFENSIVE**
- **ENERGY**

BURNING - EXPERIENCE POINT (3):

FLAMING, ACIDIC, CORROSIVE OR ANY OTHER SIMILAR EFFECT THAT DELIVERS CONTINUING INDIRECT DAMAGE TO A CHARACTER IS CONSIDERED A BURNING EFFECT. ANY ABILITY WITH THIS SPECIAL EFFECT WILL CAUSE FOUR DAMAGE POINT TO AN ENEMY COMES IN CONTACT WITH THE ATTACK OR EFFECT WITH BURNING FOR THIS EFFECT TO TAKE PLACE THE ABILITY IT IS

"ATTACHED" TO MUST HAVE STRUCK, CAME IN CONTACT WITH OR CAUSED DAMAGE TO A TARGET. ANY AFFECTED TARGET AND SPEND TWO ACTIONS SMOOTHING THE EFFECTS PER NORMAL SAYING THROW RULES. THIS ABILITY CAN BE TAKEN THREE TIMES, A SECOND AND THIRD PURCHASE COST DOUBLE THE NORMAL PRICE.

- **ADVANTAGE**
- **OFFENSIVE & DEFENSIVE**
- **DAMAGE OYER TIME (DOT)**
- **MULTIPLE (3)**
- **ENERGY**

DAMAGING - EXPERIENCE POINT (4):

DAMAGING IS AN ADVANTAGE THAT INCREASES THE AMOUNT OF DAMAGE INFLICTED BY A SIGNATURE TECHNIQUE. INCREASE THE RESPECTIVE DICE POOL BY ONE AND DAMAGE VALUE BY TWO FOR EACH TIMES THE TECHNIQUE HAS DAMAGING. THIS ABILITY CAN BE TAKEN UP TO THREE TIMES, A SECOND AND THIRD PURCHASE COST DOUBLE THE NORMAL PRICE.

- **ADVANTAGE**
- **OFFENSIVE & DEFENSIVE**
- **ENERGY & PHYSICAL**
- **MULTIPLE (3)**

DRAIN - EXPERIENCE POINT (6):

THERE ARE TWO TYPES OF DRAIN, BODY AND SPIRIT. BODY IS THE DRAINING OF A TARGET'S LIFE POINTS AND SPIRIT IS THE DRAINING OF A TARGET'S KI POINTS. DRAIN CAUSES THE VICTIM TO SUFFER A LOSS TO THE RESPECTIVE METER. SIGNATURE TECHNIQUES WITH DRAIN AFTER THE DAMAGE STEP ROLL AN AMOUNT OF DICE EQUAL TO HALF THE SUCCESSFUL DAMAGE DICE UP A MAXIMUM OF FOUR. EACH SUCCESSFUL DICE STEALS TWO POINTS FROM THE RESPECTIVE METER RATHER KI POINTS OR LIFE POINTS. THE STOLEN POINT IS ADDED TO THE ATTACKERS PARTICULAR METER.

- **ADVANTAGE**
- **OFFENSIVE & DEFENSIVE**

FLARE - EXPERIENCE POINT (5):

IF THE TARGET IS HIT (OR IN THE RADIUS OF AN AREA EFFECT ATTACK) THE DEFENDING CHARACTER MAY BE **BLINDED**. EVERY TARGET LOOKING IN THE VICINITY OF THE ATTACK MUST ROLL A **REFLEX** CHECK WITH A DC OF TWO. TARGETS WHO FAIL THIS ROLL ARE **BLINDED** FOR AT LEAST ONE ROUND AND NO MORE THAN THREE. ANY AFFECTED TARGET AND SPEND ONE TURN SMOOTHING THE EFFECTS PER NORMAL SAYING THROW RULES.

- **ADVANTAGE**
- **OFFENSIVE**
- **ENERGY**

ARMOR PENETRATION - EXPERIENCE POINT (2):

ARMOR PENETRATION REDUCED THE EFFECTIVENESS OF ARMOR BY AN AMOUNT EQUAL TO THE NUMBER OF TIMES A SIGNATURE TECHNIQUE HAS ARMOR PENETRATION. THIS ABILITY CAN BE TAKEN UP TO THREE TIMES, A SECOND AND THIRD PURCHASE COST DOUBLE THE NORMAL PRICE.

- **ADVANTAGE**
- **OFFENSIVE & DEFENSIVE**
- **ENERGY & PHYSICAL**
- **MULTIPLE (3)**

HOMING - EXPERIENCE POINT (7):

ONE OF THE MOST UNIQUE ABILITIES, HOMING CANNOT BE COMBINED WITH ANY AREA-OF-EFFECT ATTACKS OR WITH AURA. STORYTELLERS AND GROUP SHOULD DISCUSS THE USAGE OF THIS ABILITY. LINKED WITH AN ATTACK IS USED TO STRIKE A TARGET WITH A MISSED ATTACK. WHEN ATTACKING WITH A HOMING ATTACK AND A CHARACTER MISSES THE TARGET FOR WHATEVER REASON CHARACTER MAY ATTEMPT TO ATTACK THE TARGET AGAIN WITH THE SAME ATTACK AND THE SAME DICE POOL, HOWEVER THE RESPECTIVE DICE POOL IS REDUCED BY HALF, IF THE SECOND ATTEMPT STRIKES AND CAUSES DAMAGE, THAT DAMAGE DICE AND DAMAGE VALUE IS ALSO HALVED.

- **ADVANTAGE**
- **OFFENSIVE**
- **ENERGY**

TECHNIQUE DISADVANTAGES

TECHNIQUE DISADVANTAGES ARE NEGATING EFFECTS THAT SIGNATURE TECHNIQUES INFLICTED UPON THEIR WELDER. A LOT OF TECHNIQUE DISADVANTAGES ARE SCARY ENOUGH ALONE, BUT THE COMBINATION OF THEM CAN SPELL DEFEAT FOR ALMOST ANY CHARACTERS. IT IS IMPORTANT TO DISCUSS THE PURCHASE AND USE OF TECHNIQUE DISADVANTAGES WITH YOUR GAMING GROUP AND STORYTELLER. SOME GROUPS OR STORYTELLER MAY DISALLOW ANY COMBINATION THAT SEEMS INAPPROPRIATE. EACH DISABILITY GIVES A CHARACTER BACK 'X' AMOUNT OF EXPERIENCE POINTS, BUT INFLICTING A POSSIBLE BAD DISADVANTAGE TO THEIR SIGNATURE TECHNIQUES.



- EACH DISADVANTAGE GRANTS TO CHARACTER "FREE" OR BONUS EXPERIENCE POINTS AT A COST OF INFLICTING A DEFECT ON THEIR SIGNATURE TECHNIQUE, THIS FREE EXPERIENCE MUST BE SPENT ON THE AFFECT TECHNIQUE.

BACKBLAST - EXPERIENCE POINT (2):

THE ATTACK PRODUCES SOME SORT OF BACKBLAST OR OTHER SIDE EFFECT THAT AFFECTS ANYONE OR ANYTHING STANDING DIRECTLY BEHIND THE ATTACK (WITHIN 1-2 YARDS) AND THE ATTACKER. SIGNATURE TECHNIQUE WITH BACKBLAST INFLECTED ONE-FOURTH OF THE DAMAGE TO THE ATTACKER EQUAL TO THE NUMBER OF TIMES THE TECHNIQUE HAS BACKBLAST. THIS ABILITY CAN BE TAKEN UP TO TWO TIMES; EACH TIME IS IT TAKEN THE EXPERIENCE GAIN IS REDUCED BY ONE AND THE DAMAGE IS INCREASED BY ONE FOURTH.

- **DISADVANTAGE**
- **ENERGY**
- **OFFENSIVE**
- **MULTIPLE (2)**

INACCURATE - EXPERIENCE POINT (2):

SIGNATURE TECHNIQUE WITH INACCURATE ARE EXTREMELY HARD TO CONTROL OR WIELD. INACCURATE DECREASES THE EFFECTIVENESS OF A SIGNATURE TECHNIQUE. TECHNIQUES WITH THIS DISADVANTAGE ARE UNABLE TO USE COMBAT ADVANTAGE AND REDUCE THE ATTACKERS RESPECTIVE ATTACK POOL BY ONE FOR EACH PURCHASE OF INACCURATE A SIGNATURE TECHNIQUE HAS. THIS ABILITY CAN BE TAKEN UP TO THREE TIMES.

- **DISADVANTAGE**
- **MULTIPLE (3)**
- **ENERGY & PHYSICAL**
- **OFFENSIVE**

LIMITED SHOT - EXPERIENCE POINT (2):

THE BEST TYPE OF SIGNATURE TECHNIQUE IS THE SIGNATURE TECHNIQUE YOU ONLY HAVE TO FIRE ONCE. LIMITED SHOT MAKE THE USE

OF A SIGNATURE TECHNIQUE THREE TIMES PER ENCOUNTER. CHARACTER CAN PURCHASE LIMITED SHOT ADDITIONAL TIMES TO A MAXIMUM OF THREE TO REDUCE THE USAGE OF A SIGNATURE TECHNIQUE TO ONCE PER ENCOUNTER.

