

## Dragon ball

This roleplaying game guide is meant to alter the rules set released by r.talsorian games. The previous game had several good ideas but there were several disconnects that made the game not as fun as it could have been. My addendum is an attempt to try to get more enjoyment out of the game. I would strongly suggest owning the original books if you can find them. The Trunks saga book is the hardest to find and is the most expensive. It cost me about 50 bucks to get it from [amazon.com](http://amazon.com). Good luck!

Special thanks to Nintaku for all your helpful suggestions. I have added new rules and also included a few more of your suggestions. I added multi-form rules and boss stats as per your suggestion. If anyone else would like to add suggestions, post them and I will see what works!

Note that the words Ki blast and energy blast are used interchangeable.

## Character Creation

A dragon ball character is comprised of several different values and numbers. These determine the overall power level and strength of a hero or villain. A character's main attributes are broken into values called characteristics. Characters are created with 30 characteristic points. Characteristics are never increased throughout play. Heroes grow through their growth of skills. A normal person has a characteristic of 4 or 5. Individual characteristics cannot be higher than 12 points. Individual characteristics also cannot be lower than 3 points. Characteristics are defined below:

Characteristic	Definition
Combat	A character's overall prowess in battle. A character's combat characteristic can help with intimidation skills.
Mental	A character's mental quickness and intellect. A high intellect may help characters learn more techniques, react faster in battle and invent new items.
Move	A character's overall physical swiftness. A character with a higher move score may move farther and potentially more often in battle. Move may also be discussed as units of range. 1 point of move is equal to 5 feet of movement.
Physical	Physical toughness and strength of a hero. Helps determine lifting, physical damage, resistance to gravities.

## Skills

Skills are learned abilities that a character gains through life experience. Characters begin play with the full list of combat skills as well as a sample list of non-combat skills. With the GM's approval, a player may come up with a new existing non-combat skill for the character. Each character begins play with 30 skill points. A score of 0 means they have no experience in it but may use it with a penalty. Some things such as brain surgery cannot be done without points into the appropriate skill. A score of 10 means they are most likely one of the best in the world at it.

## Sample Skill List

Skill	Description
Awareness	Ability to detect using the five senses. A character with the ability to sense ki gains bonuses to awareness rolls. Awareness is based on the mental characteristic.
Body	The body skill governs physical fitness. The body skill is based on the physical characteristic.
Driving	How good a hero is at driving vehicles of all kinds. Driving is based on the mental characteristic.
Gadeteer	This skill is used exclusively to build great inventions. Gadeteer is based on the mental characteristic.
Social	This skill governs how well a character does in social situations or personal charm. It also deals with knowledge on of social circles and socialology. Social is based on the mental characteristic.
Performance	Performance arts such as dancing, singing and other performance skills. Performance is based on mental characteristic.
Stealth	The ability to stay hidden and avoid detection. Opposes another's awareness. Stealth is based on the mental characteristic.

## Combat Skills

These are skills that every player character possesses. Many normal people may not have power control or power accuracy skills. Normal people generally have 5 – 10 points to spend on combat skills. A hero in this universe is definitely not normal. All starting characters begin play with 40 combat skill points.

Combat Skill	Definition
Evasion	A character's evasion skill is their ability to physically move out of the way of an attack. Doing a back flip over an energy blast or running to cover are examples. Regardless, it is used to dodge ranged attacks only. Evasion is based on a character's combat characteristic.
Fighting	A character's ability to fight with a weapon or hand to hand. This ability is used to both strike and block an enemy's attack. Fighting is based on a character's combat characteristic.
Power Control	This skill is used to determine how well a character is able to controlling ki based abilities. Power control is based on a character's mental characteristic.
Power Accuracy	This skill is used to determine how well a character can strike with a ki based attack. Power Accuracy is based on a character's combat characteristic.

## Derived Values

There are other values that are derived from one or more of a hero's characteristics. They will increase in play as a hero grows stronger.

Derived Value	Description
Health	A character's life force. If their growth level is 1 then they begin play with an amount equal to their physical characteristic + body skill value times 10. If their growth level is less than 1, they begin play with physical * 10 health. A character is conscious as long as they have 1 health point remaining. A character that is at zero health or below will immediately fall unconscious. A character dies when they lose an amount of health equal to their physical characteristic x 5 below zero.
Defense	A character's ability to resist most forms of damage. A character begins play with a defense rating equal to their physical characteristic x 2.
Focus	A character with a focus score is able to tap into their power in order to produce special effects called ki effects or powers. The amount of focus a character begins with is equal to their physical + mental characteristics multiplied by 10. This derived value may also be referred to as power up. A character may only Focus 3 times before needing to rest (about 6 hrs).
Melee damage	This is a new derived value that begins play equal to your character's physical characteristic * 3. It determines how much damage your regular attacks do. Weapons modify this value and this value may be increased during play.
Technique slots	This is a special derived value. This is a derived value that determines how many unique special techniques a character may learn. It does not change very often at all during play. You begin play with a number of technique slots equal to half your mental characteristic.
Growth level	This score is important in determining how well your character understands ki.

### Growth level

Growth level determines how well your character understands how they can manipulate their life energy known as ki. This score begins play at ½ if you are playing a low powered game such as the original dragon ball. If you wish to start your game at the beginning power of dragon ball z your growth level will be 1. Player characters that have a growth level lower than 1 do not fully understand how to master their own ki energy. As a result, they only have partial access to special techniques and may only use focus for the following actions: negate damage, super strength, and boosted reactions. Characters with this growth level do not have the ability to create energy attacks, deflections, fly, etc. Once they meet the requirements to move to level 1, characters may do much more. They may begin using their technique slots to learn special energy and hand to hand attacks.

### Species

A character's species plays a role of what that character looks like as well as special abilities that are restricted to a species.

### Human

A human is a person that looks like they are from earth. In this rpg, humans can be from other planets but their genetics are relatively similar. Humans can also have an animal like appearance.

Species Bonus: Humans begin play with 5 more noncombat skill points. Human player characters begin play with human ingenuity. If the character has a growth level of 1 they begin play with hide power level as well.

### Half Sayian

Half sayian are a special breed of Sayian that is stronger than a human and has a quicker growth rate than that of a low class Sayian.

Species Bonus: Half sayian begin play with Sayian Rage, oozoru, zenkai and half-sayian potential.

### Majin

- Work in progress.

### Nameccian

Nameccians are a species from the planet Namek. They are a wise and peace loving people who have the ability to create dragon balls.

Species Bonus: Nameccians begin play with + 100 focus if their growth level is 1. If lower, they begin play with + 50 focus. A Nameccian character also begins play with the Nameccian Regeneration special ability as well as the ability to learn the Nameccian snake strike technique. Nameccian heroes begin play with Nameccian spirit training. You will belong to one of two castes. The dragon clan caste consists of Nameccian spiritualists. The warrior caste consists of fighters who use their talents to defend their principles. Depending on the caste chosen, you gain a state specific to the caste.

### Sayian

Sayians are from the planet vegita. A sayian is a special race that has the ability to channel power in alarming rates.

Species bonus: Sayians begin play with a tail. Roll 1d6, if you roll a 1-5, your character is a low class sayian. A low class sayian starts with the low class weakness. If you rolled a 6, you are considered a sayian elite. You begin play with the sayian tail training special ability as well as a bonus 100 focus.

Sayian characters begin play with the sayian near death special ability zenkai. Sayian characters also begin with the oozoru special species ability. \*Regrow tail to come but idea- once per story arc there is a chance to roll and see if the tail regrows.

## Special Species abilities

Human ingenuity- Human heroes often are quick learners and as such gain a special bonus to experience points while spending time training. Humans gain an extra combat skill point every other month while they are training. This bonus is only gained when they are truly testing their abilities.

Sayian Low class weakness- A low class sayian is utterly paralyzed if their tail is grabbed. A low class sayian may spend experience to buy off this ability.

Sayian tail training- A sayian who still has their tail may train it to react in combat. A character who has Sayian tail training is no longer paralyzed if their tail is grabbed. A character with this ability can perform a feint combat maneuver while in hand to hand combat with another character with a + 2 bonus as long as their tail is still connected to their body.

Sayian Near death- A sayian reduced to below 10 hits and survives the encounter (survives not wins) gains a bonus to their focus stat. It is also known as a Zenkai. The Zenkai grants the sayian a 1.5 bonus to their focus stat.

Sayian Rage- \*work in progress. – An enraged sayian character may gain bonuses under certain circumstances. This state grants temporary + 3 Physical and Combat characteristics and multiplies current health and power 2. Can only be unleashed one time per combat. Lasts 2d6 turns.

