



The Essential Dragonball

A Supplement to "The Complete Dragonball"



*Warning: Most content in this book is fan stuff from a game ran by me 5 years ago called the Accidental Super Saiyajin.

Forward

What is the Essential Dragonball you might ask? Didn't I cover everything in my first book, The Complete Dragonball? No. No I didn't. Firstly I didn't include items, because we're using a new type of item, powered by Action Dice, that hasn't been implemented yet. They will be included in this book. Also, this book will include fan fiction things from personal games that I've run in the Talsorian system including 3 new Levels of Super Saiyain, Three new Epic level Prestige Paths (Student of Overkai, Student of Underkai, Thrall of Satan), Example characters such as Majin Buu and Dende, And other things that I'm going to think of on the way through this book. Most of the new material comes from a game I ran called The Accidental Super Saiyain. As always hold on to your hats, it's going to be a bumpy ride.

The Accidental Super Saiyain was a fun game with a lot of really funny and tragic moments. The party met new characters along the way and got to experience adventure and love as only Dragonball can do it. It began when the party was rudely teleported to the DBZ universe from ours. The reason so many things exist, and why they aren't human, is because they were teleported through Goku and Vegeta on a genetic level, thus gaining Saiyain DNA. In fact, the Saiyain DNA was so powerful, it took over as their main DNA sequence. They weren't half saiyajins, they were full saiyajins. The crux of the first campaign was that there was another universe out there (Universe C) where Goku never hit his head, became the evil Kakarot and forced the humans to create inter-dimensional technology after he'd conquered his entire universe. The party eventually rebuffed the attack, and went on to another campaign set in the same universe where Satan and his Hell decided that they wanted to be the dominant hell once again, and invaded the world of the living for a new base of operations and the afterlife for their position there. They rebuffed this attack as well, but not after a lot of trouble.

Many things happened in that campaign. The party discovered a new true Super Saiyain level, and two more levels of Oozaru. (For reference of what I mean by that, it is my belief that Super Saiyain 4 was merely Goku pushing Oozaru Beyond Super Saiyain. That means that if there is a Super Saiyain 3, it should be able to push Oozaru to that level as well, and when I invented True Super Saiyain 4, another level was created, Super Saiyain 6.) They travelled to alternate universes to search for allies. They died and trained under the kaios. They fought villains such as Super Saiyain Radditz, Super Saiyain Nappa, Super Saiyain 4 Turles (Not TSSJ4), and finally Kakarot himself, who learned just as well as Goku does, and had that natural aptitude for fighting. They fought demons and fallen angels, and finally, the last big boss of the campaign as far as I'm concerned Satan himself.

But they persevered. Through everything I put them through, they did everything that was needed to win the day. Yes they lost members, people died, people were born, several of the party got married and had children of their own to train to take up the mantle of Defenders of the Earth. One party member married Android 18 from Universe C who made up the final line of defense the Humans Rebels had mustered against Kakarot. One party member actually wound up marrying Underkai, the ruler of my DBZ universe's Hell, who was surprisingly a good person, she just ruled a bad place.

This book is full of what happened in those times, and honestly a few inside jokes (Like the pictures for Overkai and Underkai). In the end, it's all about having fun around the table.

Racial Feats

Saiyajin

TRUE SUPER SAIYAJIN 4 [EPIC, SAIYAJIN]

Beyond Super Saiyajin 3 is the true legendary True Super Saiyajin 4. Your hair becomes straight up spikey regardless of your hair style, and your muscle mass becomes leaner instead of bulkier.

Prerequisites: Saiyajin, Super Saiyajin, Beyond Super Saiyajin or Legendary Super Saiyajin, Super Saiyajin 3 or Legendary Super Saiyajin 3, 30+ Constitution, 5,000 Power Level

Benefits: You may push yourself to the true state of Super Saiyajin perfection, achieving true Super Saiyajin 4. This form, which lasts for one round per level and may be spread amongst multiple uses, must be activated from Super Saiyajin 3 as a standard action. It multiplies your original Power Level and Physical Statistics by three. If you entered this form from Legendary Super Saiyajin 3, multiply your Power Level and Original Physical Statistics by three and one half instead of three.

Special: This counts as a Ki Feat

SUPER SAIYAJIN 5 [EPIC, SAIYAJIN]

By pushing your Oozaru form to Super Saiyajin 3, you become even more powerful.

Prerequisites: Saiyajin, Constitution 30+, 6,000+ Power Level, Super Saiyajin, Beyond Super Saiyajin or Legendary Super Saiyajin, Super Saiyajin 3 or Legendary Super Saiyajin 3, Golden Oozaru, Super Saiyajin 4

Benefit: You may now push your Oozaru form to Super Saiyajin 3, becoming a Super Saiyajin 5. Add up the bonuses you gained from Super Saiyajin 3 and Oozaru and distribute them evenly amongst your Strength, Dexterity and Constitution (Round Up). Then add a bonus to all statistics besides Intelligence equal to one fifth your level and instead of multiplying your Power Level by two and a half, multiply it by five. Super Saiyajin 5 lasts as long as your Super Saiyajin 3 timer.

Special: This counts as a Ki Feat

SUPER SAIYAJIN 6 [EPIC, SAIYAJIN]

You can push your Oozaru Form into True Super Saiyajin 4, thus becoming one of the most powerful beings in the universe.

Prerequisites: Saiyajin, Constitution 30+, 7,500+ Power Level, Super Saiyajin, Beyond Super Saiyajin or Legendary Super Saiyajin, Super Saiyajin 3 or Legendary Super Saiyajin 3, True Super Saiyajin 4, Golden Oozaru, Super Saiyajin 4, Super Saiyajin 5

Benefits: You may now push your Oozaru form to True Super Saiyajin 4 becoming a Super Saiyajin 6. Add up the bonuses you gained from True Super Saiyajin 4 and Oozaru and distribute them evenly amongst your Strength, Dexterity and Constitution (Round Up). Then add a bonus to all statistics besides Intelligence equal to one fifth your level and instead of multiplying your Power Level by three, multiply it by five and a half.. Super Saiyajin 6 lasts as long as your True Super Saiyajin 4 Timer.

Special: This counts as a Ki Feat



MOONLIT MIND [EPIC, SAIYAJIN]

Prerequisites: Saiyajin, Super Saiyajin 4

Benefits: You may now enter Super Saiyajin 4, 5 or 6 without there being blunz waves present. You do not have to go through Golden Oozaru to get there either, you may just go Super Saiyajin 4, 5, or 6.

IMPROVED SAIYAJIN [SAIYAJIN, KI]

By training enough in Super Saiyajin, you can reap some benefits of it outside of that form.

Prerequisites: Saiyajin, Super Saiyajin, 3,000+ Power Level

Benefit: While outside of Super Saiyajin, you may activate this feat as a swift action. You gain half the benefits of one of your Super Saiyajin states. This must be the Super Saiyajin state that is 2 lower than your highest Super Saiyajin state. (So if you had Super Saiyajin 3, you could benefit from Super Saiyajin 1 or Natural Born Super Saiyajin. If you had True Super Saiyajin 4, you could maintain one half of Beyond Super Saiyajin's bonus). If you only have Super Saiyajin or Beyond Super Saiyajin, you gain one quarter the benefits of your lowest Super Saiyajin State. This power up lasts till the encounter ends and can be used a number of times per day equal to 1 + Constitution Modifier. You can only use this powerup with Super Saiyajin, Beyond Super Saiyajin, Super Saiyajin 3 and True Super Saiyajin 4 (Or the Legendary versions of each).

Nameksei-Jin

SUPER NAMEKSEI-JIN [EPIC, NAMEK]

When a Namek becomes of sufficient power, they can force themselves into an overdrive that forces most of their blood to the surface turning them a purple hue

Prerequisite: Namek, Namek Fusion, Multifusion, Must be fused with at least 2 Nameks, 3,000+ Power Level

Benefit: Once per day per level for an entire encounter, you may as a move action, push yourself into Super Nameksei-jin. This doubles all your statistic modifiers and doubles your Power Level. You may become a Super Nameksei-jin while you are in a Mystic Power up.

Special: This counts as a Ki Feat

SECONDARY SUPER NAMEKSEI-JIN [EPIC, NAMEK]

Even more powerful than a Super Nameksei-jin is the power of their secondary form.

Prerequisites: Namek, Namek Fusion, Multifusion, Super Nameksei-jin, Must be fused with at least 2 Nameks, 4,500+ Power Level

Benefit: When you enter Super Nameksei-Jin, you may choose to activate this power as a free action. Should you do so, triple your Statistic Modifiers instead of doubling them, and triple your power level instead of doubling it. Doing this reduces your Super Nameksei-jin Timer to one minute per level + constitution modifier.

Special: This counts as a Ki Feat

TERTIARY SUPER NAMEKSEI-JIN [EPIC, NAMEK]

Prerequisites: Namek, Namek Fusion, Multifusion, Super Nameksei-jin, Secondary Super Nameksei-jin, Must be fused with at least 2 Nameks, 6,000 Power Level

Benefit: When you enter Super Nameksei-Jin, you may choose to activate this power as a move action. Should you do, quadruple your Statistic Modifiers instead of doubling them, and quadruple your power level instead of doubling it. Doing this reduces your Super Nameksei-jin timer to one round per level + original constitution modifier.

Special: This counts as a Ki feat.