- **DISADVANTAGE**
- **MULTIPLE (3)**
- **OFFENSIVE**

SELF-DESTRUCT - EXPERIENCE POINT (6):

THIS ABILITY IS THE MOST DEADLY DISADVANTAGE IN THE DRAGONBALL Z ENGINE. ANY SIGNATURE TECHNIQUE WITH THIS ABILITY WILL SLAY THE ATTACKER. AFTER ALL ASSOCIATED ROLLS HAVE BEEN MADE THE WIELDER IS REDUCED TO ZERO LIFE POINTS AND COUNTS AS BEING SLAIN. RATHER THAT ATTACK ACCURATELY STRIKES THE TARGET OR DAMAGE IS CAUSES THE WIELDER WILL STILL BE SLAIN. WHEN A CHARACTER STRIKES A TARGET

SHORT RANGE - EXPERIENCE POINT (2):

CHARACTERS ARE ABLE TO MAKE THE ATTACK ONLY AT SHORT RANGES AND MUST BE WITHIN MELEE RANGE TO PERFORM THE SIGNATURE TECHNIQUES. USING AN ENERGY ATTACK IN MELEE RANGE HAS IS OWN EFFECTS AS STATED IN THE COMBAT SECTION, HOWEVER, SIGNATURE TECHNIQUES WITH SHORT RANGE GRANT COMBAT ADVANTAGE TO ACTIONS TAKE AGAINST THEM WITH PERFORMING THE SIGNATURE TECHNIQUE.

- **DISADVANTAGE**
- **ENERGY**
- **OFFENSIVE**

USES ENERGY - EXPERIENCE POINT (5):

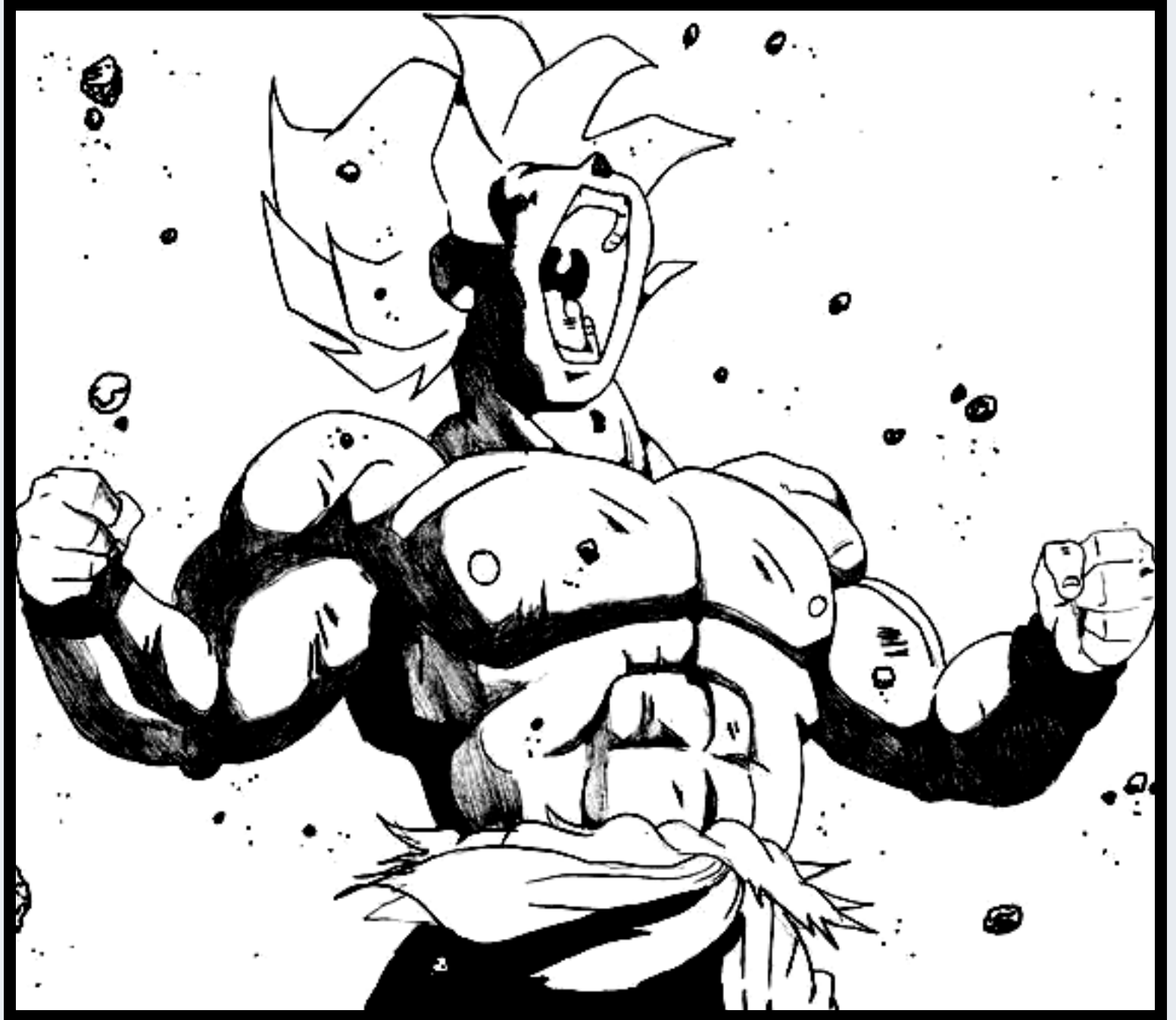
THIS DISABILITY IS ONLY AVAILABLE TO SIGNATURE TECHNIQUES THAT ACTUALLY REQUIRE KAI POINTS PER SPENT FOR USAGE. THE SIGNATURE TECHNIQUE DRAWS UPON THE USER'S PERSONAL ENERGY AND DRAINS THEM. TAKING THIS DISABILITY DOUBLES THE ENERGY USAGE OF THE SIGNATURE TECHNIQUES.

- **DISADVANTAGE**
- **OFFENSIVE & DEFENSIVE**
- **ENERGY & PHYSICAL**

WITH AN ATTACK THAT HAS THIS DISADVANTAGE THEY INCREASE THEIR DAMAGE POOL AND DAMAGE VALUE BY AN AMOUNT EQUAL TO THEIR DEVASTATED THRESHOLD, ADDITIONALLY THEY GAIN POWER ATTACK AND THE TARGET'S DEFENSE IS RESILIENCE AND BARRIER ARE REDUCED BY THREE TO A MINIMUM OF ONE.

- **DISADVANTAGE**
- **ENERGY & PHYSICAL**
- **OFFENSIVE**

CHAPTER EIGHT



TRANSFORMATIONS

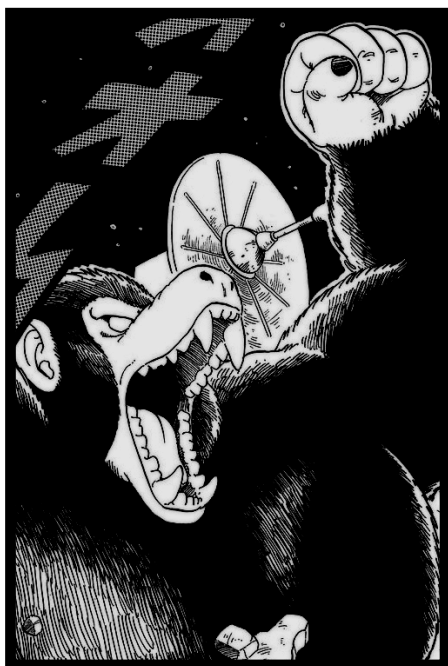
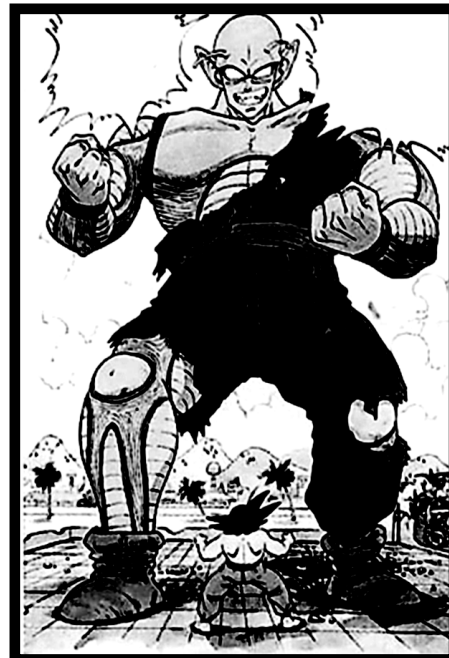
CHAPTER EIGHT

IN THE DRAGONBALL Z UNIVERSE THERE ARE MANY POWERFUL BEINGS, HOWEVER, A SPECIAL FEW HAVE INCREDIBLE HIDDEN POWERS. ALTERNATE FORMS OR STATE OF BEING THAT ALLOWS AND GRANTS INCREASED POWER, SPEED, AND MUCH MORE; THE MOST NOTORIOUS OF THESE FORMS IS THE LEGENDARY SUPER SAIYAN.