Oozoru- \* work in progress, – A Sayian who is exposed to Blutz rays and still has their tail attached will transform into the Oozaru Form. A common 'low class' sayian gains different statistical bonuses than a sayian elite. Sayians in Oozoru form multiply their physical characteristic, current power level, health and defense by 5. Common sayians reduce fighting and evasion skill by 5 each but elite sayians retain their skill level. This state does not require any power to be in the user's power pool. This is a unique state in that it does not suffer from either the downed or state loss conditions in the normal way. This state remains in effect until either the user's tail is removed, or until the user dies. Each round, a character in Oozoru form must roll 3d6. On a roll of 12 or less, a common sayian character begins to lose control of themselves. They begin destroy everything in their path. Elite sayians lose control on a roll of 8 or less on 3d6. As per state mastery, with enough training you can control your transformations.

Nameccian regeneration- An unfortunate nameccian who has lost a limb may spend points of power to re-grow lost limbs, ears or other appendages. Each limb to be regrown will costs 100 power. A Nameccian must still have a torso with an attached head and neck in order to perform this ability.

Half sayian potential- Half sayians require less experience to gain access to the super sayian and super sayian state. Half sayians may not progress past super sayian 2 but they may gain new states such as the mystic state.

Nameccian spirit training- Nameccians often use a powerful form of meditation while training. This allows a nameccian a special boost to their focus level while training. Nameccian characters who spend points on their power control gain double the power level and Focus bonuses.

Warrior Caste State- Nameccians from the Warrior Caste may temporarily gain power circumstances. Grants temporary + 3 Physical, + 3 Combat and multiplies current health and power by 2. Lasts 2d6 turns and can only be unleashed one time per combat.

Dragon Caste State- Nameccians from the dragon caste are spiritualists. Dragon caste characters may temporarily gain power under certain circumstances. Grants temporary + 3 Move, + 3 Combat and multiplies current power by 2. They also gain a special + 5 bonus to power control. Lasts 2d6 turns and can only be unleashed one time per combat.

### Hero creation examples

Kater-Kater is a half sayian from planet earth. Kater is a fun loving teen who is amazed with the discovery of his new found powers. The gm decided not to hold the usual rule that a sayian lineage is tied to a plant of some kind but Kater's player decides that it is somehow tied to the *Kallstroemia*. Whatever. Kater begins play with the following stats: Kater has been considered to have about average intelligence so his mental score is 5. Kater's physically strong but not overtly huge so his physical is 7. Kater was born with strong battle instincts so he makes his combat a 9. Kater is quite mobile on the battlefield so his move is 9\* more to come

Another player has created a character named Dayzen. Dayzen is a human from earth who takes his training very seriously. Dayzen is constantly training and at a martial arts tournament, he met Kater. Kater, with his cool and care free attitude impressed Dayzen and they were friends ever since. Dayzen begins play with 30 characteristic points. Dayzen's player decides that Dayzen is pretty smart so he decides that his mental characteristic is 6. Dayzen's player decides that he is also pretty physically strong, so he begins play with a physical of 7. Dayzen's player wants Dayzen to be a natural at combat so he decides Dayzen's combat to be at 8. Dayzen's player wants Dayzen to be very swift, so he wants him to have a movement score of 9. Next, Dayzen will be given his combat skills. Dayzen has 40 points to spend on his starting combat skills. He decides to take the easy way and put 10's in each of them. \* more to come

### Combat Chapter

#### Who goes first

In order to determine who goes first during the turn, you roll initiative. This is a single six sided die roll. Add your mental characteristic to the roll. The highest goes first, followed by the next highest until everyone has acted. Each turn, the turn order will go unchanged unless someone has used the boosted reactions ability. There are ways to increase your chances of acting first as well as acting out of turn order to perform an action.

Acting out of turn: The abort maneuver and boosted reaction

A character may perform an abort maneuver to perform an action out of turn. For example, a character wishes to intercept an energy attack that is going to hit another character. Performing an abort maneuver grants certain disadvantages. If you are using it to move, you will keep moving until your next turn. If you are defending or negating, you will continue doing that until your next turn.

### Boosted reaction

This ability is covered in more detail in the ki chapter. This ability allows characters who can gather power to use the power in their power pool to increase their mental characteristic for the purposes of going first.

### [side bar] Abort to movement?

You may abort your next action to movement. This is helpful in evading an energy attack as you may move outside of its effective range. Once you abort to movement, you may keep moving each action until another turn or hold your ground and negate damage or dodge. [/sidebar]

### What can I do when it's my turn?

During your turn you may move then make an attack action, a defensive action or a power action. Talking is considered a free action and you may talk as much as you need to, though the gm may tell you that saying something that is too long may take your turn (you can't read Macbeth aloud before making an attack).

### [Side bar]Miscellaneous checks

Sometimes, a technique will allow a fighter to make a check during their turn. For example, under super flight, if you are moving faster than mach 6 then you must make a really hard awareness difficulty check ( $22 + 1$  for each mach above 6) in order to spot the target. This check is considered free and does not count towards an action on that character's turn, but you may only make a check one time per effect.

### [/sidebar]

### Moving

You may perform a movement action during your turn. You move as much as your move characteristic without penalty. Flight and super speed increases your move characteristic and the bonuses gained by running or sprinting affect the new boosted characteristic.

You could do a run action or a sprint action as well. Each of these actions increase the amount you may move, but provide temporary penalties to your other skills. A run action doubles your move characteristic for that action but you lose  $-2$  points to your fighting value for the turn. A sprint action multiplies your move value by 4 but you lose  $-4$  points from your fighting value.

You do get a bonus +2 to avoid one ranged attack while sprinting as it is hard to get a good aim at you while sprinting.

### Making attacks

If you did not use an abort action before your turn, you may make take an attack action. An attack action could either be a ki blast or a hand to hand attack. Either way, you must make a contested roll against the opponent you wish to attack. Using your hands or a weapon to attack your opponent is considered making a physical attack. Using power from your power pool to shoot any kind of energy is considered an energy attack.

The attack roll depends on what kind of attack you are making. Different skills are used to avoid being hit by certain types of attacks.

Hand to hand:  $3d6 + \text{fighting skill} + \text{combat characteristic}$  vs the opponent's  $\text{fighting skill} + \text{combat characteristic} + 3d6$ .

Ki Blast:  $3d6 + \text{Power Accuracy skill} + \text{combat characteristic}$  vs the opponent's  $\text{Evasion skill} + \text{combat characteristic} + 3d6$ .

### Surprise or rear attacks

Attacking an opponent from the rear is a tactic that can be helpful. You make an opposed Awareness + mental +  $3d6$  against the opponent. If your opponent has the sense power level skill and you do not have the ability to hide your power level, they get a + 5 bonus to the opposed check. If you have the hide power level skill and they do not have the sense power level skill or a scouter, you are given a + 5 to the opposed check. If you have the hide power technique and the opponent has the sense power technique, roll as normal as neither party will gain a bonus. If you are successful, you add the margin of success to your attack roll for the next attack.

### Damage inflicted upon attack

The amount of damage done to your opponent depends on the attack. Damage done by a physical attack is equal to the character's melee damage value. This value can be modified by certain abilities but normally increases through play. If you are using a weapon, this value is modified by the weapon's damage bonus. Ranged weapons such as guns have a damage value listed. Energy attacks deal as much damage to their target equal to how much power is spent, but some options may change the amount of damage done.

### Defensive actions

You may instead opt to taking a defensive action on your turn instead. A defensive action better helps you better defend yourself against opponents, as well as gain a slight advantage on your next turn.

### Block



You may opt to block your opponent's next physical attack. The difficulty is the attackers (Combat + Fighting (or weapon) + 10). If you are successful, you not only stop the next attack, you also gain a + 3 bonus to your next physical attack against that same target.

## Dodge

You perform a series of acrobatic or athletic techniques (flips, rolls, etc) to get distance as well as make it harder to be hit by your opponents at range. Performing a dodge action gives you a + 3 bonus to your evasion skills this turn against all attacks. You also gain + 10 to your movement characteristic this turn and next turn.

## Power actions

These actions are covered in the Ki chapter but you may perform any two of them during your turn. A power action includes powering up (gaining focus into power pool), creating a deflection, assuming an altered state, boosting reactions, boosting strength and spending power on flying. Some techniques are considered power actions but some techniques (such as assuming altered states) take both power actions you are given.

## [side bar]Holding back

During battle, a character can 'hold back' by taking a voluntary penalty to any of their combat skills or to their melee damage. This is considered different than using the hide power level technique. Bosses and sometimes players will hold back their full power as an attempt to toy with their opponents. With energy attacks, you may simply choose not to expend as much power in the attack. [/side bar]

## Severe damage

Severe damage is a special kind of damage that hurts beings, no matter their levels of defense. It is especially reserved for unique situations. As such, an energy blast that has deadly effect is treated as if it was severe.