PERSONALITY SPLIT [NAMEK, SOUL]

When a namekian reaches a certain state of enlightenment, they may split off all evil in their souls

Prerequisites: Namek, 500+ Power Level

Benefit: You may purge yourself of any of the following allegiances: Evil, Power, Self and create a duplicate of yourself with these allegiances (Not necessarily in that order however). For Example, The Unnamed Namek had the allegiances Good, Evil, Power. When he split into Kami and Piccolo Daimio, Kami lost Evil and Power and Piccolo Daimio gained them. Kami was left with the Good allegiance, and took up Earth and Peace as his other two allegiances. You may pick new allegiances as a result of this feat. Your other half is now a separate character with their own goals, and ability to power up. If you have Namekian Fusion, the being you split off counts as another Namek for that feat and Multifusion.

Shin-Jin

PERSONALITY DISORDER [SHIN, KI]

Prerequisites: Shin-Jin

Benefit: You automatically win control over the being that you willingly fuse with. You give 5 Negative Levels to any Majin that absorbs you, and turn them into a child-like intellect for better or worse (Intelligence 6)

MYSTIC SHIN [SHIN, KI]

Prerequisites: Shin, 500+ Power Level

Benefit: You may activate a lesser version of the Mystic Power up. Once per day per level, you may activate Mystic Shin as a standard action. If you do, multiply your Strength, Dexterity and Constitution and Power Level by one and a half. This change lasts for the remainder of the encounter, but shuts off if you are knocked unconscious, killed or fall asleep.

ULTIMATE MYSTIC SHIN [SHIN, KI]

Prerequisites: Shin, Mystic Shin, 2,500 Power Level

Benefit: You may activate this as a standard action while in your Mystic Shin state. Once activated multiply your physical statistics and Power Level by two. This lasts for a number of minutes per day equal to your Level + original Constitution Modifier. This may be spread among multiple uses.

TRUE ULTIMATE MYSTIC SHIN [EPIC, SHIN]

Prerequisites: Shin, 30+ Constitution, Mystic Shin, Ultimate Mystic Shin, 3,000+ Power Level

Benefit: You may activate this as a full-round action while you are in your Ultimate Mystic Shin state. Once activated, multiply your physical statistics and Power Level by two and a half. This lasts for a number of rounds equal to your Level + Original Constitution modifier per day, and may be spread among multiple uses.

Special: This feat counts as a Ki Feat

EXTENDED SHIN [EPIC, SHIN]

Prerequisites: Shin, Ultimate True Mystic Shin

Benefit: Your timers for your transformations move up one rank (Encounter becomes At Will, Minutes Per Level + Original Constitution Modifier becomes Once Per Level for an entire encounter, Rounds Becomes Minutes)

SWIFT MYSTIC SHIN [SHIN, KI]

Prerequisites: Shin, Mystic Shin

Benefits: You may enter Mystic Shin as an immediate action.

Majin

WONDER MAJIN [MAJIN, KI]

Prerequisites: Majin, 500+ Power Level

Benefit: Once per day per level you may allow your inner rage to explode outward and become, a wonder majin. Becoming a Wonder Majin is a standard action and lasts for the remainder of the encounter. While you are a Wonder Majin, multiply your Strength, Dexterity, Constitution and Power Level by one and a half. Wonder Majin ends if you are knocked unconscious or killed.

MEGA WONDER MAJIN [MAJIN, KI]

Prerequisites: Majin, Wonder Majin, 25+ Constitution, 2,500+ Power Level

Benefit: You may activate this as a standard action while in your Wonder Majin state. Once activated multiply your physical statistics and Power Level by two. This lasts for a number of minutes per day equal to your Level + original Constitution Modifier. This may be spread among multiple uses.

SUPREME WONDER MAJIN [EPIC, MAJIN]

Prerequisites: Majin, 30+ Constitution, Wonder Majin, Mega Wonder Majin, 3,000+ Power Level

Benefit: You may activate this as a full-round action while you are in your Mega Wonder Majin state. Once activated, multiply your physical statistics and Power Level by two and a half. This lasts for a number of rounds equal to your Level + Original Constitution modifier per day, and may be spread among multiple uses.

Special: This feat counts as a Ki Feat

EPIC WONDER MAJIN [EPIC, MAJIN]

Prerequisites: Majin, 30+ Constitution, Wonder Majin, Mega Wonder Majin, 4,500+ Power Level

Benefits: You may activate this feat as a standard action from Supreme Wonder Majin. Once activated multiply your physical statistics and power level by three. This lasts for a number of rounds per level, and may be spread among multiple uses.

Special: This counts as a Ki Feat.

EXTENDED WONDER MAJIN [EPIC, SHIN]

Prerequisites: Majin, Supreme Wonder Majin

Benefit: Your timers for your transformations move up one rank (Encounter becomes At Will, Minutes Per Level + Original Constitution Modifier becomes Once Per Level for an entire encounter, Rounds Becomes Minutes)

SWIFT WONDER MAJIN [SHIN, KI]

Prerequisites: Majin, Wonder Majin

Benefits: You may enter Wonder Majin as an immediate action.

Feats for the Dragonball Character

KI TELEPATHY [KI, SOUL]

Prerequisites: Ki Infused Race or Ki Infused, 500+ Power Level

Benefit: You gain Telepathy with any creature on the same plane as you as long as you know who they are and approximately where they are in the universe. (For Example, Piccolo has communicated with Moori on New Namek because he knew who Moori was, and that Moori was somewhere on New Namek.)

INTERDIMENSIONAL KI TELEPATHY [KI, SOUL]

Prerequisites: Ki Infused Race or Ki Infused, 750+ Power Level, Telepathy

Benefits: Your telepathy now spreads across planar boundries allowing you to contact those even in the other world as long as you know approximately where they are (Hell, Heaven, Snake Way or one of the Kaio Worlds. Possibly Soul Society or Hueco Mundo if you are running a crossover game. The Oni Courts if you are including the Nobunaga book, etc)

VACUUM BARRIER [KI, SOUL]

Prerequisites: Ki Infused Race or Ki Infused, 1,000 Power Level or more, Ki Barrier Ki Ability

Benefits: By expending 130 Power Level you can create a barrier that allows you to survive in a vacuum. This must be done as an immediate action upon entering a vacuum, and remains in place until you leave said vacuum. You also gain the benefits of either Ki Barrier or Strong Ki Barrier if you have it.

KI CONSERVATION [KI, SOUL]

Prerequisites: Ki Infused Race or Ki Infused, 1 Ki Ability

Benefit: Reduce the cost of all ki abilities you possess by 10 Power Level (Minimum 10 Power Level)

Special: This may be taken up to 4 additional times. Each time it is taken reduce the cost by a further 5 (Min 10).

INSTANT TRANSMISSION [KI, SOUL]

Prerequisites: Ki Infused Race or Ki Infused, Zanzuken 10+ Ranks

Benefit: You may, for 100 Power Level, choose to travel miles instead of feet when making a Zanzuken check. (So if you may, for 100 power level, choose to go 30 miles instead of 30 feet with a 12 Zanzuken DC).

Special: You may take this feat multiple times. Each time you do, increase the distance you can travel by a factor of 10 (So the second time you take this feat, you travel 300 miles for a 12 DC, the third time you take this you can travel 3000 miles for a 12 DC, etc). You must still choose what distance you are traveling before you roll. Increase the cost for choosing to go in multiples by 100 per iteration of this feat. (IE If you choose to use the third iteration of this feat, it would cost you 300 Power Level)

INTERSTELLAR INSTANT TRANSMISSION [EPIC, KI]

Prerequisites: Ki Infused Race or Ki Infused, Zanzuken 24+ Ranks, Instant Transmission

Benefits: You may now choose to travel Light Years instead of miles with your Instant Transmission. This does not allow you to survive in a vacuum by itself, but you are moving so fast, most times a vacuum won't have time to affect you. You may, at any time, choose to travel less than a light year (Such as to the next planet over) for a DC 10 Zanzuken check.

Special: You may take this feat multiple times. Each time you do multiply the distance you can choose to travel by 10. (So taking this twice, you can choose to go 10s of light years instead of 1s of light years. Taking this three times lets you go 100s of light years, etc). Increase the cost for choosing to go in multiples by 100 per iteration of this feat. (IE If you choose to use the third iteration of this feat, it would cost you 300 Power Level)

SPONTANEOUS SPECIAL ATTACK [EPIC, KI]

Prerequisite: Ki Infused Race or Ki Infused, Special Attack, Spellcraft 24+ Ranks

Benefits: When you choose Special Attack as a feat for making an original attack (Not improving on one you already have), you may save the points you gained and not build a Special Attack right away. You may, at any time after selecting Special Attack, make a DC 40 Spellcraft Check to write your Special Attack in the middle of a fight, or any time after taking this feat. Once you make your new Special Attack it is permanent.

IMPROVED KAIO-KEN [KI, SOUL]

Prerequisites: Kaioken, Sense Motive 18+ Ranks

Benefit: Reduce the damage you would take from any Kaioken you perform by 4d6.

Special: This may be taken multiple times to increase the reduction by another 4d6

IMPROVED GENKI DAMA [EPIC, KI]

Prerequisites: Genki-Dama, Sense Motive 29+ Ranks

Benefit: The Genki-Dama now does damage at a rate of 3d6 per full-round spent charging it. In addition, you gain the additional option of adding your own energy to the Genki-Dama, even after it's fired. For each 500 Power Level you donate to your own Genki-Dama, add 2d6 damage to the stack. Adding damage in this way is a free action which must be made either while charging, or after it has been thrown.