NOBIRU UDE (巨大化; LIT. "GIANT FORM")

A NAMEKIAN WITH CONSIDERABLE EFFORT, THEY CAN ALSO GROW MANY TIMES IN SIZE; THIS IS CALLED THE GREAT NAMEKIAN FORM. ALTHOUGH DOESN'T ACTUALLY CHANGE THEIR STRENGTH IT DOES GRANT THEM COMBAT ADVANTAGE AND POWER ATTACK ON ALL TARGETS. EFFECTIVELY ALL PHYSICAL DAMAGE VALUES IN THIS FORM ARE INCREASED BY THREE DAMAGE POINTS; HOWEVER, IT IS IMPORTANT TO NOTE THAT WITH THEIR INCREASE SIZE GREAT NAMEKIAN GRANTS COMBAT ADVANTAGE TO ALL ATTACKERS. CHANGING INTO GREAT NAMEKIAN TRANSFORMATION CHANGES THE CHARACTERS INITIATIVE ORDER AND TAKES A TWO ACTIONS. CHARACTER MUST ALSO PAY A SUSTAIN COST OF FOUR KI POINTS EACH ROUND TO MAINTAIN GREAT NAMEKIAN FORM. CHARACTERS CAN SUSTAIN THIS FORM FOR THREE ROUNDS.

- CHARACTERS CAN PURCHASE NOBIRU UDE FOR TWELVE EXPERIENCE POINTS.
- CHARACTERS CAN EXTEND THE ROUND LIMIT BY ONE, UP TO FIVE, FOR EIGHT EXPERIENCE POINTS PER EXTENSION.



OZARU (大猿, Ōzaru; lit. "Great Monkey")

OZARU CHANGES THE SAIYAN INTO A GIANT APE WITH UNMATCHED STRENGTH DURING THE FULL MOON. TRANSFORMING INTO OZARU FORM INCREASE THEIR POWER LEVEL BY THREE, IN ADDITION THEY GAIN COMBAT ADVANTAGE AND POWER ATTACK ON ENEMIES DUE TO THEIR LARGE SIZE. EFFECTIVELY ALL PHYSICAL DAMAGE VALUES IN THIS FORM ARE INCREASED BY SIX. SAIYAN'S TAILS CAN BE REMOVED, IF THEY DO SO THEY LOSE OZARU TRANSFORM PERMANENTLY. GRABBING OR INJURING A SAIYAN'S TAIL IS ALSO A WEAKNESS; IT CAN CAUSE THEM TO BECOME TEMPORARILY IMMOBILIZED AND INFLECTS A FOUR POINTS OF DAMAGE. WHEN THEIR TAILS ARE GRABBED SAYIANS ROLL THEIR STAM + EUD TO RESIST THE EFFECTS, THE DC IS THREE. IF THEY FAIL THEY BECOME HELPLESS UNTIL THEIR TAIL IS RELEASED, THEY CAN MAKE A SAVE ONCE A ROUND. CHARACTERS CAN LOSE CONTROL OF THIS FORM ALSO, MEANING THEY

WILL RANDOMLY ATTACK ANYONE, EVEN ALLIES; EACH ROUND CHARACTERS MUST ROLL AN ENRAGED CHECK WITH A DC OF THREE. AN ENRAGE CHECK IS A CHARACTERS INT + PER. IF THE PASS THEY CAN ACT AS NORMAL. IF THEY FAIL, THEY MUST RANDOMLY ATTACK A COMBATANT INVOLVED IN THE ENCOUNTER. CHANGING INTO OZARU TRANSFORMATION CHANGES THE CHARACTERS INITIATIVE ORDER AND TAKES A FULL ROUND ACTION. CHARACTER CAN ONLY USE THIS FORM DURING THE FULL MOON, WHICH WOULD BE AT THE STORYTELLER'S DISCRETION.

LEGENDARY SUPER SAIYAN (超サイヤ人)

DURING TIMES OF IMMEASURABLE STRESS OR GREAT WOE SAIYANS AND HALF-SAIYANS ALIKE HAVE THE ARCANAL ABILITY TO TRANSFORM INTO SUPER SAIYANS. THERE ARE ALSO TWO POWER FORMS OF SUPER SAIYAN; EACH FORM MUST BE MASTERED BEFORE MOVING ON TO THE NEXT. SAIYANS PLAYERS WILL START WITH TRYING TO ACHIEVE SUPER SAIYAN ONE THIS ABILITY CAN'T BE LEARNED UNLESS A PLAYER HAS ACHIEVED A TRANSFORMATION THROUGH SOME TYPE OF IMMEASURABLE FORCE OR STRESS. TYPICALLY A PLAYER'S STORYTELLER WILL GRANT THIS ABILITY TO THEM. HOWEVER, CHARACTERS ARE ALSO ABLE TO PURCHASE SUPER SAIYAN FORMS BY SPENDING TWENTY-FOUR EXPERIENCE POINTS. LEGENDARY SUPER SAIYAN ENDOWS CHARACTERS WITH EXTREME POWER AS WELL AS SOME CHANGES TO THEIR PHYSICAL FEATURES SUCH; AS GOLDEN OR YELLOWING SPIKED HAIR, GREEN



OR BLUE EYES. SAIYAN CHARACTERS CAN ACTIVATE LEGENDARY SUPER SAIYAN FOR TWELVE KI POINTS WITH A SUSTAIN COST OF FOUR KI POINTS PER ROUND; REQUIRES THREE ACTIONS TO ACTIVATE. WHILE UNDER THE EFFECTS OF LEGENDARY SUPER SAIYAN CHARACTERS INCREASE ALL COMBAT DICE ROLLS BY THREE, DAMAGE VALUES BY ONE AND INCREASE THEIR POWER LEVEL BY THREE. CHARACTERS THAT HAVE UNLOCKED SUPER SAIYAN TWO CAN ACTIVATE THE FORM FOR SIXTEEN KI POINTS WITH A SUSTAIN COST OF SIX KI POINTS PER ROUND; REQUIRES THREE ACTIONS TO ACTIVATE. CHARACTERS CAN ONLY TRANSFORM INTO STAGE TWO AFTER CHANGING INTO STAGE ONE. SUPER SAIYAN TWO CHARACTERS INCREASE ALL COMBAT DICE ROLLS BY FIVE, DAMAGE VALUES BY TWO AND INCREASE THEIR POWER LEVEL BY FOUR. AT ANY POINT A CHARACTER BECOMES UNCONSCIOUS, EXHAUSTED OR

REACHES TEN LIFE POINTS THEY WILL LOSE ALL SUPER SAIYAN BONUSES AND REVERT BACK INTO THEIR NORMAL FORM.

- NOTABLY, CHARACTERS CAN LOWER THE NUMBER OF ACTIONS REQUIRED TO ACTIVATE BY ONE, FOR A COST OF FIVE EXPERIENCE POINTS.

ASCEND SUPER SAIYAN (超サイヤ人第2段階, SAIYA-JIN)

THIS IS A STEP-UP FORM, BETWEEN SUPER SAIYAN ONE AND SUPER SAIYAN TWO. THIS IS A PURCHASABLE ABILITY A CHARACTER CAN BUY AFTER ACHIEVING SUPER SAIYAN ONE FOR A COST OF FIFTEEN EXPERIENCE POINTS. ASCEND SUPER SAIYAN ENDOWS CHARACTERS WITH EXTREME CORPORAL POWERS AS WELL AS THRILLING INCREASE TO THEIR PHYSICAL FORM, SUCH AS HEIGHT AND MUSCLE SIZE CHARACTER ALSO HAVE THE TYPICAL PHYSICAL CHANGES OF SUPER SAIYAN. ASCEND SUPER SAIYAN ACTIVATION COST FOR TEN KI POINTS WITH A SUSTAIN COST OF FIVE KI POINTS PER ROUND; REQUIRES THREE ACTIONS TO ACTIVATE. ASCEND SUPER SAIYAN CHARACTERS INCREASE ALL COMBAT DICE ROLLS BY TWO, PHYSICAL DAMAGE VALUE FIVE AND INCREASE THEIR POWER LEVEL BY FOUR. ADDITIONALLY, ASCEND SUPER SAIYAN GRANTS CHARACTERS POWER ATTACK ON ALL ENEMIES. NOTABLY, IT ALSO DECREASES CHARACTERS SPEED BY THREE AND DEFENSE BY THREE. THIS FORM DOES NOT STACK WITH OTHER FORMS. ASCEND SUPER SAIYAN TRANSFORMATION CHANGES THE CHARACTERS INITIATIVE ORDER.