## Knockback

Knockback occurs when a fighter is able to land an especially strong attack against their opponent. When a character makes an attack roll against another character, there is always a chance for knockback. When making any kind of attack roll, if 2 out of 3 of the dice rolled are 6's and you hit the opponent, and then knockback occurs. When a character is knocked back, they are pushed back a number of move equal to the amount of damage done by the attack. The character who made the attack may decide where they defender may go. If a character has a deflection and they are stricken by an energy attack, they will not be affected by knockback.

Dayzen and Kater are flying 20 move above a rocky landscape. Dayzen's player rolls to hit Kater. His dice roll is a 6, a 6 and a 3, a total of 15. He manages to hit Kater with this roll. The result of this is a knock back hit. Dayzen's physical characteristic is 8. Upon a total hit, Dayzen

will do 24 damage and Dayzen's player decides the attack will force Kater down towards a large rock outcropping. Kater will travel the 20 move required to meet the outcropping and continue through it!

### Collisions

A fighter affected by knockback, or a fighter who is thrown, may slam into another object. If a character is knocked into another object, the character suffers 3 points of severe damage for every point of move traveled. A character will only take a maximum of 30 damage this way. If two fighters collide, they will both take the damage of a collision. If a structure is totaled by a collision, a character may face an additional amount of severe damage. The gm may decide how much damage the structure is worth, but 3d6 is a good guideline.

Kater flies into the rock outcropping. The collision forces Kater to take 30 damage directly to his health without help of his defenses. Ouch! The GM decides the rock outcropping explodes and he is buried in rubble. The gm rolls 3d6 and gets a total of 8. Kater will take an additional amount of damage to his health equal to 8.

Lava = instant death (a deflection can ward against lava)

Exposure to space/underwater = unconsciousness results in physical + 2d6 turns. A deflection created before being submerged/exposed adds another 2d6 to the roll. If you are unconscious due to running out of turns, you will die in another 1d6 + physical turns unless given oxygen. Note some space aliens are completely immune to the effects of exposure.

Other dangerous environmental effects (values below represent severe damage done)- drugs, poison, shock, burns

Severity	Mild	Intense	Deadly
Damage per turn exposed	3-12	15-30	33-60
effect	Painful	Intense pain can kill very quickly	Can kill almost instantly

### Critical hits

Any attack roll that hits an opponent and each die has a 6 is a critical hit. A critical hit ups the amount of damage done by an attack. You multiply the damage of the attack by 1.5 The attack will automatically cause knockback as well.

### Fatal strike

If a source of damage deals enough damage to a combatant equal to twice their total hits before defense is considered, it is considered a fatal strike. It will either break a limb or depending on the nature of attack, impale or sever limbs. A character who suffers a fatal strike loses 10% of

their Focus each turn. If they are out of power, they suffer 1d6 health each turn. This damage is considered severe.

## Conditions

### States

A state is an altered form that a character may poses. An experienced character may poses multiple states. States are detailed in their own chapter following the ki chapter.

### Downed

Downed is a condition that a character who suffers a lot of damage will obtain. If you suffer more damage in one attack than you can either negate or your remaining hits, you are considered downed. If you are in an altered state, you suffer state loss. A downed character reduces their remaining power in their power pool to zero. A downed character is unable to perform any other action but lie there and weakly speak. This is a dangerous condition because you are effectively helpless. You may not avoid any attacks. A downed fighter must roll 3d6 on their next turn. If you roll higher than a 14 then you may stand and continue to fight. If you roll less than a 5 then the character loses consciousness. Some aliens such as Icers may have bonuses to this roll.

### State loss

A character who is able to assume an altered state, such as a sayian turning super sayian are affected by state loss under certain circumstances. More on state loss is found in the States chapter.

### Death

A character is conscious as long as they have 1 health point remaining. A character that is at zero health or below will immediately fall unconscious. A character dies when they lose an amount of health equal to their physical characteristic x 5 below zero. Death is not the end in dragon ball. If your GM allows, your character may undertake special training while dead. Dead fighters have a halo around their head. They have a stronger spirit body with their health being\*2 greater than in their bodies. If a dead character is somehow teleported to the living world, they can fight as normal. Dead characters that are in the living world who “die again” are erased from existence. If you are in Hell you may die an infinite amount of times, but you do not get special bonuses from a Zenkai in Hell.

If you are dead, you can be brought back to life under special circumstances. The dragon balls are one instance, but your GM may have another way planned. Keep in mind that being brought back from the dead is a really tough process and your friends may want to kill you again for making them go through so much to get you back. Bottom line, try not to die as it is hard to come back.

## Combat Cheat Sheets

What can I do during a turn?

During your turn, a character may perform 1 movement action followed by either an attack action a defensive action or a power action. The chart below lists all of the actions you may perform during your turn. You may talk for free as long as you are not unconscious.

What Can I do and When?			
Action	Description	Type?	Abort?
Attack	Use any type of attack, includes energy attack powers	Attack	No*
Block	Stop any one hand to hand attack. The difficulty is the attackers (Combat + Fighting (or weapon) + 10). You get a +3 bonus to your next physical attack against that target.	Defensive	Yes
Break free	* You must be already grabbed  If you are grabbed, you may attempt to break free. This is an opposed (physical + Body + 3d6 vs. your physical + body + 3d6) roll. If you are successful, you are no longer grabbed.	Defensive	No
Body Slam	* Opponent must already be grabbed  A body slam involves slamming your opponent into the ground using your momentum. If you are on the ground, you will deal damage equal to your melee damage value plus 1d6 severe damage. If you are flying and you attempt a body slam from the air, your opponent has one chance to break free. If you are successful, you deal damage equal to your melee damage value (+ 3 severe damage for every point of move travelled max-30)	Attack	No
Dodge	Add + 3 to your evasion skills this turn against all attacks. You gain + 10 to your movement for this turn and next turn.	Defensive	Yes
Feint	Fool your opponent into blocking or dodging instead of their intended action. The character decides which they want to fool their opponent into doing. The character rolls their combat + fighting + 3d6. The difficulty they must roll is the target's mental + fighting + 3d6. If successful, the target must abort to either block or dodge or move. A successful feint grants the user a free action. If the free action is used to attack, the attack gains a + 2 bonus.	Attack	No
Get up	You may stand up from being knocked down or thrown. You may take one other action except run or sprint.	Movement	No
Grab	You can grab a person or object. You make an attack against the opponent as normal at a -2 penalty. If you succeed, you grab the opponent.	Attack	No
Hold	*Opponent Must already be grabbed.	Attack	No

	You may deal your melee damage value to your opponent while they are held. You may forgo dealing damage to a held opponent and move them (your move – their move) spaces in any direction. Both you and your opponent are at -3 to evasion rolls this turn.		
Move	Move up to your move stat plus take another action (except run or sprint)	Attack	Yes
Pin	*Opponent must already be grabbed.  You stop all movement holding the opponent immobile on the ground. Your opponent may try to break free on their turn. Both you and the opponent cannot move, suffer -3 to evasion. Opponent will remain pinned until they can escape.	Attack	No
Run	You may move double your move characteristic move stat. You get a -2 penalty to making an attack until your next turn.	Movement	Yes
Power	You may perform a power action. A power action includes powering up, creating a deflection, assuming an altered state, boosting initiative, boosting strength and flying. A hero may do two of these things during their turn but may only do one once.	Power	No
Sprint	Move up to four times your move stat. Temporary -4 to your fighting skill and +2 to avoid one ranged attack until your next turn.	Movement	Yes
Throw	*Opponent or object must already be grabbed .  You may throw the opponent or an object. To hit a target from a throw, roll Combat + body + 3d6 vs the target's (combat + evasion + 3d6). If you are throwing at another object (like a building) you just roll 3d6 and are successful if you roll higher than a 7. You may throw a target a distance equal to your melee damage value – the target's physical characteristic.	Attack	No

The only attack you can use the abort maneuver to abort to is a ki blast and even then, the ki blast must be used to intercept another blast.

Another tip, on your next turn following a grab you can move before you perform a grappling type maneuver (bodyslam, hold, pin, throw).

Ki chapter

Gathering Power

A character may perform special abilities by gathering their power. Each individual power point is referred to as a point of power. A character's focus stat (power up) determines how much energy they are able to gather in a turn. This amount of power is stored in an imaginary place called a power pool. Characters may only utilize power brought to their power pool by using a power up action. Power in this pool is used to fund energy and ki abilities. You may only focus 3 times per day. Any power gained over 100 points causes a noticeable effect. This effect effectively ruins any attempt to sneak up on someone or do anything stealthy.