INTERDIMENSIONAL INSTANT TRANSMISSION [EPIC, KI]

Prerequisites: Ki Infused Race or Ki Infused, Zanzuken 24+ Ranks, Instant Transmission, Interstellar Instant Transmission

Benefit: Once per day, you may break the planar boundaries with your Instant Transmission. You may use your Instant Transmission as the *plane shift* spell. You can bring along one person per level and can arrive accurately with a successful Sense Motive check with a DC of 30.

Special: You may take this feat multiple times. Each time you do add one to the number of times you can use this feat per day.

I CAN FEEL THE OTHER SIDE [KI, SOUL]

Prerequisites: Sense Motive 15+ Ranks, Superior Reiki Sensing

Benefit: Your Sensing becomes one spirit mile per number of the check result (IE If you got a 12 check result, you could sense beings on the moon from Earth sensing in around 264,000 miles.)

EXTRA COMBAT ROLL [GENERAL, COMBAT]

Prerequisites: Combat Roll

Benefit: You may use Combat Roll 2 more times per combat

Special: This may be taken multiple times. Each time it is taken add 2 to the number of times you can use Combat Roll

EXTRA MARTIAL MASTERY [GENERAL, COMBAT]

Prerequisites: Martial Mastery

Benefit: You may use Martial Mastery 2 more times per combat

Special: This may be taken multiple times. Each time it is taken add 2 to the number of times you can use Martial Mastery.

SWIFT GENKI DAMA [EPIC, KI]

Prerequisites: Genki Damage, Improved Genki Dama, Sense Motive 29+ Ranks

Benefit: Charging your Genki Dama becomes easier for you. All the times move up one step. 10 rounds becomes one full round, 20 rounds becomes 10 full-rounds, 30 full rounds becomes 20 full rounds and 40 full rounds becomes 30 full rounds. You still deal the same damage with your Genki Dama as if you didn't have this feat, only the speed of the Genki Dama has changed.

SAIYAJIN HERITAGE [BASE, GENERAL]

Prerequisites: Oldblood (Saiyjin), 1st Level Only

Benefit: You gain a Saiyjin Tail. This gives you the following abilities: Oozaru and the Tail Weakness. You also gain the scent quality.

NAMEK HERITAGE [BASE, GENERAL]

Prerequisites: Oldblood (Namek), 1st Level Only

Benefit: You gain a +10 racial bonus to Listen Checks. You also gain the Nameksei-jin Weakness to whistling as long as you are not deaf.

CHANGELING HERITAGE [BASE, GENERAL]

Prerequisites: Oldblood (Changeling), 1st Level Only

Benefit: You gain the ability to survive in a vacuum. This counts as a Ki Feat.

MAJIN HERITAGE [BASE, GENERAL]

Prerequisites: Oldblood (Majin), 1st Level Only

Benefits: You do not age, and this feat counts as 2 Ki Feats.

SHIN HERITAGE [BASE, GENERAL]

Prerequisites: Oldblood (Shin), 1st Level Only

Benefits: Regardless of your race, you can use Skills, except Escape Artist, as a Shinigami. This feat counts as a Ki Feat.

BULK UP [GENERAL, KI]

Prerequisite: 18+ Constitution, 100+ Power Level

Benefit: You gain the ability to bulk up your body in to increase your power. You may activate this Bulk Up as a full-round action and it lasts for 3+ Constitution Modifier rounds. You act as if you have gained a size category for all positive effects while bulked up, and this feat counts as three ki feats instead of one while the Bulk Up is active. You are fatigued after using Bulk Up till the end of combat.

Building your own Aliens

Building your own Aliens is a simple process, broken down into four steps.

Step 1: What is the premise of your race? What is their linking theme?

Step 2: What power scale does your race entail? Is your race weak, strong or in between. This is when you decide exactly how many racial points your race receives. 10 for weak races, 20 for in between races and 30 for strong races.

Step 3: Assign Points. This is where you assign points to your race to make them what they are for their Racial Feat. How do you assign points you ask? Simple, you choose options from the following list, and add up the total. All races start out as Medium sized with a 30 foot land speed and no bonuses or penalties to statistics. All options may be taken multiple times unless otherwise noted.

Advantage	Advantage Description	Advantage Cost
Assign an attack form	Choose from the following list: Unarmed Attack, Ranged Shot or Weapon Attack. Your race has a racial attack with this skill which deals 1d6 damage and improves by 1d6 damage per 5 ranks above one you have in the appropriate skill.	4 points
Assign Ki Ability Progression	Choose from the following list: - A. First Level and every second level thereafter - B. Second Level and every second level thereafter - C. Second level and every third level thereafter - D. Third level and every third level thereafter You gain Ki Abilities at this progression rate	A. 8 Points B. 6 Points C. 4 Points D. 2 Points
Gain a Size Category	You become a size category larger. You cannot both gain and lose a size category.	4 points
Lose a Size Category	You become a size category smaller. You cannot both gain and lose a size category.	4 points
Monstrous Transformation	Your race has a monstrous side. Assign points equal to your racial cost to this transformation. You cannot make this transformation count as a Ki Feat nor can your Monstrous Transformation have a Monstrous Transformation. All Monstrous Transformations have one Unarmed Strike Attack Form for free and keep the base race's Ki Progression with the same choices as the base character.	10 points
This Racial Feat counts as a Ki Feat	This factors into your Power Level calculation	5 points +5 per time this is taken
+2 to one statistic	You gain a +2 racial bonus to a statistic	1 point
Gain a +4 bonus to one Core Skill	You gain a +4 Racial Bonus to one Core Skill	2 point
Gain a +2 bonus to one Base Skill	You gain a +2 racial Bonus to one Base Skill	2 point
You have an extra limb	You gain one extra limb. This can be any limb including a tail, another head or a wing	2 points
Gain a Racial Special Attack	You gain a Racial Special attack built with 16 points	4 points
Raise your Racial Special attack	Your Racial Special Attack gains 4 more points	1 point
Speed Capability	Choose from the following: Flight, Burrow, Swim or Climb, your race has a racial speed equal to your land speed for that type of travel	4 points
Can use Skills like a Shinigami	Your race naturally can use skills like a Shinigami without having to take the feats listed in The Complete Dragonball	10 points
Gain Spellscore modifier as Natural Armor	You gain your Spellscore Modifier as Natural armor to your Defense Rolls. This may be taken only once per race.	6 points
Add 10 feet of land speed	Your race moves faster than normal +10 feet per round per time this is taken	1 point
Your race has a type other than Humanoid	Choose one type other than Humanoid, your race has that type instead of humanoid. This may be taken only once per race.	3-10 points, up to GM
Racial Bonus Feat	Your race automatically gains a non prestige feat as a bonus feat.	2 points
Natural Attack	Your race has a Natural Attack form	4 points
Increase one attack's damage one step	One of your attacks (Either one of your natural attacks or your racial attack) increases one dice size in strength. This may only be taken once per race.	6 points
Gain a Special Quality	You gain a Special Quality chosen by you. Point Costs are assigned by the GM	1-20 points, up to GM.
Racial Weakness	Your race has a racial weakness. This can be anything from the Saiyajin Tail Weakness to a racial allergy to a common material.	1-10 point Refund, up to the GM

Step 4: Finalize your Race. Assign racial feats to your race and Show it and them to your GM, and have them approve it. Now it's ready to play. Step 4 is kind of tricky. You have to balance a race against it's racial feat. Granted that hasn't really been done in The Complete Dragonball or here in The Essential Dragonball, but when creating a new race, consider their strengths and weaknesses. If you've built a 30 point race, don't give them impressive transformations every 5 levels. Give them little things to accentuate their race's natural abilities. A new Alien race should have at least 5-10 feats with stronger feats for weaker races. Congratulations on making your own Dragonball Race.

Example Races

Example Race: Saiyajin.

- **Step 1:** They are a race of advanced primates that transform into a giant ape at the full moon.
- **Step 2:** Saiyajins are a medium scale race... 20 points
- **Step 3:** Assigning Points, Saiyajins have the following (Monstrous Transformation [10], Unarmed Attack Attack Form [4], Ki Ability Progression: B [6], Extra Limb: Tail [2], Scent Quality [4], Saiyajin Power Up [4], Racial Weakness: Counts as a Large Creature when Eating [-4], Racial Weakness: Tail Grab [-4] Transformation only at Full Moon [-2]) Thus equaling 20 points. Their Monstrous Transformation goes as follows (Gain a Size Category x4 [16], Racial Attack built with 20 points [6], +4 Charisma [2], Bonus Feat: Blooded [2], Bonus Feat: Blooded [2], Racial Weakness: Cut off tail and lose transformation [-4], Animal Intellect while in Transformation [-4])
- **Step 4:** Looking at the race, the GM approves the race for play.

Example Race: Shin

- **Step 1:** The Shin are a race of gods that rule over the universe
- **Step 2:** Shin are a powerful scale Race... 30 points
- **Step 3:** Assigning Points (Unarmed Attack Form [4], Ki Ability Progression: A [8], Can use Skills like a Shinigami [10], Feat Counts as a Ki Feat [5], Special: Longer Life Span and survive in a vacuum[3]) The race costs 30 points.
- **Step 4:** Looking at the race, the GM approves the race for play.

Example Race: Majin

- **Step 1:** The Majin are a magical race of jinn that are all innocent and child-like
- **Step 2:** Majin are a powerful race... 30 points
- **Step 3:** Assigning Points (Unarmed Attack Form [4], Ki Ability Progression: A [8], Counts as 2 Ki Feats [15], Does not die of old age and can survive in a vacuum [3]) The race costs 30 points.
- **Step 4:** Looking at the Race, the GM approves the race for play.