METAMORPHOSIS (変身)

ARCOSIAN CHARACTERS ARE ABLE TO TRANSFORM INTO SMALL LESS POWERFUL FORMS OF THEMSELVES. THEY USE THIS ABILITY TO HIDE THEIR TRUE POWER FROM THEIR ENEMIES; THIS ABILITY ALSO SERVES AS A WAY TO CAUSE LESS STRESS TO THEIR BODIES. ARCOSIAN PLAYERS START OUT IN THEIR BASE FORM OR SUPPRESSED FORM AND MUST DISCOVER AND LEARN HOW TO TRANSFORM INTO THEIR MORE POWERFUL FORMS. EACH FORM GRANTS THEM POWER, BUT OVERALL IMPROVE THEIR FIGHTING PERFORMANCE. THERE IS NO NEED FOR THEM TO BE FORCED INTO A TRANSFORM STATE; ARCOSIANS SIMPLY GAIN THE BENEFIT OF METAMORPHOSIS AS THEY DISCOVER THEIR TRANSFORMED STATE. UNLIKE SUPER SAIYAN AR-



COSIANS DO NOT LOSE METAMORPHOSIS WHEN THEY BECOME UNCONSCIOUS, EXHAUSTED OR REACHES ONE LIFE POINTS OR LESS, THEY CAN SIMPLY REMAIN IN TRANSFORMED. THE BONUS FROM EACH FORM OF METAMORPHOSIS IS ONLY AVAILABLE IF THE CHARACTER IS TRANSFORMED INTO THAT STAGE. EACH FORM OF METAMORPHOSIS CAN DRASTICALLY CHANGE THE CHARACTER APPEARANCE. IT IS IMPORTANT TO NOTE THAT EACH ROUND A CHARACTER IN ANY FORM OF METAMORPHOSIS THEY MUST ROLL A STRESS CHECK WITH A DC OF ONE THAT INCREASES FOR EACH FORM OF METAMORPHOSIS. A STRESS CHECK IS A CHARACTER'S MAN + STAM, IF FAILED CHARACTERS LOSE THREE KI POINTS. THERE ARE THREE FORMS OF METAMORPHOSIS EACH FORM REQUIRED TWO ACTIONS TO ACTIVATE. CHARACTERS MUST ACTIVATE EACH STAGE BEFORE ADVANCING TO THE NEXT FORM. WHILE UNDER THE EFFECTS OF METAMORPHOSIS FORM ONE INCREASES ALL COMBAT DICE ROLLS BY ONE, DAMAGE VALUES BY ONE AND INCREASES THEIR POWER LEVEL BY ONE AND HAS AN ACTIVATION COST OF FOURTEEN KI POINTS. METAMORPHOSIS FORM TWO HAS AN ACTIVATION COST SIXTEEN KI POINTS AND INCREASES ALL COMBAT DICE ROLLS BY TWO, DAMAGE VALUES BY TWO AND INCREASES THEIR POWER LEVEL BY TWO; STRESS CHECK DC INCREASES BY ONE. METAMORPHOSIS FORM THREE OR FINAL FORM HAS AN ACTIVATION COST EIGHTEEN KI POINTS AND INCREASES ALL COMBAT DICE ROLLS BY THREE, DAMAGE VALUES BY TWO AND INCREASES THEIR POWER LEVEL BY THREE; STRESS CHECK DC INCREASES BY TWO. METAMORPHOSIS FORMS CAN BE PURCHASED WITH EXPERIENCE POINTS, EACH FORM COST TWELVE EXPERIENCE POINTS.

- CHARACTERS CAN SPEND EIGHT EXPERIENCE POINTS TO LOWER THEIR STRESS TEST BY ONE, THIS CAN BE PURCHASED UP TO FOUR TIMES.

SUPER EVOLUTION

THIS FORM ALLOWS ARCOSIAN CHARACTER TO ASCEND BEYOND THEIR TRUE FORMS. SUPER EVOLUTION GREATLY INCREASES ARCOSIAN'S POWERS. MUST LIKE THE OTHER FORMS OF METAMORPHOSIS THIS DRASTICALLY CHANGE THE CHARACTER APPEARANCE AND HEIGHT. SUPER EVOLUTION CAN BE PURCHASED FOR EXPERIENCE POINTS, COSTING TWELVE POINTS. SUPER EVOLUTION FORM INCREASES ALL COMBAT DICE ROLLS BY FIVE, DAMAGE VALUES BY THREE AND INCREASES THEIR POWER LEVEL BY FIVE; STRESS CHECK DC INCREASES BY THREE. UNLIKE THE OTHER FORMS OF METAMORPHOSIS THIS FORM HAS A SUSTAIN COST; SUPER EVOLUTION CAN BE ACTIVATED FOR TWENTY-TWO KI POINTS WITH A SUSTAIN COST OF TEN KI POINTS.

CHAPTER NINE



FUSION

CHAPTER NINE

FUSION (合体, GATTAI; LIT. "UNION") IS THE PROCESS OF MERGING TWO SEPARATE BEINGS INTO ONE, COMBINING THEIR ATTRIBUTES, FROM STRENGTH AND SPEED TO REFLEXES, INTELLIGENCE AND WISDOM. WHEN PROPERLY FUSED, THE SINGLE BEING CREATED HAS AN ASTOUNDING LEVEL OF POWER, FAR BEYOND WHAT EITHER FUSSES WOULD HAVE HAD INDIVIDUALLY. SO FAR, IT HAS BEEN SHOWN THAT THERE ARE AT LEAST SIX DIFFERENT WAYS TO FUSE. EACH TYPE OF FUSION WORKS SLIGHTLY DIFFERENT THAN THE LAST. IT IS IMPORTANT TO NOTE THAT WHILE PERFORMING A FUSION TECHNIQUE ALL ATTACKERS ARE GRANTED COMBAT ADVANTAGE AND POWER ATTACK, GROUP MEMBERS SHOULD BE CAREFUL WITH USING SUCH MOYES.

FUSION DANCE (フュージョン)

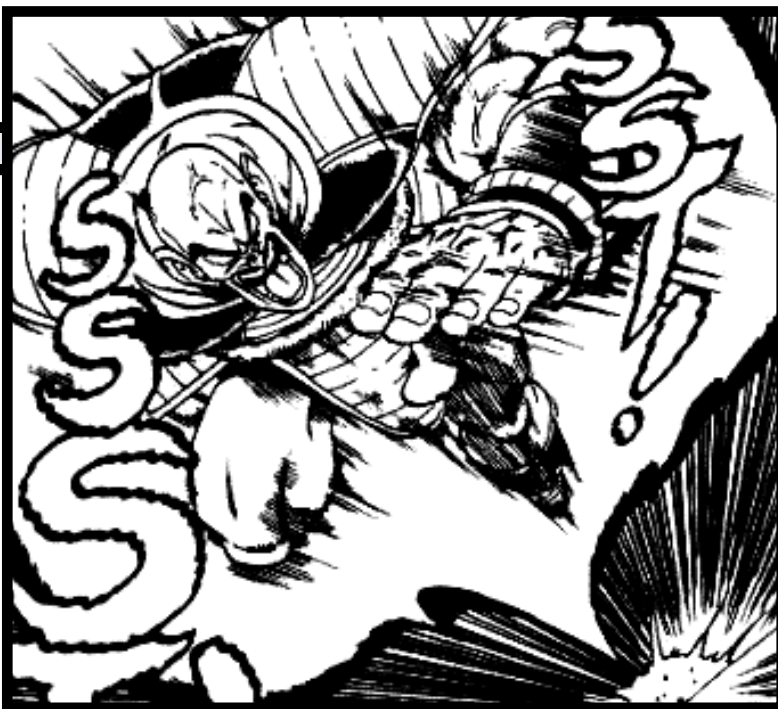
A FUSION PERFORMED USING THE FUSION DANCE, A DANCE DEVELOPED BY AN ALIEN SPECIES CALLED THE METAMORANS. THE DANCE RESULTS IN A COMPLETELY NEW MERGED BEING WITH CHARACTERISTICS FROM BOTH MERGERS. THE NEWLY FUSED BODY IS DRESSED IN METAMORAN ATTIRE; A DARK COLORED VEST LINED WITH LIGHT COLORED LINEN, WHITE PANTS WITH A CLOTH BELT AND BOOTS. THERE ARE CERTAIN REQUIREMENTS TO THE FUSION DANCE AS OPPOSED TO OTHER FUSION TYPES. THE MERGERS NEED TO HAVE EQUAL POWER LEVEL AND SIMILAR HEIGHT. PLAYERS PERFORMING THE FUSION DANCE MUST ACTUALLY ATTEMPT THE ACT IN THE REAL WORLD. EACH PLAYER STANDS SIX PAGES FROM EACH OTHER, SIDE TO SIDE. THEY HOLD THEIR ARMS OUT SO EACH PERSON'S ARMS POINT AWAY FROM THEIR PARTNER, PALMS OPEN AND FACING FORWARDS. WHILE SAYING "FUUUU..." EACH PERSON SHUFFLES THEIR FEET SIDWAYS TOWARDS THEIR PARTNER. BOTH PEOPLE MUST TAKE EXACTLY THREE STEPS AT THIS TIME. WHILE DOING SO, EACH PERSON SWINGS BOTH ARMS OVER THEIR HEAD SO EACH OF THE TWO SETS OF ARMS POINT TO THEIR PARTNER'S. THEN, WHILE SAYING "SION..." EACH PERSON SWINGS THEIR ARMS ACROSS THEIR BODY, TURNING THEM SO THEIR PALM FACES THE FLOOR AND CLOSING THEIR FISTS. AT THE SAME TIME, THEY MUST BRING OUTER LEG UP SO IT IS AT A RIGHT ANGLE, WITH THEIR SHIN FACING THEIR PARTNER AND THEIR FOOT LEVEL WITH THEIR KNEE. FINALLY, EACH PERSON SHOUTS "HA!" AND LEANS THEIR TORSO OVER SO IT IS SLANTED TOWARDS THEIR PARTNER. THEY BRING THEIR ARMS UP OVER THEIR HEAD SO THEY POINT "UPWARDS" (IN RELATION TO THEMSELVES) WITH THEIR INDEX FINGERS OUT. THEY MUST THEN FULLY EXTEND THEIR OUTER LEGS. AT THIS POINT EACH PERSON'S FINGERS SHOULD TOUCH THEIR PARTNER'S FINGERS. IF BOTH CHARACTERS DO THIS EXACTLY RIGHT, THE FUSION WILL BE SUCCESSFUL. THE FUSION ONLY LASTS FOR THREE ROUNDS AND HAS A SUSTAIN COST OF FOUR KAI POINTS PER ROUND. THIS CAN BE PERFORMED DURING COMBAT AND REQUIRES TWO FULL ROUND ACTIONS BY BOTH CHARACTERS TO COMPLETE. BOTH PLAYERS WILL ACT ON THE SAME TURN AS ONE CHARACTER AND WHEN PERFORMING ACTIONS ADD TOGETHER THEIR RESPECTIVE DICE POOLS FOR SAID ACTION. THIS MEANS THE FUSION DANCE CAN BE PERFORMED BY DIFFERENT RACES WITH OTHER RACES. A FUSION DANCE TRANSFORMATION CHANGES THE CHARACTERS INITIATIVE ORDER.