### Power Flare

Gathering power in itself is a very flashy experience. When gathering power, characters may glow, the wind starts to blow. Characters with extremely high Focus stats may even cause mountains to shatter and whirlpools to start underneath them. While using a power up action you may force characters with a lower Focus away from you. Characters without the ability to focus in particular are blown 10 to 20 move away from you as you Focus.

### Fear (optional rule)

While powering up if the opponent has a much greater Focus than you do, there is a chance your heroes may be affected with fear affects. If a character is presented with an opponent, they may become scared of them temporarily if they are very powerful. This is a normal response when presented with something that has the ability to kill you. If you are afraid, you may only perform defensive actions during your turn for a number of turns. The table below shows how fear affects characters. Note that allies are not afraid of each other.

Opponent's Focus in relation to your own	Fear affect
Less than opponent	Unimpressed
Greater than opponent but less than 2 times greater	You may be impressed, roll a die on a roll of 1-3 you will act last this turn regardless of initiative. If you have already acted this turn, you act last next turn.
2 to 5 times greater	You are very impressed. Act last next turn regardless of initiative. If you already acted this turn, you act last next turn.
5 to 10 times greater	You are very impressed. You may only perform defensive actions for the remainder of the round. You act last each turn regardless of initiative.
10-100 times greater	You are awed. You may only perform defensive actions for 1-3 rounds. Each round, you act last regardless of initiative.
More than 100 times greater	You are stricken with fear. You must run, hide and characters who are prone to fainting do so cuz its brown trousers time!

## How Flight Works

You may spend 10 points of power to fly. You move an amount of move equal to your move stat + 50 (per round, you may “run” for double this). Outside of combat, flight lasts an hour.

Example: Kater is going to fly to the super market. He is going to travel normal flight speed as he is not in a hurry. Flying this way costs him only 10 power and he may fly x move.

## Super Flight

You may spend  $(20 * \text{Number of Machs})$  to fly faster than the sound barrier and beyond. Each mach multiplies your move. Your new move score equals  $(\text{Move} + \# \text{ machs}) * 150$ . To go above Mach 12, a character must have a power level above 20,000 and make a difficulty 50 power control roll.

Example: Dayzen is fighting Nurse Payne. Nurse Payne is a formidable fighter and Dayzen wishes to gain some distance from her. Dayzen bursts into super flight by spending a power action to go into mach 3. Flying this fast will cost Dayzen 60 power  $(20 * \text{mach } 3)$ . He then spends a move action to travel 2700 move (Dayzen’s move characteristic of  $9 + 3$  is  $12 * 150$ ) straight into the air! With an explosion (sound barrier breaking) Dayzen breaks away from Nurse Payne. Unfortunately for Dayzen, Nurse Payne was hoping he would move away as she readies an energy attack!

## Invisibility

Above Mach 6, you are really hard to detect. A really hard awareness difficulty check  $(22 + 1$  for each mach above 6) is required in order to spot you or an opponent traveling above mach 5. If anyone else is moving as fast as you are, then they can see you normally. If someone is moving fast (mach 6) but not as fast as you are, you can spot the faster opponent with a difficulty check equal to  $(22 - (\text{mach you are traveling}))$ .

Now that you know how to fly at super fast speeds as, we will teach you how to perform attacks with the power you gathered.

## How energy Attacks Work

The character decides how powerful they wish their attack to be. The character spends 1 power (must spend in 5’s) out of their available power. Because some traits are available to certain kinds of energy attacks, the character must decide if the attack is a beam or ball.

The character must pass a difficulty check equal to the amount of power in the attack divided by  $10 +$  extra difficulty equal to any energy attack options used. Energy attacks travel very fast as they move 100 move in a turn. If the target is within 100 move, you may make an attack roll  $(\text{Power Accuracy} + \text{Combat} + 3d6)$  against the opponents  $(\text{Evasion} + \text{combat} + 3d6)$ . If you win, you hit the opponent. Damage is equal to the power points spent on the attack unless specific energy attack options are used.

A character may spend multiple turns building up a single energy attack. Each turn, they may add an additional amount into the power similarly to how they create an attack. After adding power into the attack, make a new power control roll equal to the amount of power put into the attack divided by 10 this turn.

Ex: Kater is building up an energy attack (ball). The first turn, he puts 200 power into the attack. The difficulty of this is 20. He rolls 3d6 and adds his power control skill value and mental characteristic. It is higher than 20 so he succeeds. He then spends a power action to buy boosted reflexes. He bought enough to ensure he goes first next turn. The next turn occurs and Kater decides to build up the attack further. He puts another 250 power into the attack. The difficulty of controlling this attack is equal to 25 because it is based on how much power is spent this turn. Kater's energy attack now is capable of dealing 450 points damage.

### Unique character specific powers

A character who uses a technique slot to create a special move may build up that technique to incredible levels. A technique that uses a move slot can be used without making a power control roll at its default level. The default level equals the character's power control \* 10. The character may still use the power at less than its default value if they wish to reduce the amount of consumption the power costs.

Ex: Kater readies his rising burst ki attack (ball). Rising burst has a power of 250 and a difficulty value of 25. In one turn, he decides to use it at its base value of 250. He does not have to roll to control the technique. Later, Kater uses this technique again. Kater decides to build the attack up to 250 on his first turn. His next turn, he decides to build up the attack higher, adding another 250 points to it. The attack is now higher than the values he created it and so he now needs to roll a power control roll of 25 (the amount of power added to the attack this turn). He succeeds and the new default value for the attack is 500 power, dealing 500 damage and no power control roll necessary.

Special moves may have energy attack options added onto them mid game (such as adding fast levels or bending to a specific power) but after the attack is made, the attack does not permanently gain these traits. Energy attacks that are built with a few attack options at the beginning of play keep those options each time the attack is used.

Ex: Kater's rising burst is a ki attack that does not have any options built into the attack. If Kater needed the attack to hit an opponent, he could add homing onto the attack by adding 20 difficulty to control the attack. If Kater's rising burst attack was built with Homing in mind, the attack will have 1 phase of homing each time the attack is used with its difficulty built into the attack.

### Beam Attacks

A character that shoots a stream of energy (beam) may continue using the same beam if they miss and the blast does not hit a solid object (wall or person) while traveling that turn. After the first turn, the character may add energy attack options such as Bending by making a new Control roll with a DV of the blast + the new added affects. Certain added affects may not be available to



beam type attacks. As long as there is space and the target is not attacking the blasting character, the blasting character may make new attack rolls against the target using the same energy blast. This blast is not paid for again.

[side bar] pesky terrain

Terrain can really help fighters out. Terrain can help intercept energy attacks, making the attack hit the terrain and not you. If an attack hits a single piece of terrain (tree, rocky outcropping, building), and the attack is over its structure points, the terrain is destroyed, creating shrapnel that may deal 1-3d6 severe damage to everyone next to it. The attack that is being avoided is no longer able to hit the character as it was used up by the terrain (unless the attack had enough area affect to still tag the character). Beware, some villains who are sick of other fighters may decide they are sick of the landscape and obliterate it, making it a crater and leaving nothing to hide behind... Doing this would take at least 1000 energy and a large area effect attack.

Terrain examples

Terrain	Structure points (hp)
Tree (weak)	20
Tree (tough like red wood)	40
Car (typical 4 door car)	30
Building (house)	45
Building (small office)	100
Building (skyscraper)	150
Several Sky scraper	250
City Block	500
Town	1800
Rocky Outcropping	200
Mountian	2400

[/side bar]

Interrupting a blasting character

A character that is firing a beam of energy may be attacked by an opponent after the initial blast is launched. This also applies to a character building an attack over multiple rounds. The blasting character may then drop the energy attack to dodge. If the character decides not to dodge, they are hit and damage is dealt as normal. If the character decides to evade, the roll is at - 5. A character cannot be attacked into their own blast this way. If the character evades successfully, they are not hit, but the attack they were building dissolves, meaning the character loses the attack.

Counter blasts.

If you are the target of an energy attack, you may abort your next action in order to fire an energy attack defensively. If both attacks are beam type attacks, they both remain active. If one attack is a ball and one is a beam, the defender's energy attack acts as a deflection reducing the attacker's attack by an amount of the defender's attack.

If both attacks are beam type attacks, then a blast struggle begins. During your turn, you may put more power into the attack in order to push the attack into your opponent. This works similarly to building an attack.

If you fail the control roll, the current beam does not remain active and you are hit by the opponent's blast. As long as the attack is maintained, this will continue until either one side gives up or runs out of power. The person hit by the attack takes damage equal to both the attacks combined. During this, you may not perform any other action but building the attack and you may also create a deflection or build an already existing deflection. If you do not want to build the attack, you can instead keep your blast active by spending at least 100 points of power.