Example Race: Ki Using Human

- **Step 1:** Ki Using Humans are humans that have learned to use their Ki.
- **Step 2:** Ki Using Humans are a weaker race... 10 points
- **Step 3:** Assigning Points (Unarmed Strike Attack Form [4], Ki Ability Progression: D [2], +2 Charisma [1], +2 Dexterity [1], +4 Sense Motive [2]) The Race costs 10 points
- **Step 4:** Looking at the Race, the GM approves the race for play.

Example Race: Canid

- **Step 1:** Canids are beings descended from canines from Canus Major
- **Step 2:** Canids are a moderate race... 20 points
- **Step 3:** Assigning Points (Unarmed Strike Attack Form [4], Ki Ability Progression: C [4], Scent Quality [4], Monstrous Transformation [10], Racial Weakness: Silver deals +1d6 damage to a Canid [-2]) The Race costs 20 points. The race's Monstrous Transformation is as follows (Gain a size category [4], New Natural Attack: Bite [4], Special Attack built with 20 points [6], +8 Dexterity [4], +4 Intimidate Checks [1], +10 foot Land Speed [1])
- **Step 4:** Looking at the Race, the GM approves the race for play.

Example Race: Konatsan

- **Step1:** Konatsans are a race that look and act very much like fantasy elves
- **Step 2:** Konatsans are a weaker race... 10 points
- **Step 3:** Assigning Points (Weapon Attack Attack Form [4], Ki Ability Progression: C [4], Enhanced Hearing +4 on Listen Checks [1], Extended Lifespan: 10x Human [1])
- **Step 4:** Looking at the race, the GM approves the race for play.

Extreme Training

There are extremes in the Dragonball universe that require special rules to accomplish. They are as follows.

Gravity Training: For each multiple of 10 gravities that you train in, you receive 10% bonus experience. This doesn't have a cap, as in the core Dragonball Z, Vegeta trains in 400 Gravities. For every week you train in a multiple of 10 gravities, you receive 500 experience modified by the gravity's bonus and any other bonus you may have such as Weighted Training Clothing, a Shin teacher, etc. Up to 100 Gravities you receive a -2 penalty to Strength and Dexterity for as long as you are in said gravity field. Above 100 gravities, you must make an Endurance Check every week with a DC equal to $(10 + 1 \text{ per } 10 \text{ gravities})$. If you fail you become winded. If you fail twice you become fatigued. If you fail three times you become exhausted. For each 5 that you fail by increase the condition by one stage of failure, max unconscious. These penalties go away when you leave the field and receive one day of rest for each failure you received.. These penalties disappear when you leave the gravity field.

Extreme Environmental Training: In any environment that requires a Fortitude Save to remain conscious, you receive an additional 50% experience, for each harsh condition you lose $1/10^{\text{th}}$ of your maximum hit points per day of training. You can still rest while in harsh training, but receive only half the benefit. If the environment would deal you damage for entering, you still take that damage (Such as Lava)

The Hyperbolic Time Chamber: Within the Hyperbolic Time Chamber, you are training under 10 gravities at all times. It is also considered a Extreme Environment. You receive one year of training in one day, and can stay in the room for 2 days of outside time before going insane. You may enter the Hyperbolic Time Chamber twice in your life, for up to 2 days each. If there is more than one Hyperbolic Time Chamber in existence the restrictions noted are for each chamber individually. You must wait at least one day between trips into a Hyperbolic Time Chamber. Food and water is supplied by the chamber, and always has enough food to feed all occupants for the time required. The door of the chamber, the only entrance or exit from the Hyperbolic Time Chamber, can be destroyed as if the door were a heavy steel door. The Dais and bedrooms of the Hyperbolic Time Chamber do not contain the gravity field or extreme environment of the rest of the chamber. By expending 4,000 power level and making a DC 25 Spellcraft Check you may rip a hole in the dimensional fabric of the Hyperbolic Time Chamber back to the dimension you entered. To enter a different dimension, you must expend 5,000 power level, be aware that the dimension exists, and must make a DC 50 Spellcraft Check. The training benefit of the Hyperbolic Time Chamber only works if there is 2 or less occupants. Should a third occupant enter, the Gravity and Extreme Environments shut off.

The Room of Spirit and Time: This room, with a large pendulum within, allows one to train with warriors of the past. Upon entering this room, you travel through time to a point in time where warriors are awaiting you at the proper challenge rating for you of extreme difficulty. Any number of people can enter the Room of Spirit and Time at one time, and even if you lose you receive one half experience for the battle. Should you win you receive full experience for the battle. Any damage taken within the chamber is non-lethal once you leave the chamber. If you die by any means within the Chamber, you are merely rendered unconscious in the real world. You cannot take anything from the fake world to the real world. Any items you possess are transferred with you and are not left behind when you leave.

Items

Items have normal bonuses all on their own. They are made better by expending action dice into them. Some items gain a temporary bonus, which lasts till the end of the game session. Others, such as consumables, gain permanent bonuses. Regardless of the expenditure, you regain Action Dice normally at the beginning of every game session/day.

Nyobo: Staff, 1d6[BW], Crit x2, Reach 10 Feet, Level 4

This item is a simple staff. It's true power lies in the fact that not only is it indestructible, but it has reach. It can also attack adjacent targets, and you threaten all squares around you.

Investing one Action Dice within Nyobo increases the range of the Reach by 10 feet while keeping the ability to attack adjacent targets and threaten within range.

Investing two Action Dice within Nyobo increases the critical hit range by 3 (17-20) and keeps the benefits from investing one Action Dice.

Investing three Action Dice within Nyobo increases the critical multiplier by 1 (x3) and keeps the benefits of investing two Action Dice.

Investing four Action Dice within Nyobo increases the damage it deals from 1d6 [BW] to 2d6 [BW] and keeps the benefits of investing three Action Dice.

Kintoun: Magical Flying Device, Level 4

Kintoun, otherwise known as Nimbus or the Candy Cloud, allows those of the Good allegiance to ride it at a speed of 120 feet per round with perfect maneuverability.

Investing one Action Dice into Kintoun increases the speed by 30 feet.

Investing two Action Dice into Kintoun allows anyone to ride Kintoun as long as they do not have the Evil Allegiance.

Senzu Beans: Consumable Item, Level 10

These magical beans are grown by Korin in his home under Kami's Tower. They provide healing as if you spent a night of full bedrest under long term care. They normally come in single units, or bags of 10.

By Investing one Action Dice into a Senzu Bean, they heal a target fully from whatever hit point total they were at as long as they were not dead. This also fully restores Power Level

By Investing two Action Dice into a Senzu Bean, they heal broken bones along with their normal healing.

By Investing three Action Dice into a Senzu Bean, they do all that the first two investments did, in addition they instantly heal all Ability Damage, Ability Drain and Level Loss, permanent or otherwise.

By Investing four action dice into a Senzu Bean, they remove any and all conditions on a target along with the other investments.

Tree of Might Fruit: Consumable Item, Level 21+

These fruit are made from the energy of an entire planet. Normally the food for Dragons, Tree of Might fruit can be eaten by anyone if they create one. Eating a Tree of Might Fruit instantly refills your Power Level to full from where ever it was originally.

Investing one Action Dice into a Tree of Might Fruit grants you a temporary +4 bonus to Strength, Dexterity and Constitution for the rest of the encounter.

Investing three Action Dice into a Tree of Might Fruit doubles your current and Maximum Power Level for the rest of the combat.

Investing eight Action Dice into a Tree of Might Fruit permanently Doubles your current and maximum power level and grants you a permanent +4 bonus to Strength Dexterity and Constitution.

Coconut Sword: Shortsword, 1d6[BW] Damage, 17-20 x2 Crit, Level 13+

The Cocoanut Sword has the following Enchantments on it when you first receive it: *Keen* and *Speed*

Investing two Action Dice into the Cocoanut Sword, you gain the *Defending* and *Accurate* special abilities

Investing six Action Dice into the Cocoanut Sword, you gain the *Vorpal* special ability

Ensenji: Consumable Item, Level 21+

Eating this fruit, which is usually only food for Enma-Daioh and is guarded by several high level demons in Hell, doubles the user's current Power Level (Maximum of their Max Power Level) and restores provides them with one night's full bedrest with long term care.

Investing six Action Dice into Ensenji grants the user the ability to go for three months without food or water.

Investing eight Action Dice into Ensenji grants the user a permanent doubling of their current and maximum power levels, and the ability to go for three months without food or water and complete healing.

Sacred Water: Level 21+

The Sacred Water can be used to end Mental Domination on a target. Upon drinking the Sacred Water or having the water poured on them, the target is cured of any effect that charms them or dominates them. They cannot be effected by that same effect for 24 hours after drinking the Sacred Water. Sacred Water mysteriously never runs dry.

By investing four Action Dice into the Sacred Water, you may cure an area the size of a city from mental domination

By investing six Action Dice into the Sacred Water, you can cure an entire continent of mental domination

By investing eight Action Dice into the Sacred Water, an entire planet can be purged of mental domination

Potara Earrings: Level 30+

Creating a permanent fusion between two that wear the earrings (One on the left ear, one on the right), Potara Earrings are unlike most items. When each puts on the earring, they invest Action Dice into the earring, the one that invested the most Action Dice to the Earrings is the dominant personality. Either way the personality is a conglomeration of the two fused. This is stronger than the Fusion Dance. Add together the two power levels, and multiply by one and a half. Secondly, add the modifiers of the lesser personality to the statistics of the dominant personality. Thirdly, the fusion has access to all the feats of the dominant personality, and one quarter the feats of the lesser personality. You still must meet all prerequisites for feats you gain through Potara earrings and count as both races.. Potara is permanent and should only be undone by extreme magical powers such as the stomach of a Majin, or a Wish on the Dragonballs.