NAMEKIAN FISSION (融合, LIT. "ASSIMILATION")

A SPECIAL TECHNIQUE UNIQUE TO THE NAMEKIAN, IT IS MORE OF AN ASSIMILATION THAN A FUSION, AS ONE NAMEKIAN ABSORBS THE ENERGY, STRENGTH, MEMORIES, AND INTELLIGENCE OR THOUGHT PATTERN OF ANOTHER. BOTH PARTICIPANTS MUST WILLINGLY CONSENT TO FUSE IN THIS MANNER AND USUALLY THE PAIR AGREES TO THE STRONGER OF THE TWO TO SERVE AS THE HOST. THE AGREED HOST PLACES HIS HAND OVER THE CHEST OF THE OTHER ONE AND THROUGH UNKNOWN POWERS, A FLASH MERGES FROM THEM. THIS TYPE OF FUSION IS CONSIDERED TO BE PERMANENT AND CANNOT BE UNDONE. IT MUST BE PERFORMED WITH ANOTHER NAMEKIAN. THE TWO CHARACTERS WILL DECIDE WHO THE HOST IS AND WHO WILL BE "ABSORB". ONCE FUSED TOGETHER CHARACTERS WILL TRANSFER ALL THEIR KNOWN SKILLS OVER TO THE NEW CHARACTER SHEET, IF THE SKILL IS SHARED BY BOTH CHARACTER SIMPLY PICK THE CHARACTER WITH THE HIGH SCORE AND TRANSFER THEIR DOTS PLUS ONE. DO THE SAME WITH THE TWO CHARACTERS ATTRIBUTES; IF BOTH CHARACTERS SHARE THE SAME MAX SKILL OR ATTRIBUTE THEM GAIN A BONUS AUTOMATIC SUCCESS WHEN ROLLS INVOLVING SAID SKILL AND ATTRIBUTE. THE NEW CHARACTER INCREASES THEIR POWER LEVEL TO THE HIGHEST BETWEEN THE FUSED CHARACTERS PLUS AN ADDITIONAL TWO.

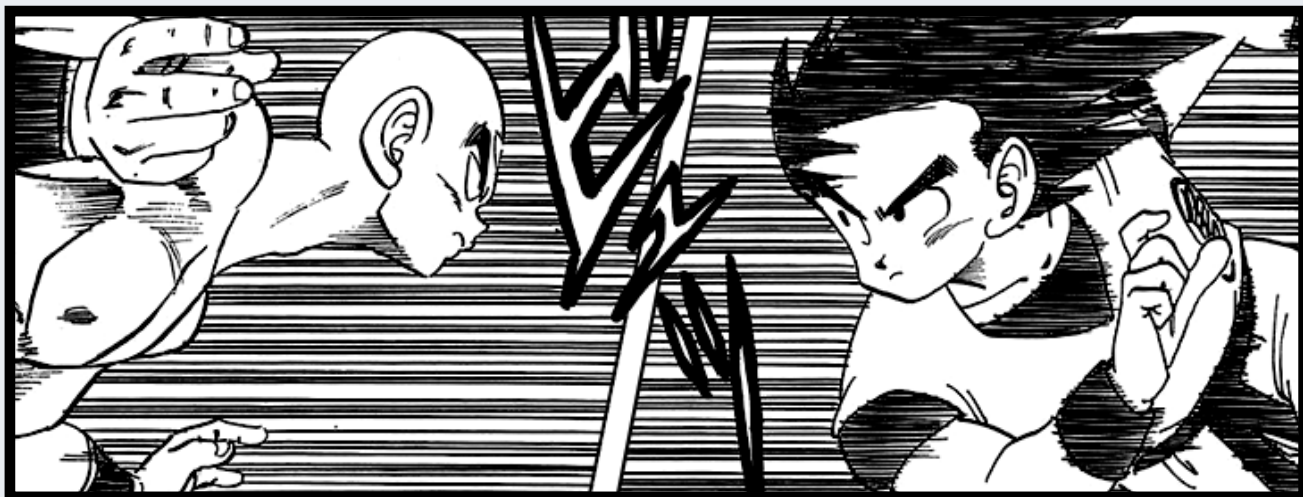
CHARACTERS CAN ONLY FUSE THIS WAY TWICE.



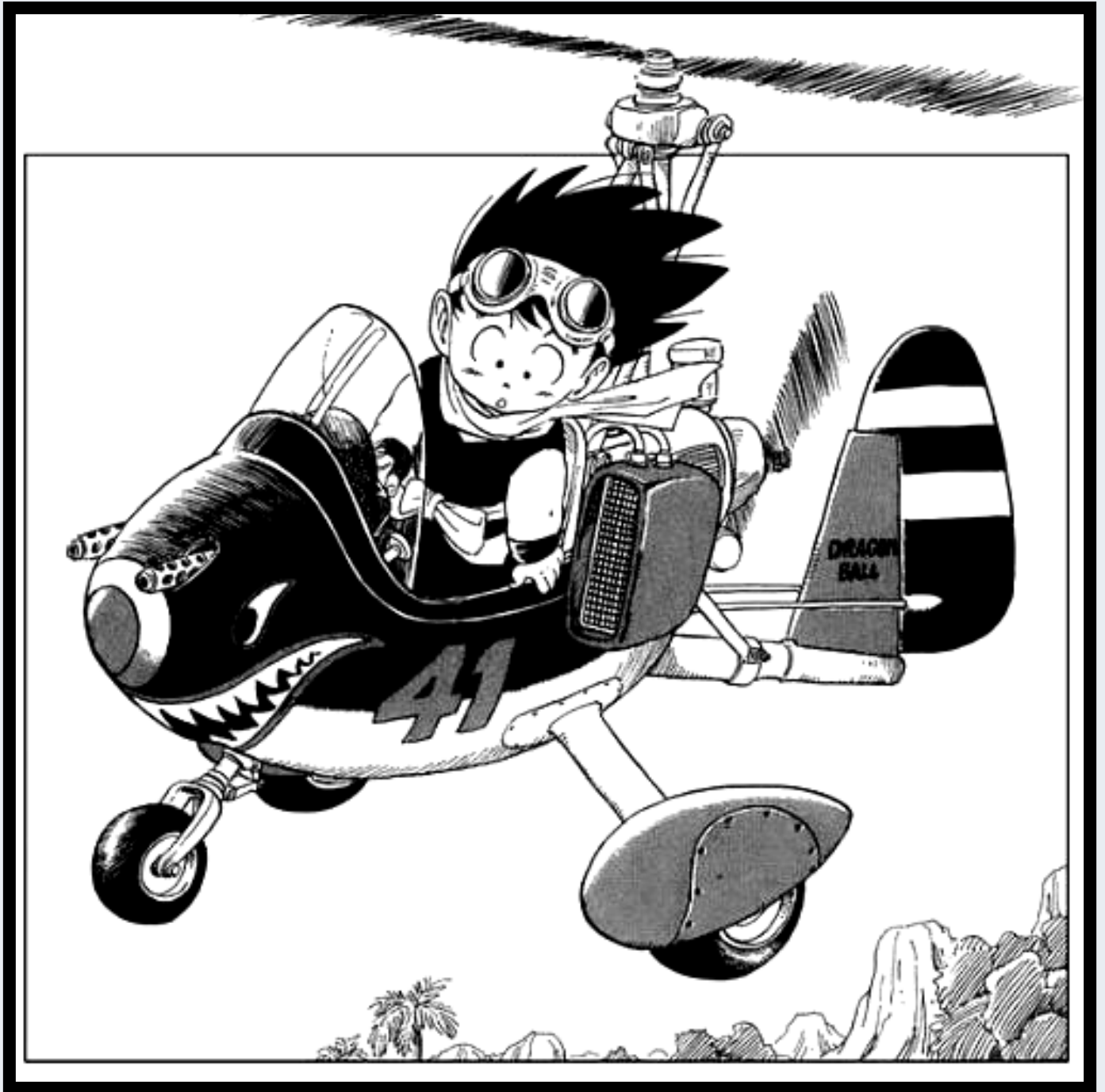
ABSORPTION (吸収)