An ally may join either side of this conflict. They add their power to the other side. If allies are involved in the attack, and that side loses, allies take  $\frac{1}{2}$  of the damage the loser takes.

\*WIP: If you do not wish to be a part of a beam struggle, then you may take an abort action to drop the beam. This abort action will make it so you are defending and you may make a move action. The opponent will be able to drop the blast as well. If the other side does not drop their attack, they subtract the other party's attack from their attack and may make a to-hit roll with the remaining energy points of power. If both beams are dropped, they explode causing a large explosion. Everything in the area takes damage equal to the difference of both of the blasts. The radius of the explosion is also equal to the difference of the attacks.

EX: counter blasting example

Dayzen and Pharmacist Muru are engaged in a desperate battle. Dayzen is more physically developed but Muru has a higher power level due to illegal power increasing drugs. The battle has been going on for a few rounds now and both fighters are becoming tired (Muru more so as he had used many more energy attacks). Dayzen launches an energy attack (beam) equal to 250 points of power. Muru seizes the opportunity to his special death prescription technique (300 power beam) to counter Dayzen's beam. Death Prescription is a fast homing energy attack. Both attacks collide and a beam struggle is created.

Dayzen's attack so far is 250 points and Muru's technique is 300 points. At this rate, Dayzen will lose. Dayzen adds another 250 points into the attack. He rolls a power control roll and succeeds. His attack is now 500 points compared to Muru's 300 points. Muru was careless and spent a lot of power during the whole battle and does not have as much remaining power. He decides to withdraw from the attack. Muru aborts to evade. He now runs away (he was flying so he moves 50 move) away must use his next action to move. His next turn, he continues to move away with a sprint. He is now 250 move away from the attack. Dayzen decides to keep ahold of his attack and wishes to add extra fast levels from the attack. Dayzen adds 20 extra levels of fast to his attack (difficulty 20 + 200 move). Dayzen's attack pushes past Muru's and is now 200 points

(500 – 300). Dayzen’s attack (now fast enough thanks to 100 move of an energy attack + 200 fast) also reaches his target. Dayzen rolls 3d6 + his power accuracy and Muru rolls to evade. Dayzen hits Muru and disintegrates him, leaving nothing but a lab coat behind!

### Energy Attack Options

Throwing just beams or energy balls around can get a little boring. Energy attack options are that dash of salt that makes life interesting. Characters using energy attacks often enough change how their attacks operate by assigning one or more energy attack option to their attack. Other than providing new options, these also help create tactics. Powers with energy attack options may be harder to master than unpowered attacks, but their added effects make for some interesting ways of fighting foes.

#### Off the cuff

Certain energy attack options are only available if a character spends a special move slot in creating a special move. These options are as follows: after effect, deadly effect, Energy Sipon and immobilization.

[sidebar] Power is divided into 2 stats Power Accuracy and Power Control. Whenever you are creating a new technique or creating a ki blast on the fly using energy attack options, you roll power control. If you fail the roll, you lose the technique and any power points invested into the attack. Power Accuracy is used to strike with the ki technique. [/sidebar]

Energy Attack Options		
Effect Name	Effect Description	DV penalty
After Effect	The attack can do up to one-half of its original damage each turn for an additional 1d6+2 turns without having to reroll to hit. The after effect damage does not stack with another instance of an after effect attack, even if the attack is from another source.	+ 1 per 5 points of damage per turn of affect
Area Effect	Hits everything in the radius. The radius equals everything in a 5 move Radius. One purchase of this option expands the radius to 5 move.	+ 5 per 1 move extended.
Bending	*Beam only. Bends the blast. Each bend may bend the attack up to 90 degrees.	+ 5 per bend
Continuous Fire	The attack hits the target again and again. It is different than after effect because with continuous fire you must concentrate on one target at a time. You may attack the target each turn for up to 1d6 + 2 turns. No roll to hit required after the first hit. Each turn the target is hit again; you must pay an amount of power points equal to the original attack.	+ 50
Deadly Effect	Completely Negates Deflections and Defense. A character hit with a deadly effect power cannot use the Negate	Triples total difficulty of

	Damage technique to avoid damage from this attack. Dodging is the only option of avoiding the technique. Not usable with Rapid Fire 1 & 3, Area affect, or Homing. These attacks are typically hard to hit with. It causes a – 5 to the power accuracy roll.	attack.
Delay	May delay the attack a number of turns.	+ 2 per turn delay
Draining * new	This attack deals no damage. Instead, it doubles the amount of power the attack has before an opponent's deflection is counted. The attack deals absolutely no health damage and does not affect the Negate damage ability.	+ 10
Energy Siphon *New	* Beam only- This attack drains power from a target and gives it to you. If an enemy uses the negate damage ability, you gain ¼ the total damage you have dealt.	+ 20
Fast * new	The energy attack moves +10 move faster per +1 difficulty added.	+ 1 per 10 move
Homing	Makes your energy attack hit its mark much easier. Doubles your dice roll to hit.	+20 per turn
Immobilization	Attacker announces strength of immobilization. Opponent cannot move or act. At the very end of the turn, the target may roll Physical + body + 3d6 vs the strength of the immobilization to break free. If you fail, you will be stuck for another turn. The immobilization has a number of hits = strength*10. It can be destroyed by a friend very carefully...	+ 1 per 1 point of strength
Rapid Fire 1 Multiple targets	* Ball only. Attacker divides the amount of dice In the energy attack between each target. The attacker makes one attack roll and each target must make dodge independently.	+10 per additional target
Rapid Fire 2 Single target area effect	* Ball only. Pepper an area with energy attacks. The attacker divides the total dice into an amount of smaller blasts. Each division adds + 5 to the chance to hit the opponent. The attacker makes one attack roll.	+ 10 per division
Rapid Fire 3 Single target, rapid hit	* Ball only. Attacker divides the amount of dice in the energy attack. Each division may increase the amount of times the target is hit by blasts by 1. Make 1 attack roll, if the target fails, they are hit by a number of attacks equal to (attacker's to hit – defender's evasion roll). If the opponent has a deflection created, then each blast's damage is doubled before the deflection is applied. You cannot be hit by more attacks than divisions made in the attack.	+10 per division
Power trade * new	A character may spend health to boost the power of an energy attack. Every health point spent adds 5 power to the attack for the purposes of damage only. Each point of	+ 1 per 5 health spent

	health spent is considered severe damage.	
Sacrifice * new	A character may spend all of their remaining power to create an area attack centered on themselves. A character using this option is automatically hit by the attack. A character effected with this power cannot negate this damage. This effect combines Area effect, and power trade.	+ 10
Short range * new	This energy attack is more effective in short range. The energy attack deals 1.5 times more damage. The effective range of the attack is cut down to only 30 move and this option cannot be combined with the fast option.	+ 5
Track * new	Treats an energy ball as a beam for purposes of other attack options.	+10

Now that you know how to throw energy blasts, we will show you how to avoid getting vaporized by an opponent's blast.

### Defensive actions against energy attacks

#### Deflection

You may create a force field in front of you in order to protect you against an energy attack. Creating a deflection reduces an energy attack's power by 1 power point per point of power spent. Creating a deflection requires a power control roll similar to how you create an energy blast. The difficulty is equal to 1 per 10 power spent. If your deflection is stronger than the attack, the deflection is reduced by an amount equal to the energy attack's power. Deflections are useful against energy attacks only. If you are hit by a physical attack or a melee attack, you instantly lose your deflection.

NOTE: deflections no longer automatically turn an enemy's attack into a reflection. If a character has a higher amount of deflection than an energy blast, the energy blast reduces the strength of the deflection equal to the amount of the damage of the attack. If the deflection is higher than 10 points, it will remain in effect; ready to provide help against another attack. You must pay 10 power per turn to keep the deflection active. You may include more than yourself in the deflection if you spend 100 power per additional person. A person is only protected by one deflection at a time.

#### Deflection Options

Name	Effect	DV
Full protection	This is a deflection option that extends the deflection around your entire body. This allows the deflection to protect you in case you are attacked from behind.	+10
Improved deflection	This deflection is not dropped when you are attacked by a physical attack.	+10
Reflective Deflection	The deflection turns the attacker's energy blast back at	+ 50

	them. Make a power accuracy roll vs the opponent's evasion. If you are successful, you hit the opponent with their own attack. The deflection must be higher than the opponent's ki blast to reflect it.	
Regeneration Deflection	Normally deflections are reduced by an amount equal to the damage done by the attack. If your deflection is hit by an attack and reduced below half its protective value, but is not destroyed by an attack, the deflection's strength is returned to half its created value at the end of the turn.	+ 30

### Negate damage

A last ditch effort, negating the damage uses power in your current power pool as a second set of hit points. If your character cannot dodge an attack or fails the dodge roll this is the next best option. You can only negate energy attack damage this way. For every point of damage you wish to negate, you must pay 5 points of power. If you elect to negate damage, it is considered an aborting action so if you have not already acted this turn, you lose your opportunity to act until the next turn. A character that takes more damage than their remaining power is affected by state loss if they were in a state or considered downed if they weren't.