Scouter: Level 1+

A scouter can detect any power levels on the same planet as it is on. When creating a Scouter, you must invest Action Dice into it. These action dice give a permanent bonus to the Scouter, you regain your Action Dice on the next game session after making one. A scouter also allows interstellar communication. Crafting a Scouter is a DC 35 Craft (Electronic) check with a purchase DC of 30. Action dice are invested at item creation and can only be changed by rebuilding the item. You still regain your Action Dice per session, this is not a permanent expenditure of Action Dice

Investing one Action Dice into the scouter grants it the ability to sense up to Moderate power levels before exploding dealing 2d6 damage to the wearer.

Investing three Action Dice into the scouter grants it the ability to sense up to Massive power levels before exploding dealing 2d6 damage to the wearer

Investing five Action Dice into the scouter grants it the ability to sense up to Titanic power levels before exploding dealing 2d6 damage to the wearer.

Investing seven Action Dice into the scouter grants it the ability to sense any power level without exploding.

Hoi Poi Capsules: Level 1+

A hoi poi capsule holds objects within making them smaller than they really are and lighter than they really are. A Hoi Poi capsule holds a medium item without having to invest action dice. It takes a standard action to retrieve anything from a Hoi Poi capsule. You can return an item back to it's Hoi Poi capsule as a move action. Hoi Poi capsules cannot hold living creatures. Crafting a Hoi Poi capsule is a DC 20 Craft (Electronic) check with a purchase DC of 10. Action dice are invested at item creation and can only be changed by rebuilding the item. You still regain your Action Dice per session, this is not a permanent expenditure of Action Dice

Investing one action dice allows the Hoi Poi capsule to hold a large item.

Investing two action dice allows the Hoi Poi capsule to hold a huge item.

Investing three action dice allows the Hoi Poi capsule to hold a gargantuan item.

Investing four action dice allows the Hoi Poi capsule to hold a colossal item.

Dragon Radar: Level 1+

When people really need to find the Dragonballs, you can turn to a Dragon Radar. Dragon Radars can pick up the unique energies that are exuded by the Dragonballs. For no Action Dice, they can find Dragonballs within a city's limits. Creating a Dragon Radar requires a DC 30 Craft (Electronics) Check with a purchase DC of 25. Action dice are invested at item creation and can only be changed by rebuilding the item. You still regain your Action Dice per session, this is not a permanent expenditure of Action Dice

For one Action Dice they can find Dragonballs on a planet sized area

For three Action Dice they can find Dragonballs in a solar system wide area

For five Action Dice they can find Dragonballs in a galaxy wide area

For seven Action Dice they can find Dragonballs anywhere in the universe

Saiyajin Armor: Level 5+

While wearing this form fitting armor, a character gains a +4 armor bonus to Defense and +2/- Damage Reduction. The Max Dex bonus of this armor is +4 and it has no skill check penalty. Creating Saiyajin Armor is a Craft (structural) check DC 25 with a purchase DC of 20. Action dice are invested at item creation and can only be changed by rebuilding the item. You still regain your Action Dice per session, this is not a permanent expenditure of Action Dice.

With one action dice invested, this armor bonus becomes a +6 and the damage reduction bonus becomes +4/- The Max Dex Bonus of this armor is +8 and it has no skill check penalty.

With four action dice invested, this armor bonus becomes +8 and the damage reduction bonus becomes +6/- The Max Dex Bonus of this armor is +12 and it has no skill check penalty.

With seven action dice invested, this armor bonus becomes +10 and the damage reduction bonus becomes +8/- The Max Dex Bonus of this armor is +16 and it has no skill check penalty.

Ultimate Body: Level 7

This body suit makes it easier to shrug off status effects. Investing no action dice in this item makes you immune to the effects of Sickened and Frightened. Creating Ultimate Body is a Craft (Electronic) DC of 30 with a purchase DC of 15. Action dice are invested at item creation and can only be changed by rebuilding the item. You still regain your Action Dice per session, this is not a permanent expenditure of Action Dice.

Investing two Action Dice into Ultimate Body makes you immune to the effects of Nauseated and Shaken.

Investing four Action Dice into Ultimate Body makes you immune to the effects of Stunned and Panicked.

Investing six Action Dice into Ultimate Body makes you immune to the effects of Paralysis and Cowering.

Saibamen Pills: Consumable Item Level 10+

These seeds make mook warriors to fight for you. You receive one mook warrior of your level per seed used. Generally, they come in packets of 10 seeds. The seeds grow in one full round. Saibamen always have the following abilities. Hollow Growth Power: Caustic Blood, Hollow Growth Power: Special: Death Throes and Special Attack (+xd6 where X is level, Enduring, Enduring, Ranged Attack, Extra Damage Type: Acid). They cannot gain more hollow growth powers.

For three action dice invested in Saibamen Pills, the warriors created are of the normal level, but are built two levels lower than you.

For seven action dice invested in Saibamen Pills, the warriors created are of the elite level, but are built four levels lower than you.

Saiyajin Healing Pod: Level 8+

These pods grant you the benefits of long term care, complete bedrest and Reiki Healing every round you're within the pod. The pod has a Spellscore Modifier is +10. This device never succumbs to Fatigue or Exhaustion.

For three action dice the pod's Spellscore Modifier is +16.

For five action dice the pod's Spellscore Modifier is +22.

Lucifer's Mantle: Level 25+

This mantle is given by Satan to a follower that becomes his personal avatar in the world. Without action dice invested, this is merely a mantle giving a +5 armor bonus with no Max Dex penalty nor an Armor check penalty.

For four action dice invested, Lucifer's Mantle also grants you fast healing equal to its armor bonus.

For eight action dice invested, Lucifer's Mantle's Armor Bonus becomes 10.

Blasters: Level 1+

This device that fits over your hand and has a button to press to fire blasts allows a race that cannot normally use a ki blast, the ability to use the Ki Blast Ki Ability as if they were using it themselves (Meaning that it is increased in potency with their unarmed strike ranks.). It is a DC 25 Craft (Electronic) check and has a purchased DC of 15. You invest Action Dice into the creation of the individual item, and receive them back as normal.

For 3 Action Dice invested, this device allows you to use Superior Ki Blast also.

For 5 Action Dice invested, this device allows you to use Super Blast also.

Saiyajin Attack Pod: Level 1+

Attack Pods are capable of traveling great distances within the same galaxy. It takes one year to cross a galaxy with a Saiyajin Attack Pod. All Saiyajin Attack Pods come with a remote control for the pod. Getting into a pod places you in stasis that you come out of one day before you reach your destination. Creating an Attack Pod requires a DC 30 Craft (Mechanical) check and comes with a purchase DC of 20. You invest Action Dice into the creation of the individual item, and receive them back as normal.

If you invest 3 Action Dice into the creation of the Saiyajin Attack Pod, it can cross the galaxy in half a year and adds 5 to the purchase DC.

If you invest 5 Action Dice into the creation of the Saiyajin Attack Pod, it can cross the galaxy in one month and adds 10 to the purchase DC.

If you invest 7 Action Dice into the creation of the Saiyajin Attack Pod, it can cross the galaxy in one week and adds 15 to the purchase DC.

Changeling Battleship: Level 20+

Battleships follow the same rules as a Saiyajin Attack Pod, except that they can hold up to 500 occupants at once. You are not placed in stasis upon entering a Changeling Battleship, it has its own food and water stores. Creating a Changeling Battleship requires a DC 30 Craft Mechanical check and has a purchase DC of 35.

If you invest 3 Action Dice into the creation of the Changeling Battleship, it can cross the galaxy in half a year and adds 5 to the purchase DC.

If you invest 5 Action Dice into the creation of the Changeling Battleship, it can cross the galaxy in one month and adds 10 to the purchase DC.

If you invest 7 Action Dice into the creation of the Changeling Battleship, it can cross the galaxy in one week and adds 15 to the purchase DC.

Prestige Paths

Legendary Master

Prerequisites:

Feats: Super Saiyajin, Legendary Super Saiyajin, Beyond Super Saiyajin

Special: 3,000 Power Level, Each feat in this tree counts as a Ki Feat

1 – HI TENSION

You may push your other Super Saiyajin forms into a Legendary state increasing their statistic and power level multipliers by one. Meaning in Legendary Beyond Super Saiyajin you would push your physical statistics and power level to a factor of 3.

2 – IMPROVED FORM

You gain damage mitigation 5 per legendary form you are in (Meaning DM 15 for Legendary 3, etc).

3 – HARDER TO KILL

When you are in your legendary forms, you gain Fast Healing equal to twice the rank of your Super Saiyajin form. Meaning in Super Saiyajin 2, you would have Fast Healing 4. Instead of dying at negative half your maximum hit points, they die at negative three quarters their maximum hit points, and can still act until they reach negative half their hit point total.

4 – ENDURING FORM

You may maintain any Legendary form for a timer equal to your lowest super saiyajin form. If you maintain legendary 2 or higher for longer than your character level + Con Modifier in rounds per day, you lose 3% of your hit points and power level for every 2 rounds spent thereafter. This damage cannot kill. You cannot receive healing to this effect while remaining in Legendary, even your fast healing cannot heal this damage.