THIS IS A DIFFERENT FORM OF FUSION, AS IT USUALLY INVOLVES THE CONSUMPTION OF AN INDIVIDUAL, AS OPPOSED TO A SHARING OF POWER. THERE IS ALSO TYPICALLY NO LIMIT TO THE AMOUNT OF ABSORPTION EITHER. CHARACTERS WITH THIS ABILITY CAN ABSORB AS MANY INDIVIDUALS AS THEY WANT. EACH TIME THE ABSORB SOMEONE THEY WILL GAIN THREE EXPERIENCE POINTS. SOMETIMES THERE ARE SPECIAL INDIVIDUAL WHICH BOND PERFECTLY WITH THE

HOST, AT THESE JUNCTIONS THE HOST COULD ACTUALLY TRANSFORM INTO A MORE POWERFUL FORM. WHEN SUCH THINGS HAPPEN THE HOST WILL BE GRANTED EIGHTEEN EXPERIENCE POINTS, BRING THEM ONE STEP CLOSER TO PERFECTION.



CHAPTER TEN

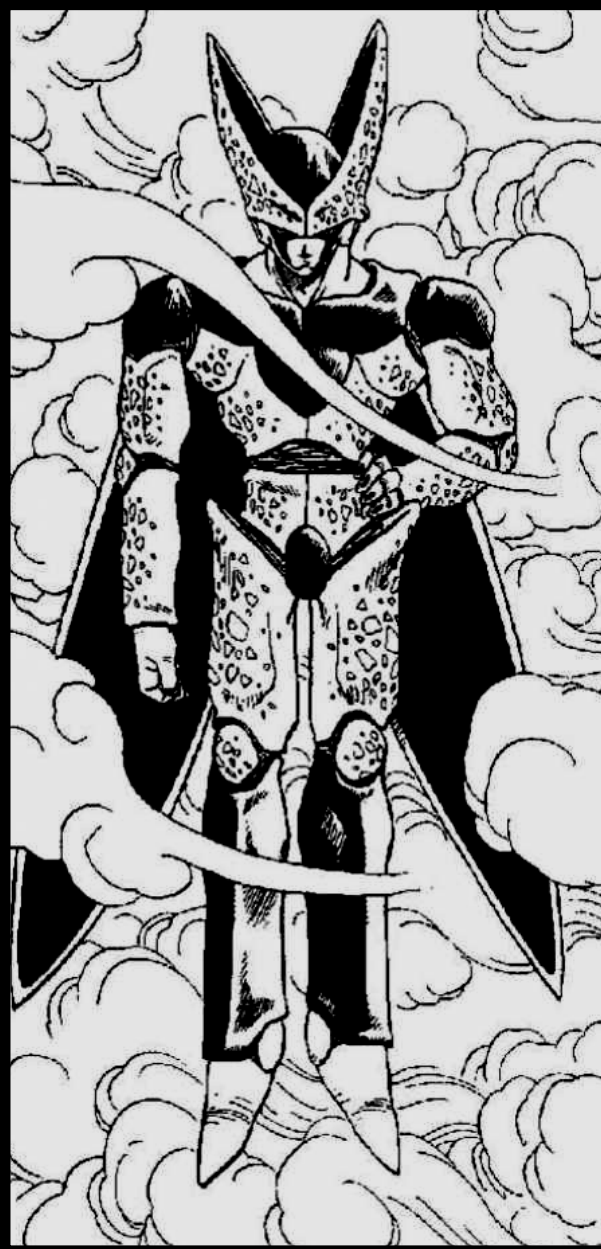


EQUIPMENT

CHAPTER TEN

IN **DRAGONBALL Z** THERE IS ONLY ONE ORGANIZATION KNOWN WORLDWIDE AS THE MOST INVENTIVE COMPANY, THE CAPSULE CORPORATION. THE WORLD'S LEADING BUSINESS IN ALL INDUSTRIES, OWNED BY DR. BRIEFS. THE FOLLOWING ARE DESCRIPTIONS OF ITEMS THAT CHARACTERS CAN BUY FROM THE CAPSULE CORPORATION. EACH CHARACTER STARTS OUT WITH 100 ZENI. ZENI NOT ONLY REPRESENTS MONEY OR CURRENCY, BUT ALSO SOCIAL OR POLITICAL WEALTH; CHARACTER MIGHT SPEND 800Z FOR A PIECE OF EQUIPMENT ONLY SPENDING 350Z ACTUAL ZENI ON THE EQUIPMENT AND THE REST KNOWING PEOPLE TO GET THE ITEM TO THEM SAFELY. THE ACTUAL COST OF ITEMS IS UP TO THE STORYTELLER, IT IS ENCOURAGE PLAYERS WORK WITH THE STORYTELLER TO CREATE A BALANCE PRICE. PLAYERS AND STORYTELLERS ARE ABLE TO MAKE ANY ITEMS THEY CAN IMAGINE THIS SECTION IS TO HELP GIVE GUIDELINES IN CREATE THE MORE SPECIFIC ITEMS KNOWN IN THE **DRAGONBALL Z** WORLD. ADDITIONALLY, PLAYERS SHOULD REMEMBER THAT ALL CLOTHING TAKES ONE TURN TO

REMOVE OR DAWN, MOREOVER CHARACTERS CANNOT DAWN MORE THAN ONE TYPE OF CLOTHING AT A TIME.



CLOTHES

CHARACTER'S CLOTHES CAN RANGE FROM NORMAL EVERYDAY CLOTHES TO WEIGHTED TRAINING CLOTHES. WEIGHT TRAINING CLOTHES INCREASE A CHARACTER GAIN FROM TRAINING. WHEN CHARACTERS ARE TRAINING INCREASE THE AMOUNT OF FITNESS POINTS THEY GAIN BY THREE WHEN WEARING WEIGHTED CLOTHING. OBVIOUSLY, CHARACTERS MUST HAVE THEIR WEIGHTED CLOTHING ON TO GAIN THE BENEFIT.

ARMOR

DAMAGE REDUCTION IS GRANTED TO CHARACTERS WEARING ARMOR, DAMAGE REDUCTION REDUCES THE DAMAGE INFLICTED BY ATTACKS. THE REDUCTION IS EQUAL TO THE ARMOR VALUE WHICH NORMALLY RANGES FROM THREE TO TWELVE DAMAGE. ALL ARMOR HAS A BREAK VALUE THIS VALUE IS THE AMOUNT OF DAMAGE THE ARMOR CAN REDUCE BEFORE BREAKING. EACH TIME ARMOR REDUCES AN INCOMING ATTACK ITS BREAK VALUE IS ALSO REDUCED. ONCE IT REACHES ZERO THE ARMOR IS BROKEN AND LONGER WILL WORK CORRECTLY. ARMOR ALSO CAUSES CHARACTERS TO LOSE SOME SPEED; ARMOR REDUCES A CHARACTER'S SPEED BY AN AMOUNT EQUAL TO ITS ARMOR VALUE.

- **EXAMPLE:** GARRETT'S ARMOR HAS AN ARMOR VALUE OF SIX AND RONAN INFLICTS TEN DAMAGE POINTS TO GARRETT. THE ARMOR WILL ABSORB SIX DAMAGE POINTS AND GARRETT WILL ONLY TAKE FOUR. GARRETT'S ARMOR BREAK VALUE IS REDUCED FROM THIRTY TO TWENTY-FOUR.