If a player character is hit by a particularly nasty attack that reduces the power in their pool to 0 and has a chance of reducing their health to below zero they are not in a good spot. They do have one remaining option. They will instead reduce their health to 1 point but they are considered downed and are out of the battle.

### Other Ki Techniques

There are many other ki techniques that characters may possess. At the start of the campaign roll 2d6. If the result is a 2 then the character was born with one of these techniques. Other techniques can be gained thru play. More to come.

### Hide Power Level

This is the ability to dampen the amount of ki force a character unconsciously emits. A character that is hiding their power level will not register their full strength if a device or someone who can sense power levels is searching for them. It is a useful bluffing technique not to be underestimated. Human heroes begin play with it. Other heroes may learn this ability once they realize that it can be done. They have to pass a difficulty 18 mental check.

### Sense Power Level

Sense power level is the ability to sense the ki signatures of select sources on a planet. A character who knows how to sense a power level can sense and know where their allies are. This ability does not give a character the ability to know exactly how powerful a source is, but can give you a measurement relative to yourself or others. If a character is suppressing their power

level low enough, it may be difficult to find the person who is hiding. When sensing unfamiliar sources you may tell if a source is positive or negative ki (good or bad guys). Remember that a source of negative ki may not always mean the source is a villain that should be killed. Also keep in mind that some sources do not emit ki at all and are undetectable this way (such as an android). As with hide power level, each character may attempt to learn this ability once they realize that it can be done. The difficulty they will need to pass is an 18 mental check.

EX: Dayzen is searching the planet for his best friend and sparring partner Kater. Dayzen knows Kater is locked in battle with the mysterious Dr. Blade. Dayzen can tell by sensing the power that Kater is at least 5 miles away and that Dr. Blade has a higher fighting power than Kater.

### Blinding attack

This technique is also known as Taiyo ken or the fist of the sun. \*more to come

### Bruits Wave Ball

A ball that provides the 17 million zeno units of Bruits energy to trigger a great ape transformation in sayians.

### Godlike instantaneous movement

Normally reserved to Kaioshin, this technique is used to transport to anywhere in reality. This technique costs the user 10,000 power to perform.

### Instant transmission

Functions similarly to godlike instantaneous movement but you require a ki signature and it costs a lot more power to use. The technique may not be used to travel to a place you have never been to before unless you have a ki signature to use as an anchor. The amount of power required is large but the larger the ki signature you are using to teleport, the cheaper it is to perform. This technique costs the user 100,000 power to perform but can be reduced by 10 for every 100 points the ki signature used as a focus has.

### Ki force attack

This attack deals no damage but causes extreme knockback. \* more to come

### Ki healing

A character may lay their hands on a character and heal them. They may spend 10 points of power to give them 1 point of health. If they spend 40 points, they may increase the person's health and power by 10 points each. A character that has been reduced below negative health returns to zero health before the health gain. If they are unconscious or downed they are no longer in those conditions.

## Ki immunity

Some especially dangerous opponents may pose Ki immunity. Ki Immunity comes in two flavors: Partial and full. Partial immunity reduces all ki damage by ½. Full immunity reduces all ki damage completely. Entities with Ki immunity may not be affected at all by ki, including ki healing.

## Material Control

You gain complete control of a specific type of material. You may stretch it out as thin as a sheet of paper or make it malleable. A character may not use this to target another character or creature (like boiling the blood of a target of the user has water control).

## Multi-Form technique

This technique creates clones of your hero that can be used to fortify a physical assault. Some characters may even give a part of their power to their clones so that the clones can use special attacks. A character using multi form technique decides on how many forms they are creating. Each form you create has the same stats as your own, but their focus and health are equal to a fraction of your own. Divide your health and your current power by the amount of divisions you created. That is how much health and current power each of them has. \*thanks nintaku

## Telepathy

A character with telepathy may speak to another character or a group of characters with mental powers. The person using telepathy can speak with anyone they have formed a bond with. Characters with telepathy have a harder time speaking with others if either party is in combat.

## Telekinesis

This is the ability to move objects with your mind. \*more to come

## Zanzoken

The zanzoken technique is an illusionary technique that creates false images of the attacker. Zanzoken is created by someone moving so fast only a visual shadow is left. You may create multiple images of yourself by moving between close spots. You can create 1 image per mach this way. Each image lasts 2 turns unless the user moves back to that spot. Characters can make an awareness check difficulty 18 to see through each illusionary image. Characters that have a scouter gain a +3 bonus to finding hidden characters. Characters that have the sense power skill gain a +5 to the roll.

## Common Ki powers & techniques cheat sheet

Chart Item	What it is
DV (difficulty value)	This modified an energy attack's difficulty.



Attack	Is it considered an attack action?			
Abort?	Can you abort to this action?			
Powers				
Name	Description	DV	Attack?	Abort?
Deflection	<p>*Protects against energy attacks only.</p> <p>Reduces an energy attack by 1 power point per point of power spent. Instantly lost if hit by melee attack. If a character has a higher amount of deflection than an energy blast, the energy blast reduces the strength of the deflection equal to the amount of the damage of the attack. If the remaining deflection is higher than 10 points, it will remain in effect; ready to provide help against another attack. You must pay 10 power per turn to keep the deflection active. You may include more than yourself in the deflection if you spend 100 power per additional person. A person is only protected by one deflection at a time.</p>	1 per 10 energy spent	No	No
Energy Attack	*See Below for complete rules Ranged attack that moves 100 Move per turn. Deals 1 damage per 1 point of power spent.	1 per 10 energy spent	Yes	Yes
Faster/Boosted Reactions	<p>*Takes place next turn</p> <p>*Lasts only 1 turn. May buy in bulk.</p> <p>Gain 1 point of mental per 10 energy spent. Used to gain initiative only. Usable at any growth level.</p>	N/A	No	No
Flight	<p>*Must buy at the maximum speed at which you want to travel (even if you slow down later).</p> <p>Costs 10 for flight, you travel move + 10 or 50 whichever is more. Costs 10 + (10*Mach #) to go faster, (travel at move + (500*mach#).</p>	N/A	No	Yes
Negate Damage	Burn power in place of taking damage to your health. You can only negate energy attack damage. For every point of damage	N/A	No	Yes

	you wish to negate, you must pay 5 points of power. Usable at any growth level			
Super Strength	<ul style="list-style-type: none"> <li>*Takes Place Next Turn</li> <li>*Usable at any growth level</li> <li>*Lasts only 1 turn. May buy in Bulk</li> <li>*Limit = 2x Physical</li> </ul> Increase Physical stat for purposes of lifting, throwing and hand to hand damage. Costs 10 energy per 2 points of physical.	N/A	No	No

### States

States are a special condition that temporarily increases the stats of a character. They allow characters to attain greater power or in some cases, regulate the power of their current forms. A state modifies the characters current power and sometimes health and other stats. In order to activate a state, your character must have at least 100 power in their current power pool. Oozoru is different in that it does not require an amount of power to be in your power pool to activate. Assuming a state is considered a power action.

The first time characters gain a new state, it takes the character time to get used to the new powers and abilities. States represent this in one of three ways. Some states such as Super Sayian cost power each turn to maintain. Other states require flat 3d6 roll to maintain the transformed ability each turn. A small number of states are only available for a limited time such as 2d6 turns.

State creation- \*more to come

You must decide how taxing the state is. Limited duration states give you more starting state points than states that cost power per turn. State points are used to build a new state and cannot be saved up. Saved experience points may be used to enhance or buy new states.

### State points

Name	Type	Starting state points
Limited duration		3
Roll duration		2
Cost per turn		1

WIP- these abilities cannot be stacked with one another. Any one characteristic cannot be affected twice by a single state characteristic. You cannot buy the same deficit more than once.