5 – IMPROVED ENDURING FORM

You may now receive healing to the damage dealt to you for maintaining your Legendary status longer than you should. You only receive half the normal healing for this effect, but you gain your full fast healing benefits.



Epic Prestige Paths

Student of Overkai

Overkai, a being of supreme power and majesty in the universe. Only one exists at one time, and is the head of the food chain when it comes to power in the universe. Being his student means that you have ascended past the need for mortal concerns, and are seeking higher power.

Prerequisites:

Feats: Ki Infused Race or Ki Infused, Flight (Or the ability to fly in another way), Sense Power Level (Or, if in a crossover game, training in Sense Motive), Suppress Power Level (Or, if in a crossover game, training in Bluff), Power Up, At least one Special Attack

Skills: At least one attack Skill at 24+ Ranks, Defense 24+ Ranks, Any two saves 24+ Ranks, Spellcraft 24+ Ranks

Special: 3,000+ Power Level, Each feat in this tree counts as a ki feat

1 – EXTREME POWER REALIZING [PRESTIGE]

Overkai exerts his power over you and further realizes your potential. If you have had your potential realized you now calculate your power level with a 75 instead of a 60. If you have not, you now count as if you have had your power realized as the feat. If you have both Underkai and Overkai's Extreme Power Realizing, your power level is treated as being calculated with the number 90.

2 – Bonus Feat

3 – COMBINED ATTACK [PRESTIGE]

You gain the unique ability to combine two special attacks into one super attack. When you choose to fire a special attack, you may pay half the second special attack's cost to add in anything that is not on the first attack from the second attack. (IE If you had an attack that dealt +10d6 damage, was Auto-Fire and Homing and a second Special Attack that dealt +10d6 damage, was Enduring and Homing, you could combine those special attacks into one special attack that was +10d6 damage, Auto-Fire, Homing and Enduring). This combination lasts for one use of the Special Attack, but may be done at will.

4 – Bonus Feat

5 – ANGELIC WING TATTOO [PRESTIGE]

You gain a set of angelic wing tattoos on your back that enable you to enter a state akin to the Mystic Power up at will. This bonus can be used while you are in a Mystic Power up, and you can enter this stage if you are already in a mystic power up. If you have a racial transformation, you may also use this power up while in that transformation and may enter that transformation while using this power up.



Student of Underkai

Where Overkai is in charge of everything in the universe, there is a place where even his power doesn't extend. Hell. That is where Underkai comes in. She is the true ruler of Hell and keeps those within it in line regardless of their power. She only comes out when something can't be handled by those within the heavens, but takes students from those she deems worthy. Underkai is exceedingly beautiful, but too bad for those trying to court her, she's already taken.

Prerequisites:

Feats: Ki Infused Race or Ki Infused, Flight (Or the ability to fly in another way), Sense Power Level (Or, if in a crossover game, training in Sense Motive), Suppress Power Level (Or, if in a crossover game, training in Bluff), Power Up, At least one Special Attack

Skills: At least one attack Skill at 24+ Ranks, Defense 24+ Ranks, Any two saves 24+ Ranks, Spellcraft 24+ Ranks

Special: 3,000+ Power Level, Each feat in this tree counts as a ki feat

1 – EXTREME POWER REALIZING [PRESTIGE]

Underkai exerts her power over you and further realizes your potential. If you have had your potential realized you now calculate your power level with a 75 instead of a 60. If you have not, you now count as if you have had your power realized as the feat. If you have both Underkai and Overkai's Extreme Power Realizing, your power level is treated as being calculated with the number 90.

2 – Bonus Feat

3 – AKUMAKEN [PRESTIGE]

You gain the Akumaken technique. By activating this technique as an immediate action, you gain Fast Healing equal to your level for 3+ Constitution Modifier rounds. This reduces your damage output for all forms of combat by 2[BW]. The Akumaken is a Special Attack that can be taught to other students.

4 – Bonus Feat

5 – REVENGE DEATH BALL [PRESTIGE]

You learn the dreaded Revenge Death Ball technique. The Revenge Death Ball technique is charged up by spending a full-round action. The Revenge Death Ball takes one full-round to charge and does 2d6 damage per character level of the user. Once the Revenge Death Ball is charged, it must be harnessed as a move action and thrown as a standard action. Should you be struck by an attack while charging the Revenge Death Ball, you must make a

Concentration Check equal to one half the base damage (Before Damage Reduction) to remain concentrating on the Revenge Death Ball. The Revenge Death Ball is a Special Attack that can be taught to other students.



Thrall of Satan

During the Accidental Super Saiyajin game, one of the arcs revealed that Afterlives don't simply vanish when a new religion comes into play. They are merely submerged beneath the new religion's version of the afterlife and the world continues on. In this arc, Satan, tired of being forgotten, decided to martial his version of hell, and march on the world of the living in an apocalyptic battle. Made even worse when he took our most powerful player and made him his thrall at least for a while, until an alternate universe version of Vegeta drained the evil out of him...

Prerequisites:

Feats: Ki Infused Race or Ki Infused, Flight, Stand Anywhere, Sense Power Level (Or, if in a crossover game, training in Sense Motive), Supress Power Level (Or, if in a crossover game, training in Bluff), Power Up, Realized Potential

Skills: Any Attack Skill 38+ Ranks, Defense 38+ Ranks, Intimidate 38+ Ranks

Special: 5,000+ Power Level, Must wear Lucifer's Mantle

1 – EXTREME POWER [PRESTIGE]

Once per day per point of spellscore modifier you may increase your power level as if your power level was calculated using the number 100 instead of 60. This extreme power lasts for 3 + Constitution Modifier in rounds before you are left fatigued for the remainder of combat.

2 – Bonus Feat

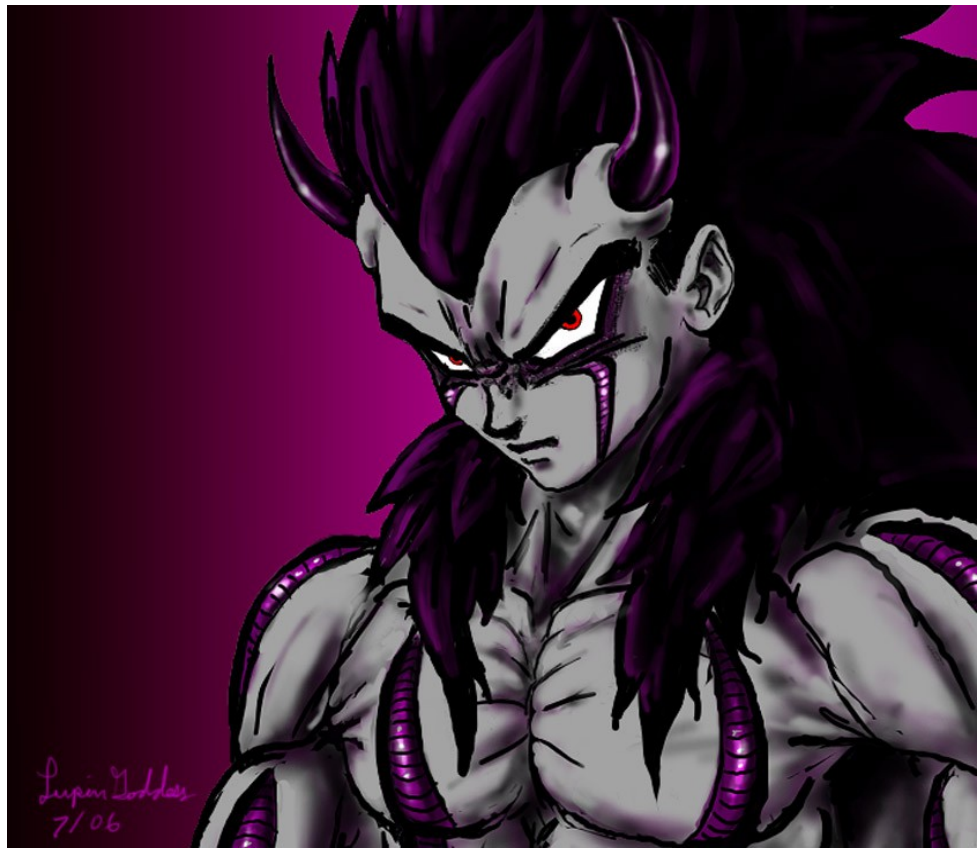
3 – DEATH'S SCYTHE [PRESTIGE]

You are gifted with the scythe of death itself. This works as a Constant Released Zampakutou with the following Zampakutou Abilities (Alternate Weapon Form; Scythe, Gravetouched Weapon, Greater Gravetouched Weapon, Superior Gravetouched Weapon, Swift Gravetouched Weapon, Tenacious Wounds.) This does not increase your power level for possessing.

4 – Bonus Feat

5 – POWER OF THE DEVIL [PRESTIGE]

You hold Lucifer's power within yourself and can unleash it upon unsuspecting people. Once per day you can make a blast of pure evil energy. This works as the Genki Dama charged for 20 full rounds. This is a standard action to produce.



Sample Special Attacks

Here are some sample Special Attacks and their associated costs. Most of these are epic level techniques, as I believe that all of Dragonball Z and Dragonball GT were Epic Level campaigns.