WEAPONS

DO TO THE UNLIMITED IMAGINATION OF PLAYERS THERE IS AN EVER-GOING LIST OF WEAPONS, SO IN DRAGONBALL Z ENGINE A WEAPON IS SIMPLY A MELEE WEAPON. THAT FACT IN MIND WHEN CHARACTERS CHOSE TO BUY A WEAPON THEY MAY PICK WHATEVER WEAPON THEY WISH TO IMAGINE THEIR CHARACTER WIELDING. WEAPONS CAN DO A VARIETY OF DAMAGE AND HAVE A STRESS VALUE EQUAL TO THE TOTAL AMOUNT OF DAMAGE THE WEAPON CAN INFLICTED BEFORE NEEDING REPAIRED. WHEN ATTACKING WITH A WEAPON CHARACTERS ADD A NUMBER OF DICE TO THEIR PHYSICAL DAMAGE POOL EQUAL TO THEIR WEAPONS DAMAGE VALUE, HOWEVER CHARACTERS SUCCESS RATE WHEN ATTACKING WITH A WEAPON IS INCREASED TO NINE. THE REST IS UP TO THE PLAYER AND THEIR STORYTELLER TO IMAGINE.

- **DUAL WIELDING:** SIMPLY WIELDING A WEAPON IN EACH HAND DOES NOT GRANT A CHARACTER MULTIPLE ATTACK POOL IN A SINGLE TURN. DUAL WIELDING TWO WEAPONS GIVES CHARACTER BONUS TO THEIR PHYSICAL DAMAGE POOL MADE WITH THE WEAPONS. WHEN ROLLING A DAMAGE POOL WITH TWO WEAPONS PLAYERS SIMPLY GAIN AN EXTRA THREE DICE, HOWEVER, THEY ALSO LOSE FOUR ATTACK DICE FROM THEIR ATTACK POOL WHEN DUAL WIELDING.

HAAAA!!



CONSUMABLES

CHARACTERS CAN USE CONSUMES TO GAIN ITS EFFECTS. CONSUMES INCLUDE FOOD, WATER AND EVEN THE MAGICAL SENZU BEAN. MUCH LIKE WEAPONS THE LIST OF CONSUMABLES IS NEARLY ENDLESS SO WE ARE LEAVING THE EFFECTS MAINLY UP TO THE PLAYERS AND THEIR STORYTELLER. HOWEVER IS IT IMPORTANT TO NOTE THE CHARACTERS PLAYING ANDROIDS AS A RACE CANNOT USE ANY TYPE OF CONSUMABLE ITEM. ANOTHER NOTE TYPICALLY, MUCH LIKE MY HOUSE, THERE ARE NEVER ANY LEFT OVERS.



HE'S
ATTACKING!!!

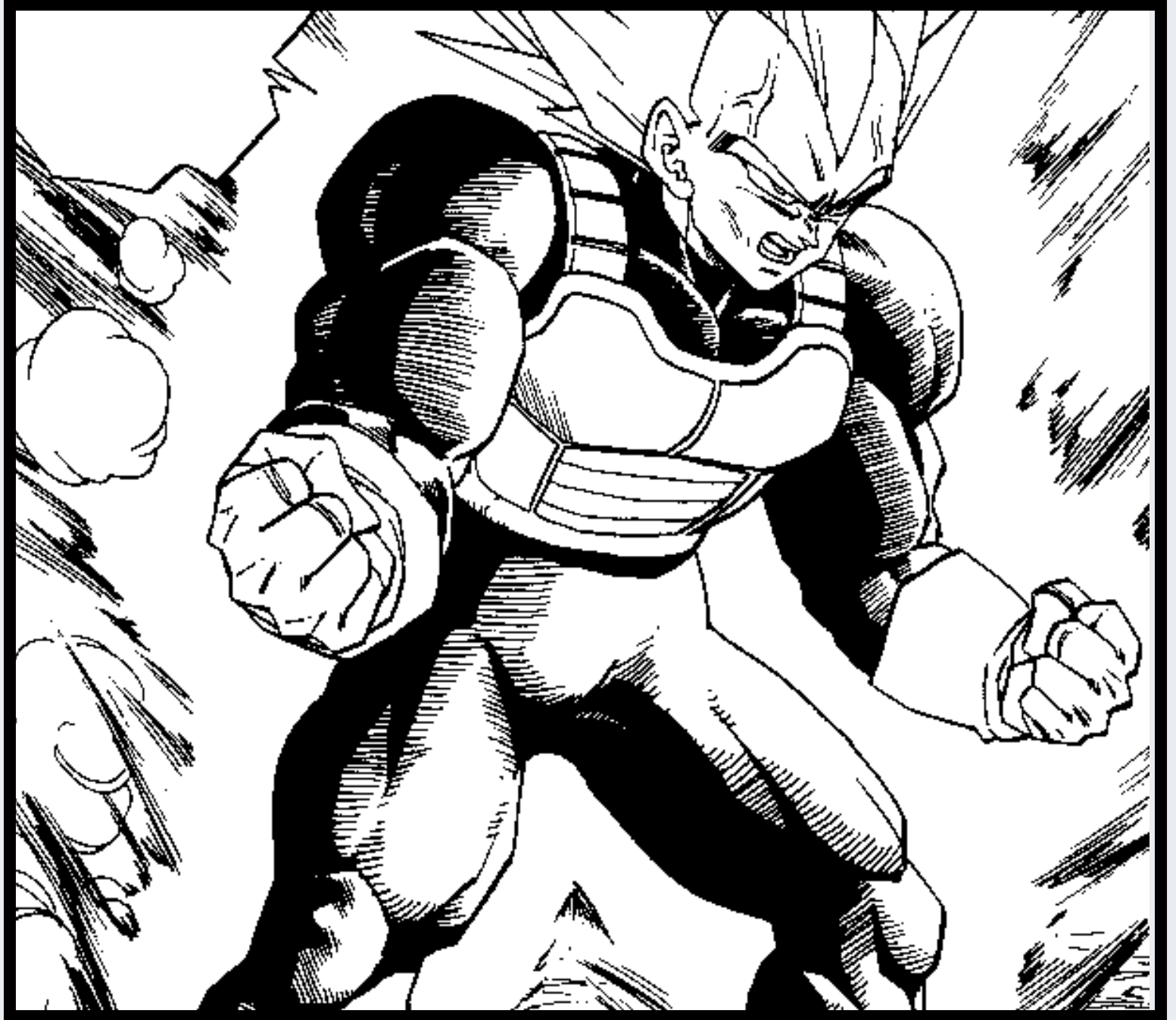
CAPSULES (カプセル)

ALSO KNOWN AS HOI-POI CAPSULES AND DYNOCAPS WERE CREATED BY DR. BRIEF OF THE CAPSULE CORPORATION, FOR THE PURPOSE OF MAKING OBJECTS COMPACT AND EASY TO TRANSPORT. CHARACTERS CAN USE CAPSULES TO TRANSPORT NEARLY ANYTHING OR NEARLY ANY SIZE.

SENZU BEAN (仙豆)

SENZU BEANS ARE MYSTICAL BEANS WITH IMMENSE REJUVENATION PROPERTIES IN THE DRAGON BALL Z ENGINE AND ARE WIDELY KNOWN TO COMPLETELY RESTORE A PERSON LIFE FORCE AND ENERGY. WHEN CONSUMING A SENZU BEAN CHARACTERS FULLY RESTORE THEIR LIFE POINTS AND KI POINTS UP TO THE MAXIMUM. IN ADDITION IF TAKEN IN COMBAT CHARACTERS GAIN COMBAT ADVANTAGE AND POWER ATTACK UNTIL THE END OF THEIR NEXT TURN.