Name	Effect	Cost/ Benefit
Battle Skill + 3	Grants any battle skill a + 3 bonus	1
Battle Skill + 5	Grants any battle skill a + 5 bonus	2
Power Control x 2	Power control battle skill multiplied by 2	3
Power Control x 4	Power control battle skill multiplied by 4	5
Power Level x 2	Multiplies current power in pool by 2	1
Power Level x 4	Multiplies current power in pool by 4	2
Power Level x 6	Multiplies current power in pool by 6	4
Defense x 2	Multiplies defense by 2	2
Health x 2	Multiplies current health by 2	2
Melee damage x 2	Multiplies melee damage by 2	2
Double power	Multiplies the amount of power per turn the state costs. Can only buy for a state that costs power per turn	-1
Greater than 10	Must roll greater than 10 to maintain the state. Can only buy for states that require a maintenance roll.	-1
Quadruple power	Multiplies the amount of power per turn the state costs. Can only buy for a state that costs power per turn	-2
Limited time only	Your power stays on for 1d6 turns. Can only buy for limited time duration states.	-1
Greater than 12	Must roll greater than 12 to maintain the state. Can only buy for states that require a maintenance roll.	- 2
Health cost	Instead of power, the technique drains health instead. You lose an amount of health equal to 20 – physical per turn. This is considered severe damage. Double, quadruple state defects may be taken. Instead of taking 20-physical per turn, you take 40-physical and 80-physical respectively.	-1

### State format

Name: the name of the state

Effect: the effect on the character using it

Revert: Any penalties or effects upon reverting to normal.

Reducing the Burden: How mastery helps characters control the state

### Mastering a State

Characters may spend time training in their new states in order to reduce the effects of the state to manageable levels. Each state will list their benefits to their training. Each month, the character may train and forgo the gain of battle skill points to reduce the burden by one level.

\*how to train states is yet to be developed. Stay tuned!

## State Loss

A character that suffers sufficient damage can cause state loss. State loss causes the hero to lose all bonuses gained from all states currently affecting them. A character in state loss suffers similar penalties to the downed condition in that they are helpless and cannot move. A character who suffers state loss does not lose all of their power, but they may lose a great deal of it. A character in state loss has an amount of power in their power pool equal to their unpowered focus stat. If they already have less than their unpowered focus stat before they suffer state-loss, then they reduce their power by half.

## Hand to Hand Combat expanded

### Combat maneuvers

You may perform a stronger attack by sacrificing your accuracy for strength. You must decide how much you wish increase your damage on this attack. When you make the attack roll, you subtract the amount to increase your damage from your attack roll total. If you hit, then you add that amount to the damage roll. Multiply the amount you wish to subtract from your attack roll total by 3 in order to determine how much to raise the total damage by.

EX: Kater uses a powerful uppercut against Dayzen. Kater decides it's worth an extra 9 damage. Kater must subtract 3 from his Fighting + Combat + 3d6 roll to hit. If he strikes Dayzen, then dayzen will take an additional 9 damage on top of Kater's melee damage derived value.

### Special hand to hand attacks (\*work in progress)

Fighters with a growth level of 1 may begin using these new techniques. These special attacks cost power to use. During play, heroes may learn new special moves. You may add up to two different modifiers for each special hand to hand combat technique a character has. Characters who perform the same special attack again and again give bonuses to avoid that technique to their opponents. Each time the technique is used after the first, a cumulative + 3 bonus is given to rolls used to avoid getting hit by the technique.

Hand to hand attack modifier	Limit	Cost
Accurate- increases chance to hit with the attack	Up to mental stat	10 power per point
Defensive- the technique adds to your chance to block or evade. Must be chosen at the time of technique's creation. Accurate, forceful, strong modifiers may not be added to this technique.	Physical stat if technique adds to block. Move stat if technique adds to movement.	10 power per point
Dashing- the technique adds to your movement. You may use dashing to charge into your opponent.	Move stat x2	10 power per point
Forceful- Successful hit causes knockback regardless of dice rolled.	Once	10 power

Quick- This technique adds to your initiative for the following round. Can be useful for building a combo or initiating a chain.	Up to Move stat x 2	10 power per point
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### Hand to Hand techniques

Nammeccian snake strike- A Nammeccian may stretch out their arms for a long range physical strike. This is perfect for striking a character with an active deflection from a distance. The character may spend 100 points per 10 move up to a maximum of 1000 move. A character attacks at a distance using their fighting + combat values as normal. The character may leave their arms outstretched but they lose half of their fighting roll to block incoming physical attacks.

### Combat Chains- Work in progress

A combat chain is a special way for heroes to perform many varied actions using a single attack action. Combat chains exist to gain more traction out of hand to hand techniques and strategic use of them can gain you an advantage. Each character begins play with one combat chain. Each combat chain can only be done one time per combat.

A combat chain consists of 7 action slots that a character can use to form a chain. The action list shows the amount of slots an action costs. Each time you unlock a ki secret, every combat chain the character knows will gain an action slot.

Action list	
Name	Slot cost
Hand to hand attack	2
Move	2
Run	3
Sprint	4
Grab	1
Throw	2
Hold	2
Pin	1
Body Slam	2

EX: Kater uses his punch rush chain. Kater's punch rush consists of a run action followed by two hand to hand attacks. Kater can perform any part of this technique during his turn and can perform any part of this technique in any order, but he does not have to use all of it. Kater could just run and not make two hand to hand attacks, or Kater could just use both hand to hand attacks and not move.

### Ways to train/Gear

### Non-combat Advancement

Characters will constantly gain power (Focus stat) increases each session. Depending on the overall power-level of your current campaign, each participating character gains a certain amount of focus at the end of each session if that session did not end during a combat. If that session did end during the middle of a conflict, the focus are held until the end of the session (the session that the combat ended on).

Example: Kater and Dayzen help a caravan deliver food and medical supplies to a battle ravaged town. Their GM awards them with a permanent 25 Focus.

### Combat Advancement

Sometimes experience is the best teacher and when it comes to combat, surviving a conflict is often a good way to learn a lesson. Each participant receives  $\frac{1}{2}$  of their focus stat as a permanent focus increase. Each combatant also gains a permanent bonus to their health. The amount of health gained equals the character's physical + body stat. Round this number down to the nearest 5's.

Ex: Dayzen, who has a focus of 350 fights the medicine man. Dayzen would gain 175 focus permanently, making his new focus stat 525. Dayzen's physical characteristic is 8 and his body score is 12. Dayzen will permanently gain a bonus to his maximum health score equal to 20 (no additional rounding necessary).

Game masters may decide if the battle was not challenging enough to gain a standard power increase. Either that or they may prefer that players characters grow slower.

Slower growth: player characters focus increase is instead equal to  $\frac{1}{4}$  their focus, round any result down to the nearest 10.

EX: Dayzen would gain 80 focus from his battle with the medicine man.

If the encounter was really difficult or if they prefer faster growth, another method of determining the power level gain from an encounter is doubling their focus.

EX: Dayzen would gain 350 focus from the encounter with Medicine man.

Another idea for combat advancement you can use is to give a fraction of the opponent's power level to your character. Be sure to choose which advancement method you use before the campaign begins and stick to it.

### Training

Characters often spend non-game time training. Each month, each hero who trains will gain 1 training skill point. If the character is not challenging themselves they will only gain 2 training skill points every 3 months. A character may not spend training skill points in the same spot twice in a row unless it is the power control skill. It is possible for a character to get left behind if they do not train seriously.

Ex: It's May 1<sup>st</sup> and the heroes have 3 months to prepare for their next challenge. Kater and Dayzen are training and pushing themselves each month. Bunbun is not taking the next threat seriously and decides to go to aerobics or to the gym. Meanwhile, Kater and Dayzen are sparring and meditating. Kater and Dayzen will gain 1 skill point during May, 1 point in June and 1 point in August. Bunbun will only gain two skill points in August.

Training skill points can be spent on health, focus, fighting, evasion, power accuracy, power control, body skill and melee damage.

#### Training- training skill bonuses

Some training skill points increase derived values in addition to their normal bonus. The amount of points a derived value increases depends on the derived value but still only costs one training skill point.

Derived value/skill	Increase/notes
Health	One point spent increases by 50 points.
Focus	One point spent increases by 50 (before growth level see below)
Melee damage	One point spent increases the melee damage value by 10
Fighting	+ 3 bonus to melee damage
Evasion	No additional bonuses
Power Control	+ 25 focus
Power Accuracy	+ 10 focus
Body	+ 5 bonus to defense. Gain health equal to physical * 2

#### Unlocking ki secrets- Working with growth levels work in progress

Characters who train and work to master their power are rewarded for their efforts. The fruits of their training provide them with jumps in power after their hard work and determination. Please note that the focus mentioned during this section refers to permanent focus and not focus gained due to an altered state.

Characters beginning in the lowest power level begin play with 10 focus. These characters are just beginning to understand their own ki and how to manipulate it. It takes time (about 6 months -50 years of training) and true understanding to finally master this energy. Player characters are special in that it may take 6 months maximum to master this energy. The player characters roll a difficult mental check of 18. If they fail, then they do not have the understanding as of yet but they do gain a + 3 bonus on their next check. This bonus is cumulative each month. When successful, they may take power actions and begin using energy attacks as described in the ki chapter. Characters who have successfully mastered their ki have a growth level of 1.