Basic Kamehameha Wave, Level 10: (Muten Roshi): (+10d6 Damage [10], Line [3], Line [3], Line [3], Ranged Attack) (Total: 19 Points) (190 Power Level)

2x Kamehameha Wave, Level 36: (Gohan, Cell Saga): (+20d6 Damage [20], Line [3], Line [3], Line [3], Ranged Attack) (Total: 29 Points) (290 Power Level)

10x Kamehameha Wave, Level 40: (Goku, Bebi Saga): (+40d6 Damage [40], Line [3], Line [3], Line [3], Line [3], Ranged Attack) (Total: 52 Points) (520 Power Level)

Galick Gun, Level 25: (Vegeta, Saiyagin Saga): (+25d6 Damage [25], Line [3], Line [3], Line [3], Ranged Attack) (Total: 36 Points) (360 Power Level)

Big Bang Attack, Level 32: (Vegeta, Cell Saga): (+30d6 Damage [30], Burst [3], Burst [3], Ranged Attack) (Total: 36 Points) (360 Power Level)

Dragon Fist, Level 40: (Goku, Hirudegarn Movie): (+20d6 Damage [20], Extra Damage Type: Piercing [1], Bonus Feat: Improved Grab [2], Enduring [4], Dancing [4], Unarmed Attack) (Total: 31 Points) (310 Power Level)

Super Kamehameha Wave, Level 40: (Goku, DBGT): (+40d6 Damage [40], Line [3], Line [3], Line [3], Penetrating [5], Ranged Attack) (Total: 54 Points) (540 Power Level)

Ki Shower, Level 6: (Original Attack): (+6d6 Damage [6], Extra Damage Type, Piercing [1], +6 Enhancement Bonus [6], Auto-Fire [4], Keen [1], Speed [3], Ranged Attack) (Total: 21 Points) (210 Power Level)

Continuous Die Die Missiles!, Level 35: (Gotenks, Hirudegarn Movie): (+30d6 Damage [30], Penetrating [5], Auto-fire [4], Ranged Attack) (Total: 39 points) (390 Power Level)

Kienzen, Level 25 (Krillen, Frieza Saga): (+25d6 Damage [25], Penetrating [5], Keen [3], Ranged Attack) (Total: 33 points) (330 Power Level)

Saiyagin Spirit, Level 3 (Any Saiyagin, Budokai games): (Bonus Feat: Blooded [2], Bonus Feat: Heroic Attribute (Spellscore) [2], Bonus Feat: Heroic Attribute (Spellscore) [2], Bonus Feat: Heroic Attribute (Strength) [2], Bonus Feat: Heroic Attribute (Constitution) [2], Bonus Feat: Intelligent Defense [2], Bonus Feat: Insight Defense [2], Non Attack) (Total: 16 Points) (160 Power Level)

Energy Drain: Level 30 (Cell, Cell Saga): (+20d6 Damage [20], Vampiric [5], Extra Damage Type: Piercing [1], Unarmed Attack) (26 points) (260 Power Level)

Super Explosive Wave: At least level 20 (Everyone): (+15d6 [15], Burst [3], Burst [3], Enduring [4], Ranged Attack) (25 points) (250 Power Level)

Solar Flare: Level 15 (Tienshinhan, DB on): (Special: Fortitude Save or Blind for 1d6+1 Rounds [10], Burst [3], Burst [3], Burst [3], Ranged Attack) (19 Points) (190 Power Level)

Split Form: Level 15 (Tienshinhan, DB on): (Fission Power [32], Special: Creates 1d2+1 copies [4] Non Attack) (36 Points) (360 Power Level)

Special Kamehameha Wave using my House Rule: (Most Any Z Fighter, Level X): (+xd6 Damage where X is level [7], +x Enhancement Bonus where x is Level [7], Line [3], Line [3], Line [3], Penetrating [5], Ranged Attack) (Total: 28 Points) (280 Power Level)

Cruel Ruin: Level 60 (Player Created, Jeroitz, Accidental Super Saiyajin Game): (+60d6 damage [60], +60 enhancement bonus [60], Auto-Fire [4], Homing [4], Dancing x2 [8], Enduring x2 [8], Multi-Target x2 [6]) (148 Points) (1480 Power Level) (Note, that this can be scaled down by reducing the damage and enhancement bonuses)

Angel Shot: Level 20 (Player Created, Jeroitz, Accidental Super Saiyajin Game): (+20d6 Damage [20], Special: Ignores Damage Reduction and Mitigation [10], Homing [4], Keen [1], Vampiric [5]) (40 Points) (400 Power Level)

Phoenix Blast: Level 7 (Player Created, Jeroitz, Accidental Super Saiyajin Game): (+7d6 Damage [7], +7 Enhancement Bonus [7], Homing [4], Accurate [1], Enduring x3 [12]) (31 Points) (310 Power Level)

Crush Dance: Level 65 (Player Created, Jeroitz, Accidental Super Saiyajin Game): (+65d6 Damage [65], +65 Enhancement Bonus [65], Auto-Fire [4], Poisoning x5 per stat [60], Vampiric [5], Penetrating [5]) (204 Points) (2040 Power Level) (To properly play this at lower levels, reduce the Damage and Enhancement Bonuses and the Poisoning quality appropriately)

Keep Your Eye on the Birdy: Level 21 (Radditz, DBZ): (+21d6 Damage [21], +21 Enhancement Bonus [21] Homing [4], Burst x3 [9]) (56 Points) (560 Power Level)

Special Beam Cannon: Level 20 (Piccolo, DBZ): (+20d6 Damage [20], +20 Enhancement Bonus [20], Penetrating [5], Piercing Damage [1], Enduring [4]) (50 Points) (500 Power Level)

Reflective Ki Barrier: Level 63 (Player Created, Jeroitz, Accidental Super Saiyajin Game): (Special: As Strong Ki Barrier, but if the attack didn't overcome the Damage Mitigation, attack reflected back at user, can reflect areas [60]) (60 Points) (600 Power Level)

Premade Characters

Below are three Premade Characters, Majin Buu and Son Goku who are Epic Levels, and Dende who is not.

Dende

Dende is the guardian of Earth from the year 767. Small in stature, his magical might is formidable.

Name: Dende

Height: 3'10"

Weight: 70lbs

Hair: None

Eyes: Black

Level: 12

HP: 90

RR: 2,268

SPV: Grade Bracket 5

DR: 12/-

Wealth: At Need

Reputation: 6

Action Dice: 5

Dam: 2d6+0 Unarmed

Exp:

STR: 11

DEX: 11

CON: 21

INT: 19

WIS: 21

CHA: 19

BASE SKILLS

1. Fortitude
2. Reflex
3. Will
4. Defense

CORE SKILLS

1. Swim
2. Sense Motive
3. Spellcraft
4. Knowledge (Mystic Arts Lore)
5. Concentration
6. Treat Injury
7. Listen
8. Spot

Flaws

- Poor Hands
- Noncombatant



Feats

Fan Service: Sentai

1

- Namek
- Special Attack (Gate as the spell, Requires another Caster 32 Points)
- Suppress Power Level
- Special Attack (Gate)
- Special Attack (Gate)
- Special Attack (Gate)
- Spellcaster (3 Ki Feats)

2

- Realized Potential (Ki Feat)

3

- Sense Power Level
- Heroic Attribute (Constitution)

4

- Flight

5

- Reiki Healing (Ki Feat)

6

- Namek Limb Regrowth
- Stand Anywhere

7

- Inner Strength (Ki Feat)

8

- Create Dragonballs (Ki Feat)

9

- Increased Inner Strength (Ki Feat)
- Reiki Healing Aura (Ki Feat)

10

- Superior Reiki Sensing (Ki Feat)

11

- Special Attack (Telepathic Bond, 20 Points)(Ki Feat)

12

- Superior Reiki Healing (Ki Feat)
- Run
- Namekian Fusion

Ki Abilities

Infuse Power, Ki Blast, Ki Barrier

Creator of the Second Set of Earth Dragonballs

Invested 3 Action Dice into their creation, Included stipulation that they grant 3 wishes for a downtime of one year. Included moderate restriction that if there are a large amount of people resurrected, that it uses 2 wishes. A large amount of people is defined by 1,000,000+ which added 3 Action Dice to his expenditure.

Porunga: 540 Hit Points

Majin Buu (Kid Buu)

Kid Buu is the true form of Buu without anything inhibiting his wrath or lust for battle. The final villain of Dragonball Z, Kid Buu nearly destroyed the Z-Fighters in 774, killing most of them, and nearly winning the day.