CHAPTER ELVEN



TRAINING

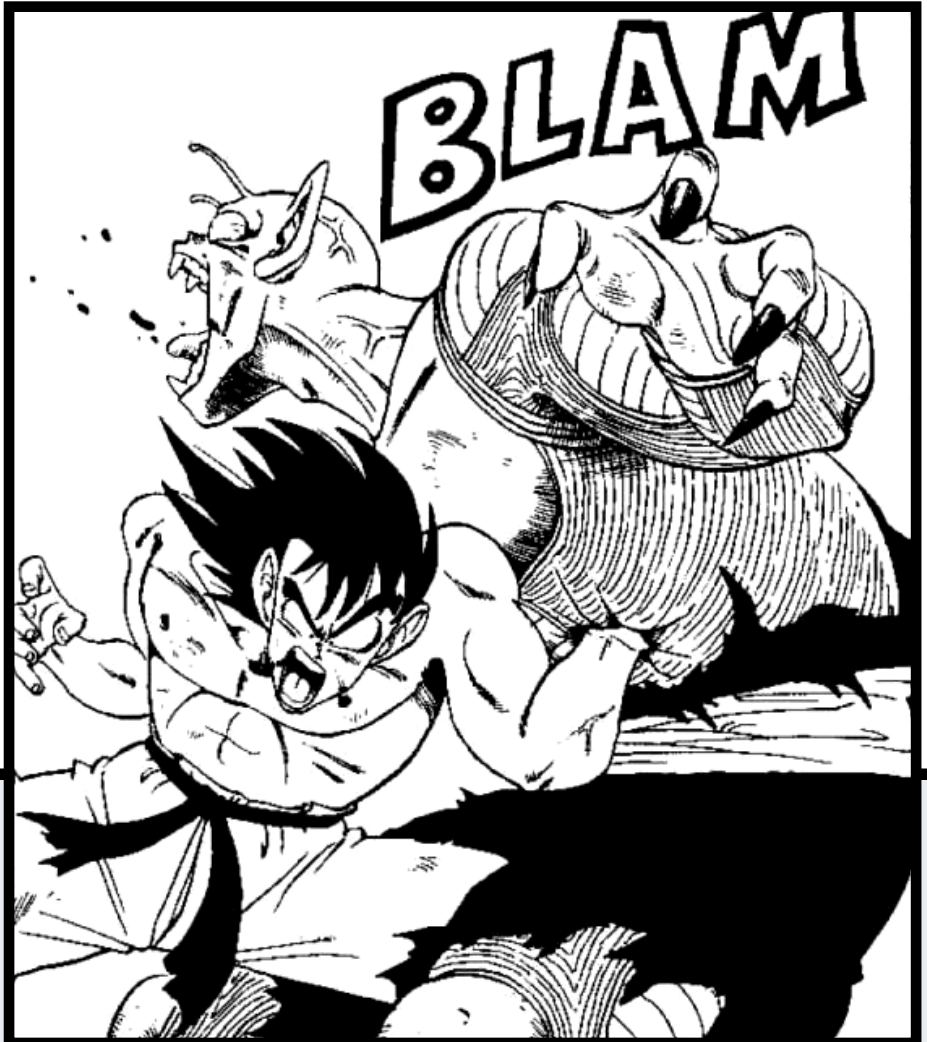
CHAPTER ELVEN

TRAINING

ONE OF THE MOST IMPORTANT AND PROBABLY ONE OF THE COOLEST ASPECTS OF THE DRAGONBALL Z ENGINE IS THE BUILT IN TRAINING SYSTEM. CHARACTERS WILL ALWAYS WISH TO IMPROVE THEMSELVES AND WHILE A GAME'S STORYTELLER WILL PROVIDE LOTS OF CHANCES TO EARN EXPERIENCE AND LEARN NEW ABILITIES SOMETIMES CHARACTERS MIGHT END UP HAVING DOWN TIME WHICH THEY CAN USE TO TRAIN AND GET EXTRA EXPERIENCE. THE TRAINING SYSTEM WAS DEVELOPED FOR THE TIME AT WHICH STORYTELLER GIVE PLAYERS' TIME TO ROLE-PLAY OR ACT WITHOUT GUIDE. TRAINING SESSIONS NORMALLY TAKE EIGHT TO TWELVE HOURS. PLAYERS MUST REST BETWEEN TRAINING SESSIONS AT LEAST EIGHT HOURS. IF CHARACTERS SCORE NO SUCCESSSES DURING ANY TRAINING ROLL THEY CANNOT TRAIN AGAIN FOR A SINGLE DAY FOR EACH UNSUCCESSFUL DICE ROLL.

TRAINING SYSTEM

THE TRAINING SYSTEM IS SIMPLE ENOUGH TO LEARN AND YET HARD TO MASTER. PLAYERS SELECT AN AMOUNT OF CONDITIONS, UP TO A MAXIMUM OF FIVE. CONDITIONS ARE ELEMENTAL OR CLIMATE ENVIRONMENTS THE HELP CHARACTERS TRAIN THEMSELVES. THE FORMULA FOR IS, FOR EACH CONDITION A CHARACTER SELECTS THEY GAIN ONE FITNESS POINT TIMES INTENSITY OF THE CONDITION. THIS INTENSITY IS THE CONDITION MAGNITUDE WHICH REPRESENTS HOW HARSH OR RIGOROUS THE CONDITION IS, UP TO A MAXIMUM OF THREE. AS AN EXAMPLE IF A PLAYER SELECTS TWO CONDITIONS BOTH OF THEM ARE AT CONDITION MAGNITUDE TWO. ONCE COMPLETE THE PLAYER WILL GAIN A TOTAL OF FOUR FITNESS POINTS, ONE FOR EACH CONDITION TIMES THE CONDITION MAGNITUDE. TO COMPLETE A TRAINING DRILL CHARACTER WILL NEED TO BUILD A TRAINING POOL BY ADD TOGETHER STAM OR EUD WHICH IS HIGHER AND INT OR RES WHICHEVER IS HIGHER PLUS THE CHARACTER'S ATHLETICS SKILL. THE DC FOR EACH CONDITION IS ITS CONDITION MAGNITUDE IF A CHARACTER IS SUCCESSFUL THEY WILL GAIN AN AMOUNT OF EXPERIENCE POINTS EQUAL TO THE CONDITION MAGNITUDE.





DRAGONBALL

RPG
ROLE PLAYING GAME

CHARACTER NAME:

PLAYER NAME:

CAMPAIGN NAME:

PHYSICAL

STRENGTH 00000
DEXTERITY 00000
STAMINA 00000

ENERGY

POWER 00000
PRECISION 00000
MANIPULATION 00000

MENTAL

PERCEPTION 00000
WITS 00000
INTELLIGENCE 00000

PROTECTION

CONSTITUTION 00000
REFLEX 00000
ENDURANCE 00000

ACROBATICS 00000
ATHLETICS 00000
FINESSE 00000
LARCENY 00000
STEALTH 00000
SURVIVAL 00000
WEAPONRY 00000

ACCUMULATION 00000
CONCEALMENT 00000
DUELIST 00000
FLIGHT 00000
EMPOWER 00000
ACCURACY 00000
TRANSFER 00000

ALERTNESS 00000
KNOWLEDGE 00000
LISTEN 00000
SEARCH 00000
SENSE 00000
SPOT 00000
SUBTERFUGE 00000

DEFY 00000
FORTITUDE 00000
BARRIER 00000
PROFICIENT 00000
RESILIENCE 00000
THREAT 00000
WILLPOWER 00000

LIFE METER

CURRENT

BLOODIED

INJURED

WOUNDED

WEAKENED

DRAINED

EXHAUSTED

PHYSICAL ATTACK:

DEXTERITY + FINESSE + BONUSES

PHYSICAL DAMAGE POOL:

STRENGTH + BONUSES

PHYSICAL DAMAGE VALUE:

FOUR + BONUSES

ENERGY ATTACK:

PRECISION + ACCURACY + BONUSES

ENERGY DAMAGE POOL:

POWER + BONUSES

ENERGY DAMAGE VALUE:

SIX + BONUSES

INITIATIVE:

DEXTERITY OR REFLEX +

WITS - SIZE - ARMOR PENALTY

POWER LEVEL:

KI PER ROUND

MAX KI POINTS

SIGNATURE TECHNIQUE:

NAME

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

NAME

ADVANTAGES

DISADVANTAGES

SIGNATURE TECHNIQUE:

NAME

ADVANTAGES

DISADVANTAGES

DEFENSE:

REFLEX + BONUSES

ARMOR:

BREAK

PENALTY

LIFE POINTS:

LIFE VALUE = EIGHT + BONUSES

MAX LIFE POINTS

DEVASTATED THRESHOLD

Z-SOUL:

RANK

RACIAL TRAIT:

RACE

RANK

TALENTS & DETRIMENTS:

NOTES

• ATTRIBUTES 5/4/3/2 • SKILLS 7/6/5/4 • LIFE POINTS = STAMINA + ENDURANCE x EIGHT • KI POINTS = STAMINA OR ENDURANCE + MANIPULATION x SIX •



THE DRAGON BALL Z PEN & PAPER ROLE-PLAYING GAME WAS WRITTEN BY OWEN PORTER AND CREATED WITH THE ASSISTANCE OF HIS CLOSEST AND DEAREST FRIENDS.

SPECIAL THANKS TO THOSE FRIENDS AND THE OTHER ONLINE RESOURCES WHICH HELP CREATE THIS RULEBOOK.

ANY AND ALL COPYRIGHTED MATERIAL USED IN THIS PUBLICATION BELONGS TO THE RESPECTIVE INDIVIDUAL OR GROUP THAT HAS DECLARED LEGAL OWNERSHIP AND IN NO WAY DOES THE CREATOR OR OTHERS INVOLVED THE CREATION OF THIS PUBLICATION OWN SAID COPYRIGHTED MATERIAL.

**THIS RULE BOOK IS A NON-PROFIT
FAN-BASED
RPG ROLE-PLAYING GAME**

**DRAGONBALL, DRAGONBALL Z AND DRAGONBALL GT ARE ALL OWNED BY FUNIMATION, TOEI
ANIMATION, FUJI TV AND AKIRA TORIYAMA.**

PLEASE SUPPORT THE OFFICIAL RELEASE.



DRAGON BALL

DIO



RPG
ROLE PLAYING GAME