If a character gains focus past 1000, then each time your Focus increases due to training, multiply that value by 5. Your character is considered to have growth level of 5. You also gain a permanent onetime bonus of +25 to your power control skill. Each combat chain you know gains an action slot.

If a character gains focus past 10,000, then each time your Focus increases while training, multiply that value by 10. Your character is considered to have growth level of 10. You also gain a permanent onetime bonus of +100 to your power control skill. Each combat chain you know gains an action slot.

If a character gains focus past 100,000, then each time your Focus increases while training, multiply that value by 100. Your character is considered to have growth level of 100. You also gain a permanent onetime bonus of +250 to your power control skill. Each combat chain you know gains an action slot.

If a character gains focus past 1,000,000, then each time your Focus increases while training, multiply that value by 1000. Your character is considered to have growth level of 1000. You also gain a permanent onetime bonus of +1000. Each combat chain you know gains an action slot.

## Gravities

Training under higher gravities than you are used to is very difficult. A character needs a number of weeks equal the gravity level they are getting used to minus the gravity they feel comfortable with. A character that is under more gravities than they are used to suffers a temporary  $-3$  to all of their characteristics but their mental characteristic. A character that is under 5 times more gravities than they are used to suffer a temporary  $-10$  to all their characteristics. If a character is under more than 6 times the gravity they are used to, then they are considered in the downed state. You can strain to move when you are under this much weight, but you take 15 severe damage each turn.

EX: Kater is training in a specialty gravity simulation room. Kater is used to the standard gravity of most worlds (level 1 in game terms). In order to get stronger, he decides to crank it up to level 5. During this training, Kater will need 4 full weeks of training to get used to this without hurting himself. Kater's characteristics are at a whopping  $-5$ . He can barely focus and concentrate under the weight. If he trains under 6 times his gravity, then he cannot move and risks being crushed to death.

At the end of each session or during training, the game master rewards players with an amount of Focus. Characters training under gravities multiply this amount by the amount of gravities they are training under. After receiving this reward, the character then becomes used to those gravity levels and will not receive an additional bonus until they go up another level of gravity. Remember to subtract their new gravity level from the levels they trained in the past in order to get the new focus multiplier.

EX: Kater spent the remaining time of a game session training under 5 times standard gravity level. His game master has given out 100 power and 25 Focus session bonus. Kater will gain 500 power level and 125 Focus bonus. Next session, if Kater continues training under 5 times standard gravity level, he will only gain the standard amount of power given by his game master. If Kater goes up to 6x gravities, he will not gain any special bonuses (new gravity mastery is at 5x.  $6 - 5 = 1$  so focus gained is multiplied by 1). Kater would need to raise to 7 gravities to feel the new effects.



## Hyperbolic time chamber

\*sorry, still a working progress

## Pendulum/ space-time rooms

Space time rooms are special meditation chambers that allow one to face simulated opponents. Because they are heavily taxing on the users, the training is only successful one time. Combatants who enter the room feel as if they have really traveled to another space and perhaps a different time period. The combatants who travel will face an opponent similar to their next opponent. Every participant will gain experience points as if they really fought that opponent. If they were to perish in that dimension, they will return safely to their body with only their pride damaged.

## Weighted clothing

Weighted clothing helps aid in the training process. If you wear weighted clothing, you gain an additional + 20 bonus to your health each time you spend experience. You also gain a temporary bonus to your movement score when you remove it equal to + 5. This bonus will only last a few hours and then your body will adjust to life without restraint. Weighted clothing temporarily reduces your movement value by 1 while wearing it, unless you have a body score higher than 10. Weighted clothing also adds + 5 (or more depending on your outfit) to your defense. Weighted clothing also counts as armor to a lesser extent and follows the same rules as armor does.

## Armor

Armor will protect its wearer from 3 direct hits. When you are hit, you may decide on if you are using the armor to add to your defense. Each time an attack hits your character and it is considered a direct hit, the armor provides its bonus to your defense. If the armor breaks, the armor may be repaired. Minimum time to fix is 1 week. The amount of defense provided by the armor depends on the armor itself. If you do not apply the armor to a hit or if the hit misses, the hit does not count towards the armor's 3 armor points.

## Scouter

This infamous device can pinpoint power concentrations. It also provides interstellar communication between two or more peoples like a radio. There are several kinds of Scouters, Low, med and High scouters. The better the brand, the harder they are to break. Low scouters are by far the most common scouters. They are given to the lowliest of the grunts. The medium scouters are reserved for captians and generals. They are capable of communicating with many more people at once as well as not prone to breakage. The high scouters will not break under pressure and are reserved for the top of the command chain. Scouters can be of any color regardless of rank.

Breakage – If one power source rises over the threshold in 2 turns (6 seconds), the scouter will break. If several power sources rise simultaneously, the scouter will not break unless the combined levels go past the threshold.

Name	Several Sources Breakage	Single Source Breakage
Low	Over 2000	Over 700
Med	Over 18000	Over 9000
High	-	-

## Settings

Dragon ball settings involve heroes using incredible powers to fight villains. The gm must create a fun and exciting campaign arc that, with the help of the players helps create a dynamic story.

Example: Season one of the dragon ball arc that our gm is creating deals with the theme of Kater and the doctors who genetically manipulated him before his birth. The villains are based on doctors and medicine.

## Villain creation

Villains are created in different ways. Depending on the strength of the villain, their stats vary. In order to create villains, you will need an important piece of information. You will need to get the combat skills of each of your player characters. The reason for this is that with the new rules, characters will be similar in strength. In order to provide a suitable challenge you will need the average of your hero's skills. There are three different groups of Villains: mooks, enemy and boss. The different ways to create them are listed below. Note that the way to create these is only one suggestion. If you know of a better way, then by all means do it.

One word of advice: Ensure that no one combat skill are greater than 18 points higher than any other character's skill. The only combat skill that is allowed to be higher than this is power control. The fusion system uses 3d6 to get results. Things are not fun at all if you cannot hope to hit your opponents. The only exception to this is if you are facing an opponent before you are ready for them such as a boss.

Mook- These are enemies that are high in number but are fun to take down. Their power does vary depending on the story but they are generally no match for heroes. Their stats are as follows:

Easy- All characteristics are at 4 and 5 and they do not poses the Focus derived value. They may carry beam guns though, which can provide them with power. They have 5 health and tend to go down easy.

Tough- All characteristics are 5 through 7. They have focus of  $2d6 * 100$  (or more depending on how tough you want them). Their combat skills are equal to the average of your party's combat skills – 3.

Enemy- These are higher than the rank and file mooks they employ. They are comparable in strength and may even be slightly stronger than the players in one or two combat skills. Enemies are much more unique and are each a stand out character that the heroes may spend more time engaging in battle. Enemies have higher power levels than player characters and fighting them is never a waste of time. Enemies and bosses have 30 characteristic points to spend. Enemies may poses an altered state and bosses are sure to poses at least one altered state.

Easy- Every enemy has combat skills equal to the average of each of the party members. Each enemy may have two combat skills that are given + 3 to. Each enemy has a power level equal to the highest focus in the party + x. X is what you decide to give them. For example, if you are in the early parts of a campaign, you could give them + 100 focus. Their hand to hand damage value is 10 points higher than the average defense value.

Tough- Enemies who are considered tough begin play with combat skills equal to the average of the party + 3. Each tough villain also has two more combat skills they may add another + 3 to. Each enemy has a power level equal to the highest focus in the party \* x. X is what you decide to give them. For example, if you are in the early parts of a campaign, you could give them \* 1.5 focus. Their hand to hand damage value is 20 points higher than the average defense value.

## Bosses

Bosses are created first and last when creating a campaign. When creating a boss, you must take into account the focus of each character's altered state during the beginning of the campaign arc. Add them together then multiply the result by x. This is the focus of the boss before they assume an altered state. This can get tricky as heroes can gain more states. Be sure to only use the state that gives the highest power level change.

Getting the boss's stats is done when your characters are ready to challenge the boss. If your characters challenge the boss earlier than you expect them too, that is ok. The boss will have higher stats and will be considered to be 'toying' with them. Be sure to lay the smack down against a character who is stupid enough to challenge the boss before they are ready but leave them alive. Beat them up by using the holding back rules and when they are in the downed condition, have the boss fly away while taunting them. Many bosses have the highest stats in the party + 18. This is why it is so hard to challenge a boss before the characters have time to train.

Fuzion and Instant Fuzion are owned by The Fuzion Labs Group and R. Talsorian Games.