Name: Majin Buu (Kid Buu)

Height: 4'5"

Weight: 100lbs

Hair: None

Eyes: Red

Level: 40

HP: 710 / 1,470 / 1630

RR: 6,672 / 10,008 / 15,012

SPV: Epic

DR: 40/-

Wealth: 0

Reputation: 20

Action Dice: 11

Fast Healing: 40

Damage: 9d6+28/48/52 Unarmed

Exp:

STR: 22 / 62 / 70

DEX: 20 / 60

CON: 22 / 62 / 70

INT: 10

WIS: 14

CHA: 22

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Saves
4. Zanzuken (Flash Step)
5. Fortitude Saves
6. Reflex Saves
7. Ranged Shot
8. Initiative

CORE SKILLS

1. Swim
2. Balance
3. Intimidate
4. Bluff
5. Sense Motive
6. Concentration
7. Treat Injury
8. Listen
9. Spellcraft
10. Knowledge (Mystic Lore)

Flaws

None



Feats

1

- Majin (2 Ki Feats)
- Hidden Reserves (Ki Feat)
- Blooded
- Heroic Attribute (Constitution)
- Talented (Spellcraft, Knowledge (Mystic Lore), Initiative)
- Spellcaster (3 Ki Feats)

2

- Rage

3

- Majin Regeneration
- Improved Flash Step

4

- Sense Power Level

5

- Improved Majin Regeneration

6

- Majin Detatch
- Majin Body Manipulation

7

- Majin Control

8

- Ki Shield

9

- Supress Power Level
- Stand Anywhere
- Power Up (Ki Feat)

10

- Improved Ki Shield

11

- Talented (Fortitude Save, Will Save, Ranged Shot)
- Reiatricsu Healing (Ki Feat)

12

- Greater Ki Shield
- Advanced Reiatricsu Healing (Ki Feat)

13

- Greater Rage

14

- Extra Rage

15

- Mighty Rage
- Tireless Rage

16

- Extra Rage

17

- Superior Reiatricsu Healing (Ki Feat)

18

- Perfect Reiatricsu Healing (Ki Feat)
- Superior Reiatricsu Sensing (Ki Feat)

19

- Reiraku Hunter (Ki Feat)

20

- Improved Reiatricsu Capacity (Ki Feat)

21

- Majin Absorb
- Mystic Unleashed

22

- Extra Absorbtion

- Extra Absorption

- Extra Absorption

- Extra Absorption

- Extra Absorption

- Extra Absorption

- Extra Absorption

- Epic Blooded

- Epic Prowess

- Extra Absorption

- Majin Expansion (Growth and Stretching)

- Majin Expansion (Stretching)

- Majin Expansion (Stretching)

- Boost (Strength) (Ki Feat)

- Improved Boost (Strength) (Ki Feat)

- Epic Heroic Surge

- Weapon Skill Focus (Unarmed)

- Hover

- Weapon Skill Specialization (Unarmed)

- Faster Ability Healing

Infused Power, Ki Blast, Superior Ki Blast, Ki Barrier, Super Ki Barrier, Ki Cone, Ki Burst, Ki Emanation, Ki Column, Ki Charged Shot, Homing Ki, Ki Burst (+10 Feet), Ki Burst (+10 Feet), Ki Burst (+10 Feet), Ki Burst (+10 Feet), Ki Burst (+10 Feet), Ki Spear, Greater Infuse Power, Hammer Blow, Super Blast

Son Goku, End of Dragonball Z

Name: Son Goku / Kakarot

Height: 5'9"

Weight: 137lbs

Hair: Black / Golden

Eyes: Black / Green

Level: 40

HP: 870 / 1,190 / 1,510 / 1,830

RR: 5,040 / 7,560 / 10,080 / 12,600

SPV: 0

DR: 40/- / 80/- (Reiatsu Shield)

Wealth: At Need

Reputation: 31

AD: 11

Dam: 9d6+32/39/42/54 (Unarmed)

Exp:

STR: 30 / 45 / 60 / 75

DEX: 30 / 45 / 60 / 75

CON: 32 / 48 / 64 / 80

INT: 06

WIS: 20

CHA: 30

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Fortitude Saves
4. Weapon Attack
5. Ranged Shot
6. Reflex Save
7. Zanzuken
8. Initiative

CORE SKILLS (+3 Strength, Dexterity and Constitution based Skill Checks)

1. Listen
2. Spot
3. Survival
4. Treat Injury
5. Sense Motive
6. Bluff
7. Swim
8. Intimidate
9. Concentration
10. Balance
11. Craft (Structural)
12. Spellcraft
13. Climb

Flaws

- Pathetic (Intelligence)
- Pathetic (Intelligence)



Feats

1

- Saiyajin
- Blooded
- Talented (Concentration, Balance, Craft (Structural))
- Skill Focus (Intimidate)
- Overbearing Reiatsu (Ki Feat)
- Combat Martial Arts

2

- Extra Ki (Ki Feat)

3

- Extra Ki (Ki Feat)
- Ki Conservation (Ki Feat)

4

- Power Up (Ki Feat)

5

- Reiatsu Healing (Ki Feat)
- Bonus Feat: Special Attack (Kamehameha, Learned from Muten Roshi) (Ki Feat)

6

- Genius Ki
- Defensive Martial Arts

7

- Improved Stamina Training
- Bonus Feat: Endurance
- Bonus Feat: Diehard
- Trained Off Tail Weakness

8

- Expanded Ki Ability

9

- Bonus Feat: Talented (Ranged Shot, Flash Steps, Reflex Save)
- Improved Strength Training
- Bonus Feat: Whirling Frenzy
- Bonus Feat: Tireless Frenzy
- Superior Reiatsu Sensing (Ki Feat)

10

- Shape Ki

11

- Martial Mastery

12

- Sense Power Level
- Improved Mobility Training
- Bonus Feat: Dodge
- Bonus Feat: Mobility
- Reiatsu Burst (Ki Feat)

13

- Combat Roll

14

- Extra Ki (Ki Feat)
- Ki Telepathy (Ki Feat)

15

- Speeding Flurry
- Advanced Reiatsu Burst (Ki Feat)

16

- Reiatsu Bullrush (Ki Feat)

17

- Reiatsu Shield (Ki Feat)

18

- Reiatsu Shielding Aura (Ki Feat)
- Talented (Spellcraft, Climb, Initiative)

19

- Sense Power Level

20

- Flight

21

- Epic Blooded
- Epic Prowess
- Improved Gravity Training
- Interdimensional Ki Telepathy (Ki Feat)
- Bonus Feat: Special Attack (Solar Flare: Tien Shinhan) (Ki Feat)

22

- Bonus Feat: Stand Anywhere
- Spontaneous Special Attack (Ki Feat)

23

- Kaioken

24

- Bonus Feat: Power Up (Ki Feat)
- In Can Feel the Other Side (Ki Feat)
- Weapon Skill Focus (Unarmed Strike)

25

- Genki Dama

26

- Super Saiyajin

27

- Instant Transmission (Ki Feat)
- Interstellar Instant Transmission (Ki Feat)

28

- Improved Super Saiyajin

29

- Bonus Feat: Weapon Skill Focus (Weapon Attack)(And +1 Uses of all Super Saiyajin Levels per day)
- Weapon Skill Specialization (Weapon Attack)

30

- Greater Super Saiyajin
- Interplanar Instant Transmission (Ki Feat)

31

- Bonus Feat: Combat Reflexes (And +1 Uses of all Super Saiyajin Levels per day)
- Weapon Skill Specialization (Unarmed Strikes)

32

- Superior Super Saiyajin

33

- Suppress Power Level
- Improved Kaioken (Ki Feat)
- Bonus Feat: Special Attack (Kienzan)

34

- Beyond Super Saiyajin

35

- Fusion Dance (Ki Feat)

36

- Improved Kaioken (Ki Feat)
- Super Saiyajin 3

37

- Improved Genki Dama (Ki Feat)

38

- Improved Kaioken (Ki Feat)

39

- Special Attack (Dragon Fist) (Ki Feat)
- Vacuum Barrier (Ki Feat)

40

- Extra Ki (Ki Feat)

Ki Abilities:

Infuse Power, Greater Infuse Power, Ki Blast, Superior Ki Blast, Ki Cone, Ki Burst, Ki Emanation, Ki Column, Ki Charged Shot, Homing Ki, Ki Deflection, Ki Push, Super Blast, Ki Spear, Overwhelming Fire, Hammerblow, Anticatory Shot, Ki Pierce, Improved Zanzuken, Greater Zanzuken, Ki Barrier, Strong Ki Barrier, Ki Burst (+10 Feet), Ki Burst (+10 Feet)

Special Attacks:

1. Kamehameha (xd6 damage where x is level, +x enhancement bonus where x is level, 3x Line, Penetrating, Ranged Attack) (31 Points) (310 Power Level)
2. Solar Flare (Special: Fortitude Save or Blind for 1d6+1 Rounds, Burst x3, Ranged Attack) (19 Points) (190 Power Level)
3. Kienzen (xd6 Damage where X is level, +x Enhancement Bonus where X is level, Accurate, Penetrating, Keen, Vorpal, Ranged Attack) (26 Points) (260 Power Level)
4. Dragon Fist (+xd6 Damage where X is level, +x Enhancement Bonus where X is level, Enduring, Dancing, Melee Attack) (22 points) (220 Power Level)

Credits

Akira Toriyama: Writer and Illustrator of the Dragonball Manga

Draxredd: This is the guy that created the original Classless Bleach d20 system

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already or wasn't created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Jusditz and Jeroitz: Two people who have a talent for finding the loopholes in systems and have been invaluable in helping me root out the ones in this game system that even my discerning eye missed. They have also been invaluable in editing this project and correcting the many mistakes I made along the way. They've also contributed quite a bit to the project in terms of material including Jeroitz's kido system and the balancing efforts of Jusditz which have kept this project from completely getting out of control.

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The Hypertext D20 SRD (Open Gaming License)

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Google: For having a lot of Great Images



The Essential Dragonball

The Essential Dragonball is the second guide in the Dragonball series and includes feats and prestige paths for your game.

Features

- 3 new Epic Prestige paths
- Several new feats for Saiyajin, Shin and Nameksei-jin and all users of Ki
- Several Premade attacks for all levels
- Several Items made for your campaign
- 3 Premade Characters (Dende, Son Goku and Kid Buu) and more!

The Essential Dragonball is meant to be used with the Bleach D20 Classless system. It can be a standalone campaign or as part of a crossover event.

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